

DUNGEON ALLIANCE



RULEBOOK

DUNGEON ALLIANCE

A GAME BY ANDREW PARKS

INTRODUCTION

In the days before the Void consumed much of the Old World, there were stalwart humans, elves, dwarves, and gnomes who banded together to invade the deep places of the earth. These heroes forged unbreakable alliances in search of knowledge, treasure, and glory. Rival adventuring parties would often descend into the same dungeon, and these companies fought one another as fiercely as they battled the monsters that lurked behind every dark corner.

These were daring times, when nothing in the world was considered more sacred than the oath that bound those who shared the dangers of the pit together. This was the age of the Dungeon Alliance.



DUNGEON ALLIANCE is a deck-building, dungeon-crawling, miniatures adventure game that allows players to send 1 - 4 different teams of adventurers into perilous dungeons in search of experience and treasure. At the start of the game, each player drafts his or her own team of four heroes and uses tactical movement and cardplay to overcome the dungeon's monsters and acquire treasures. Rival teams may compete with one another to slay monsters, or even battle one another for complete domination. When the sun greets those who emerge from the pit, only one Dungeon Alliance will prove victorious!

OBJECT OF THE GAME



As each team of heroes overcomes monsters and challenges, the heroes earn Experience Point Tokens (XP Tokens) that they can spend to purchase new cards for their Alliance Decks.

Once spent, XP Tokens are flipped face down and are kept until the end of the game. Whichever Alliance collects the most Experience Points during the course of the game will claim the mantle of victory.

COMPONENTS

DUNGEON TILES (25)

Each game, the players explore a new dungeon formed from modular Dungeon Tiles. These tiles are chosen by the players from the face up Tile Draft Area whenever one of their heroes opens a door. Players get to choose the tile that they think their team will have the best chance of defeating and can orient the tile however they like. Tiles can match up in any direction, with locked doors and secret doors able to be found where more obvious entrances are missing. Each Dungeon Tile contains a series of icons representing monsters and challenges for that tile's Dungeon Level (I, II, or III).



DUNGEON FRAME SEGMENTS (12)

There are four different board frame configurations that represent the **Dungeon Frame**, which is the outer perimeter of the dungeon. Each Dungeon Frame configuration is dependent on the number of players in the game (1 - 4). After assembling the Dungeon Frame for the specific number of players, each player places her Starting Dungeon Tile beside one of the entrances illustrated on the Dungeon Frame, as shown at right.



HERO CARDS (17)

Each player controls a Dungeon Alliance that includes 4 heroes. Each of these heroes has a corresponding Hero Card that is kept face up on the table in front of the player throughout the game.

Each hero has four main abilities. **Attack** represents the hero's ability to damage enemies, either through **Melee Attacks** or **Ranged Attacks** . **Defense** represents the hero's ability to avoid damage, either through **Armor Defense** or **Dodge Defense** . **Speed** represents a hero's ability to move and perform important activities such as opening doors, searching for traps, and preparing complex maneuvers. **Health** represents the hero's ability to withstand damage from enemies.



Each hero also has 1 **Race Icon** and 2 **Class Icons**. These icons signify which Upgrades can be played by that hero, and consequently which Upgrades that hero allows to be drafted into the player's Alliance Deck. The **Hero Number** corresponds to that hero's unique Starting Deck Cards (see page 4), and is used to make set-up and clean-up easier. The **Character Background** is flavor text that allows the players to learn the story surrounding each hero.

RACE ICONS



CLASS ICONS



HERO TOKENS (17)

Each hero has a corresponding Hero Token that is placed on top of his Hero Card at the start of the game. Whenever a hero is **activated**, his Hero Token is removed from the card to indicate that he cannot activate again for the rest of the round. Sometimes the Hero Tokens are placed on the Dungeon Map as a reminder that a particular enemy is suffering from an **effect** caused by that hero. A Hero Card with its Hero Token on top of it is considered to be **ready**. A hero whose Hero Token has been removed is considered to be **exhausted**.



HERO FIGURES (17) & SNAP-ON BASES (16)

Each hero in the game is represented by a unique figure on the Dungeon Map. Since each player leads an alliance of 4 heroes, there will be up to 16 different heroes on the Dungeon Map at the same time. Players move their Hero Figures on the game board and position them for attacks against their enemies. The colored snap-on bases (blue, red, yellow, and green) help players distinguish their Alliances from one another on the game board.



STARTING DECK CARDS (51 UNIQUE & 32 GENERIC)

Each hero possesses 3 unique **Starting Deck Cards** that are used to form the corresponding player's Alliance Deck at the start of the game. The **Starting Deck Number** is a quick way to distinguish each of the hero's 3 Starting Deck Cards. Cards that do not possess a Starting Deck Number are **Generic Starting Deck Cards** that are only used in the Basic Game (see "Rules Supplement" for more details).

The **Race** and **Class Icons** represent the requirements to play the card. Since no two heroes share the same exact configuration of Race and Class Icons, all Starting Deck Cards are unique to each hero. The **Hero Portrait** serves as a reminder to the player of the hero who corresponds to a particular Starting Deck Card.

During each round of the game, an individual hero can play many different cards, but cannot play more than 1 card of the same **card type** unless special text allows otherwise. Most card types have a distinct color banner to make it easy to spot which cards have already been played by that hero, although some card types (such as Weapons and Armor) share the same color. Even though some card types share the same color, they can both be played by the same hero during the same round since only the actual card type keyword matters.

UPGRADE CARDS (76)

Each player may draft additional **Upgrade Cards** into his Alliance Deck, as long as at least one of his heroes can use the chosen cards. To draft a card, a player must own a hero that possesses *all* of the Race and Class Icons listed on the card. The exceptions to this include cards that possess two different Race Icons (in which case the hero only needs to represent one of the two races depicted) or a card that separates two Class Icons by a dash (see example at right), which means that the hero needs to possess either the first *or* the second icon in order for the player to be able to draft the card. If an Upgrade Card features two of the **same icon**, then the player must have at least one hero who possesses two of that same icon.

Each Upgrade Card has an **Experience Point Cost** in the upper right corner. Players purchase Upgrade Cards by spending Experience Points that they have earned for defeating enemies and accomplishing other feats.

Many Starting Deck Cards and Upgrade Cards provide an **Ability Bonus** (see above), which is considered to be in effect for the rest of the round.

There are three different Upgrade Decks, each representing a different **Upgrade Level**. At the start of the game, the players draft cards from the Level I Upgrade Deck, but as players earn more Experience Points, they can draft more expensive cards from the Level II and Level III Upgrade Decks.



ENCOUNTER CARDS (23)

There are two different types of Encounter Cards: **monsters** and **challenges**. These cards are used as reference cards that provide complete information on how to interact with a particular encounter during the course of the game.

Monster Encounter Cards feature each monster's abilities (Attack, Defense, Speed, and Health) as well as the **XP Rewards** for defeating each monster. If more than one Dungeon Alliance works together to defeat this monster, then the Alliance that inflicted the most damage receives the first XP Reward, and the Alliance that inflicted the second most damage receives the second XP Reward. If only one Dungeon Alliance defeats this monster, then that Alliance receives the combined value of both XP Rewards.

Most monsters have a **special power** associated with one or more of their primary abilities. The color of the **special power icon** in the card text matches the color of the corresponding ability.



ENCOUNTER TOKENS (64)

Encounter Tokens are placed on the Dungeon Map to represent various monsters and challenges that the players must confront.

Monster Tokens include a summary of each monster's ability scores and also display an arrow that indicates each monster's facing (the arrow points to the front of the monster). Above this arrow is the monster's total XP Value, which can be earned by a single Alliance if they defeat the monster by themselves. If the XP reward needs to be split between two different Alliances, consult the monster's corresponding Encounter Card for a specific breakdown. After a monster activates during a particular round, it is flipped over to its **exhausted** side and cannot be activated again for the rest of the round.

Challenge Tokens for each Dungeon Level are shuffled at the start of the game, and are later placed face down on Dungeon Tiles that bear their icon. When a player enters a room with a face down Challenge Token, the token is flipped over and revealed to be either a **treasure** or a **trap**. If the token represents a trap, then the hero immediately sets it off and suffers the consequences. Cautious heroes can search outside of the room for traps when there are no enemies nearby, or when playing a card that allows them to do so at any time.



DRAFT BONUS CHARTS (4) & DRAFT TOKENS (4)

Each player receives a **Draft Bonus Chart** at the start of the game. These charts allow players to keep track of the number of cards that they have drafted into their Alliance Decks throughout the game. As players draft more cards into their Alliance Decks, their **discard limit** and **hand size** are increased. There are also 4 **Draft Tokens** used to mark the information on these charts.



DUNGEON ALLIANCE								
DRAFT BONUS CHART								
DRAFTED CARDS		1	2	3	4	5	6	7+
DISCARD LIMIT	1	2	2	3	3	4	4	5
HAND SIZE	6	6	6	7	7	7	8	8

INITIATIVE TOKEN (1)

At the start of the game, one player receives the Initiative Token. This token determines the order of play during set up, as well as the first game round. The Initiative Token passes to the player on the left at the end of each full game round.



WOUND TOKENS [WOOD (40) & CARDBOARD (70)]

Each Alliance is associated with a particular color (blue, red, yellow, or green). When a hero damages a monster, she places square wooden Wound Tokens of her color beneath the corresponding Monster Token. This allows players to keep track of whose Alliance has inflicted the most damage against that monster when it is defeated (ties are decided by the order of placement). When the number of Wound Tokens equals or exceeds a monster's Health, the monster is defeated.



When a hero is damaged, she places a cardboard Wound Token on top of her Character Card. Some monsters inflict Poison damage, which inflicts a green Poison Wound Token instead. When the total number of Wound Tokens equals or exceeds a hero's Health, she is defeated and her Hero Figure is knocked over. After being knocked out, a hero automatically removes all excess Wound Tokens whose total number exceeds her Health; she removes the most recent Wound Tokens first.



XP TOKENS (71) & DEFEATED HERO TOKENS (15)

Each time a Dungeon Alliance defeats a monster or damages an enemy hero, the player receives XP Tokens. Each time a hero is defeated, the corresponding player receives a Defeated Hero Token worth -1 XP at the end of the game. Players may exchange their XP Tokens for different denominations at any time.



DUNGEON DIE (1)

Although most hero actions in the game are resolved through cardplay, there are some activities that call for heroes to make a roll using the Dungeon Die, which features the sides 0, 0, 1, 1, 2, 3. For example, finding secret doors and opening locked chests requires a die roll, although this can be mitigated by spending extra Speed points. There are also some monster bonuses that require a die roll.



ARCHWAY TOKENS (30)

Whenever a hero opens a door (whether it is a normal door, locked door, or secret door) between two Dungeon Tiles, she places an Archway Token between the two tiles to show that the passage is now clear.



REFERENCE CARDS (12)

Each player receives three Reference Cards that summarize the game's basic rules.

SOLO/COOPERATIVE CARDS (16)

These 16 cards allow players to play a challenging version of the game with only a single player (see "Solo Play" on page 23) or as a Cooperative Game with 2 - 4 players (see "Rules Supplement").



REFERENCE
CARDS



SOLO/COOPERATIVE
CARDS

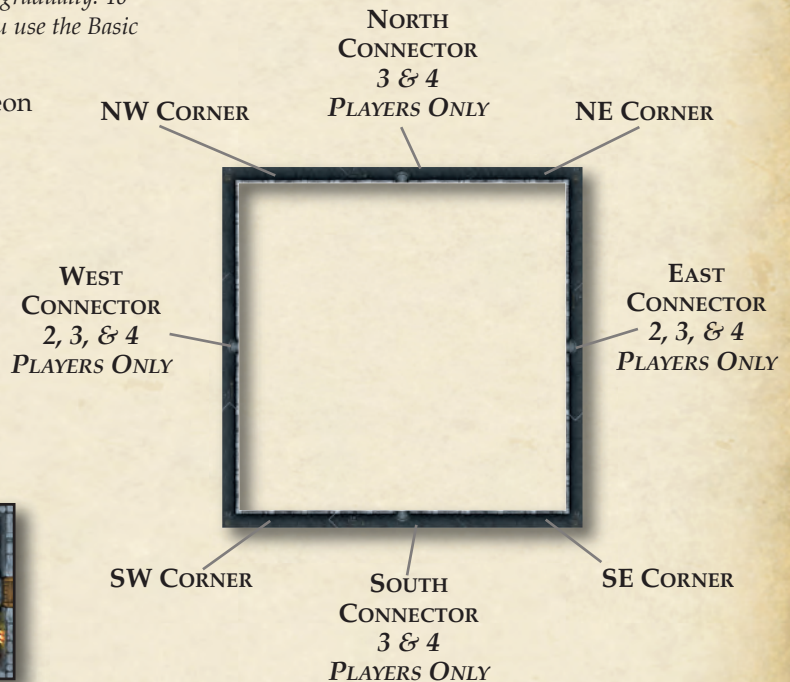
SET UP

Please note: Basic Game Rules have been provided in the Rules Supplement (pages 1 - 2) that allow you to learn the strategies of the game more gradually. To help new players avoid frustration, we strongly recommend that you use the Basic Game Rules when setting up and playing your first game.

1. There are four different configurations for the Dungeon Frame, one for each number of potential players (1 - 4). Each Dungeon Frame consists of 4 - 8 different segments. Using the guide at right, assemble the Dungeon Frame that corresponds to the total number of players in your game.

2. Each player chooses a color (blue, red, yellow, or green) and receives the snap-on figure bases, square wooden Wound Tokens, Draft Token, and Starting Dungeon Tile that correspond to that color.

3. Each player places his Starting Dungeon Tile inside the board frame so that the colored door lines up with one of the passage-ways illustrated on the board frame (see right).



4. Lay out all of the Monster Encounter Cards face up beside the play area, and place all of the Monster Tokens on top of their corresponding cards (see right).



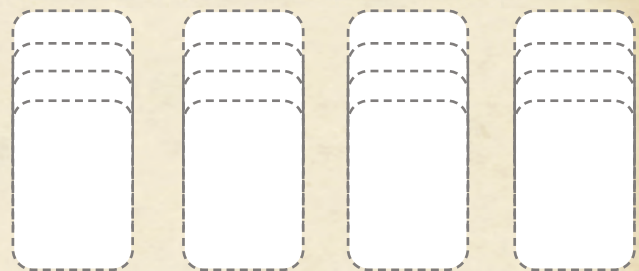
5. Keep the Challenge Encounter Cards in a face up stack within easy reach of the players, able to be referenced as needed. Separate all of the Challenge Tokens by type (Level I, Level II, and Level III), shuffle each stack face down (with the word "Challenge" showing on top), and then place the three stacks separately on the table near the Challenge Encounter Cards.

6. Shuffle all of the Hero Cards, and then place a series of them face up on the table in a long row or a grid pattern for players to choose from. The number of face up Hero Cards is equal to $[(4 \times \text{the number of players}) + 1]$. So in a 4 player game, place 17 Hero Cards $[(4 \times 4) + 1]$. This works differently during Solo Play (see "Solo Play" on page 23). There are also alternate Hero Draft Rules in the "Rules Supplement."

7. Randomly determine one player to begin with the **Initiative Token**. That player selects one of the face up Hero Cards and places it face up in front of him, followed by each other player in clockwise order. Afterwards, in **reverse order** starting with the last player, each player selects his second hero (in other words, the last player gets to select two heroes in a row).



After each player has selected his second hero, each player in clockwise order, starting with the first player, selects his third hero (in this case, the first player will get to select his third hero right after selecting his second hero). Finally, in **reverse order**, each player selects his fourth and final hero.



After every player has received his full complement of four heroes, there will be one final Hero Card that was not selected, so return this Hero Card to the box.

Each player should arrange his four Hero Cards in a row in front of himself, with room for additional cards to be placed beneath the Hero Cards during the course of the game (see diagram above).

8. Each player receives the four Hero Tokens that correspond to her heroes and places each Hero Token on top of its corresponding Hero Card. Each player also receives the four Hero Figures that correspond to her newly forged Dungeon Alliance and then attaches the 4 snap-on bases that correspond to her color onto the bases of her Hero Figures.

9. Each Hero Card has 3 corresponding Starting Deck Cards. The Hero Number in the lower right corner of each Starting Deck Card corresponds to the Hero Number on the respective Hero Card. Give each player the 12 Starting Deck Cards that correspond to all of his heroes. Each player shuffles his deck of 12 cards together and places them face down in a stack called the **Alliance Deck**. *Note:* The 4 Hero Cards themselves are never placed in the player's Alliance Deck.

10. Place all of the unused Hero Cards, as well as their corresponding Hero Tokens, Hero Figures, and Starting Deck Cards, back in the box. Also, place any unused snap-on bases and square wooden Wound Tokens back in the box.

11. Each player receives 3 Reference Cards and a Draft Bonus Chart, and then places these components off to the side of his playing area. Place each player's colored Draft Token on top of the white "0" space on his Draft Bonus Chart.

12. Each player draws the top 6 cards of her Alliance Deck, which forms her starting hand. The players should use the Hero Portraits in the upper left corners of their cards to quickly sort their hands by hero type. After examining the cards in her starting hand, each player places her 4 Hero Figures on her Starting Dungeon Tile inside the Dungeon Frame. She places one hero of her choice in the central square, and places the other three heroes in the back row near the colored door (see right). All Hero Figures should be placed with their backs toward the colored door.

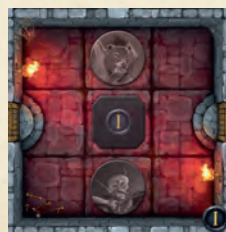


13. Separate the three Upgrade Decks by the Upgrade Levels located in the lower right corner on the face of each card, and then shuffle each deck separately. Place the Level I Upgrade Deck beside the Dungeon Frame on the side of the map that is opposite the side with the Monster Encounter Cards. Draw the top 5 cards from the Level I Upgrade Deck and place them in a face up row to the right of the Upgrade Deck. This area is called the **Upgrade Draft Area**. Leave room for a face up discard pile to the **left** of the Upgrade Deck. If any of the upgrades in the Upgrade Draft Area are not usable by any of the heroes in the game (see page 4), then discard those upgrades and draw new ones to replace them. Continue to do this until all 5 upgrades are usable by at least one hero in the game. Place the Level II and Level III Upgrade Decks off to the side for now.

14. Separate the Dungeon Tiles by Level, and then shuffle each Dungeon Level separately and place each in a face down stack. Using the chart below, draw a number of Level III Dungeon Tiles from the Level III stack (without looking at them) and place them in a new face down stack called the **Master Dungeon Stack**. Then draw a number of Level II Dungeon Tiles according to the chart and place those on top of the Master Dungeon Stack. Finally, draw a number of Level I Dungeon Tiles according to the chart and place those on top of the Master Dungeon Stack. Take any remaining Dungeon Tiles, including any unused Starting Tiles, and place them back in the box.

# OF PLAYERS	1	2	3	4
LEVEL I DUNGEON TILES	6	6	8	10
LEVEL II DUNGEON TILES	4	5	6	7
LEVEL III DUNGEON TILES	2	2	3	4

15. Place the Master Dungeon Stack beside the Dungeon Frame on the same side as the Monster Encounter Cards. Draw the top two Dungeon Tiles and place them in a face up row beside the Master Dungeon Stack. This is called the **Tile Draft Area**. *Note:* Some players may find it helpful if you place the corresponding Monster and Challenge Tokens on top of the spaces depicted on the face up Dungeon Tiles as soon as the tiles are placed in the Tile Draft Area.



16. Separate the XP Tokens into two different face up **XP Pools**. The total number of XP in each Pool is based upon the number of players and is determined by the chart below. To keep the two XP Pools separate, use shallow bowls or cups that are easy to distinguish to make sure that you keep the two XP Pools in the correct sequence. As each XP Pool is drained, the Upgrade Deck will advance to the next Upgrade Level (see “Advance Upgrade Deck” on page 15).

# OF PLAYERS	1	2	3	4
LEVEL I XP POOL	8	12	15	20
LEVEL II XP POOL	12	16	25	35

17. Place the remaining XP Tokens off to the side. Players may make change with the remaining XP Tokens at any time. After both pools have been drained, players may continue to earn XP Tokens from the tokens placed off to the side.

18. Place the remaining components of each kind off to the side in separate piles. This includes the Defeated Hero Tokens, the Archway Tokens, the cardboard Wound Tokens, and the Dungeon Die.

19. If you are not playing the Solo Play Rules (see page 23) or the Cooperative Rules (see “Rules Supplement”), return the Solo/Cooperative Deck to the box.

PLAYING THE GAME

A game of *Dungeon Alliance* consists of 4 complete **rounds**.

Each round consists of 4 individual **game cycles** and 1 **end phase**. During a game cycle, every player activates one hero, and then every player activates one monster. Once every player has activated 4 heroes and 4 monsters, the round ends.

GAME ROUND

What follows is a closer look at each game cycle in a round.

FIRST CYCLE

Hero Activation

The first player (also called the **initiative player**), who holds the Initiative Token, activates one of his **ready heroes** by removing the corresponding Hero Token from the hero’s card. The Hero Token should be placed off to the side for now, but the token might eventually be placed on a Dungeon Tile if the hero plays a special effect that needs to be tracked on the game board. Once activated, the hero may move, attack, and play cards in order to interact with the monsters and challenges on the game board. Instead of attacking, the hero may choose to **rest** (see page 22). Once the hero is finished with the main part of his activation, the corresponding player may spend XP Tokens to draft 1 Upgrade Card and add it to his hand. Finally, the player may discard cards and must draw up to his hand limit as permitted by his Draft Bonus Chart. A single hero’s activation during a game cycle is referred to as the hero’s **turn**.



Each of the other players in clockwise order then activates one hero to take a turn in the same manner.

Monster Activation

As new doors are opened and Dungeon Tiles are added to the Dungeon Map, new Encounter Tokens representing monsters and challenges will be placed on the game board. After all players have activated and performed the actions of their first hero, the **last** player (the player sitting to the immediate right of the initiative player) activates one **ready monster** of her choice, allowing the monster to move and attack the heroes as the player sees fit. Afterwards, she flips the corresponding Monster Token over to its **exhausted** side. Each of the other players in **counter-clockwise** order then activates one ready monster in the same manner (unless all remaining monsters are currently exhausted).

SECOND, THIRD, & FOURTH CYCLES

After the first cycle of Hero Activation and Monster Activation, the second cycle begins. Every player, starting with the initiative player and proceeding clockwise, activates one of his ready heroes, and then every player, starting with the last player and proceeding counter-clockwise, activates one ready monster, if possible. Note that exhausted heroes (whose Hero Tokens have been removed) and exhausted monsters (that have been flipped over to their exhausted sides) cannot be activated again for the remainder of the round. However, new monsters that have been added to the Dungeon Map enter the game ready to be activated.

After the second cycle, the third and fourth cycles proceed in the same manner, allowing every hero to be activated during every game round.

END PHASE

After all four game cycles have been completed, the round's end phase begins. All exhausted heroes and monsters on the game board become ready once again, and all Alliance Cards that have been placed in a vertical column beneath the Hero Cards (see "Playing Cards during Hero Activation" on page 13) are discarded face up into their corresponding discard piles. Any players who were unable to draw a full hand at the end of their fourth Hero Activation may do so now.

HERO ACTIVATION

At the start of each game round, each player's heroes are considered **ready**, which means that they can be activated once during the course of the round. A player activating a hero (see "Game Round" on page 9) must follow the procedure below to execute the hero's turn.

1) CHOOSE HERO & REMOVE HERO TOKEN

Each Hero Card with a Hero Token on it is considered ready to be activated. Choose one ready hero and place its corresponding Hero Token off to the side. You might need to use this Hero Token later during Hero Activation to indicate an effect created by your hero on the game board.

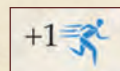
2) MOVE HERO

Your activated hero may now spend Speed points to move on the game board. A hero's Speed points are listed beside the blue Speed Icon on his Hero Card (see right).



This hero can spend 4 Speed points during his activation.

You may also play cards from your hand that are usable by the active hero to provide additional Speed points. A card that features the "+ Speed" icon (see right) adds to your hero's Speed point total.



This upgrade provides 1 additional Speed point for the rest of the hero's activation.

You may spend Speed points to move your Hero Figure on the game board, to open adjacent doors (normal or locked), to open adjacent chests (normal or locked), to find and open secret doors, and to find and disarm traps. See "Movement" on page 15 for more details.



After your hero has spent as many of his Speed points as he wishes, he may choose to attack. Once your hero has attacked, however, he *cannot* move again for the rest of this activation, even if he still has unspent Speed points remaining.

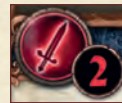
Alternatively, you may declare that your hero will not attack this round. In this case, you may choose to move your hero a second time, spending his full Speed points once again, including any bonuses that he has received from cardplay.



3) ATTACK 1 ENEMY

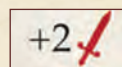
After your hero has finished moving, she may attack one enemy who is within her **range** and **line of sight**. If a hero executed movement a second time during her activation, however, she cannot attack (see “Move Hero” on page 10).

There are two types of attacks: **melee**  and **ranged** . Your hero's attack strength is listed beside the red Attack Icon on her Hero Card. The Attack Icon also indicates whether or not the hero's primary attack is melee or ranged.



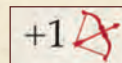
*This hero may make one **melee** attack with an attack strength of “2” during her activation.*

You may also play cards from your hand that are usable by the active hero to provide additional attack strength for your hero. A card that features the “+ Melee Attack” icon (see right) adds to your hero's **melee attack total**.



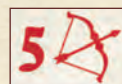
*This upgrade provides +2 to the hero's **melee** attack total for the rest of her activation.*

A card that features the “+ Ranged Attack” icon (see right) adds to your hero's **ranged attack total**.



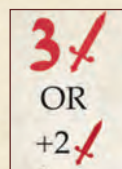
*This upgrade provides +1 to the hero's **ranged** attack total for the rest of her activation.*

A hero usually cannot make use of a card that provides a **bonus** to her melee or ranged attack if the hero does not possess the corresponding attack type as her primary attack. However, some attacks provide their own base melee or ranged attack strength without using the “+” to signify that it is a bonus. In this case, the number and icon will be large, red, and have no “+” sign in front of it, and a hero can use it regardless of her primary attack type (see right).



*This upgrade provides a **ranged** attack with a base attack strength of “5”.*

Your hero may direct **melee attacks** against any enemy who is adjacent to her and within her line of sight. Your hero may direct **ranged attacks** against any enemy who is 2 - 3 spaces away from her (but **not** adjacent) and within her line of sight. See the “Battles” section on page 19 for more details on battles and line of sight.



*This upgrade provides either a **melee** attack with a base attack strength of “3” or instead provides +2 to the hero's existing **melee** attack, if any.*



A hero can normally perform only one attack during her activation. This includes either the hero's primary attack (listed on her Hero Card) or a special attack card (such as an Attack Spell). Using an Attack Spell counts as the hero's attack for this activation. Other spells (such as Control Spells) directly affect enemies, but they do **not** count as the hero's attack.

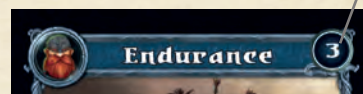
A hero who does not spend any Speed points before attacking, however, may perform a second attack during her activation, as long as the attack is directed against a **different** enemy within her range and line of sight. This is only allowed if the hero does not spend Speed points for **any purpose**, including moving on the game board, opening doors, opening chests, disarming traps, and playing special cards. Since spinning in place does not cost any

Speed points (see “Movement” on page 15), a hero may first spin in place and then perform two attacks if two enemies are within her current range and line of sight.

4) DRAFT 1 UPGRADE CARD

After your hero has finished moving and/or attacking (or resting), you may draft one card from the Upgrade Draft Area. Each Upgrade Card has an XP Cost in the upper right corner. You may flip over any **face up** XP Tokens that you have acquired to purchase Upgrade Cards of the same cost; you may freely make change with the XP Pools or with the XP reserve as long as the total number of Experience Points in the XP Pools is not altered in the process. It is important to note that you still retain your spent (face down) XP Tokens. Each player's total XP (face up **and** face down) will be used to determine the winner at the end of the game.

XP COST



You can purchase a maximum of 1 Upgrade Card during a single hero's activation, and this card must be a card that is usable by at least one member of your Alliance. The card does *not* need to be usable by the active hero.

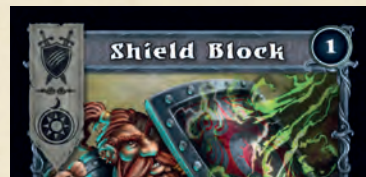
Determining if a Card Is "Usable" by One of Your Heroes

To determine if a card is usable by a member of your team, check the Upgrade Requirements in the upper left portion of the card. At least one of your heroes must possess *all* of the Race and Class Icons depicted by the Upgrade Requirements. You cannot mix and match icons from different characters when making this determination; one hero must possess all of the Upgrade Requirements on his or her own.

One exception to this rule includes cards that possess two different Race Icons, in which case the hero only needs to represent one of the two races depicted, as shown in the example at right.



Another exception occurs if there are two Class Icons that are separated by a horizontal line (see example at right), which means that one of your heroes must possess either the first *or* the second icon in order for you to draft the card. If there is no horizontal line, then the hero must possess *both* icons.



If an Upgrade Card features two of the same icon (see right), then the player must have at least one hero who possesses two of that same icon.



Some Upgrade Cards (such as treasures) feature a gold **universal icon** (see right), which means that any hero can use it.



After drafting a new Upgrade card, *place it directly into your hand* and then immediately move your Draft Token one space forward on your Draft Bonus Chart. Afterwards, draw a new card from the top of the Upgrade Deck and place it face up in the Upgrade Draft Area to replace the one that you just purchased. If the new card is not usable by any heroes in the game, then discard it and draw a new one to replace it. Continue this process until all 5 cards in the Upgrade Draft Area are usable by at least 1 hero in the game.

Discarding and Replacing 1 Card from the Upgrade Draft Area

If you do not wish to draft any of the available cards in the Upgrade Draft Area, then you may select any one card in the Upgrade Draft Area *that you can afford to purchase*, discard the selected card into the Upgrade Discard Pile, and then draw a new card from the top of the Upgrade Deck to replace it. As usual, all 5 cards in the Upgrade Draft Area must be usable by at least 1 hero in the game; keep discarding and drawing until this is so. You do *not* have to actually spend your XP to discard the selected card, nor do you have to have a hero with the requisite Race and/or Class Icons listed on the selected card. You simply have to possess a sufficient amount of face up XP Tokens in order to qualify to discard it.

After discarding and replacing the selected card, you may choose to draft the newly drawn card if you can, but you *cannot* draft any other cards in the Upgrade Draft Area during this activation. In other words, you should not discard a card from the Upgrade Draft Area if you plan to draft any of the other available cards at this time. Also note that you cannot choose to discard more than 1 card from the Upgrade Draft Area during the same activation. If you cannot or do not wish to purchase the newly drawn Upgrade Card, then you will be unable to draft any other cards at this time.

Drafting 1 Card from the Upgrade Discard Pile (+1 XP Cost)

You may search the Upgrade Discard Pile at any time. If you wish to purchase an Upgrade Card that was placed in the Upgrade Discard Pile, then you may do so instead of drafting one of the cards in the Upgrade Draft Area. However, you must spend 1 extra XP as a penalty for drafting the card from the discard pile.

5) DISCARD & DRAW

Once you have drafted a new Upgrade Card (or decided not to), the next player may begin his Hero Activation. While that player activates his hero, you will finish your activation by discarding and drawing.

First, you may discard any number of cards from your hand up to your **discard limit**, as indicated by your Draft Token's position on your Draft Bonus Chart. You are not required to discard any cards if you do not wish to, even if you have more cards in your hand than your current **hand size** (see below).

After you are done discarding cards, you must draw new cards from the top of your Alliance Deck until the number of cards in your hand is equal to your hand size as depicted on your Draft Bonus Chart. If you run out of cards in your Alliance Deck while drawing, shuffle your Alliance Discard Pile and place it face down in a stack to become your new Alliance Deck. If you run out of cards in both your Alliance Deck *and* its discard pile (for example, because you have placed too many cards on the table beneath your Hero Cards), then you must play your next Hero Activation with the limited number of cards that you have drawn. However, if this happens at the end of the fourth cycle, you will have the opportunity to draw new cards at the end of the round since the cards placed on the table beneath your Hero Cards will have been discarded back into your deck as part of the end phase (see page 15).

PLAYING CARDS DURING HERO ACTIVATION

During Hero Activation, you may play cards from your hand that are usable by your **active hero** to boost your Speed points, increase your Attack strength, and provide other bonuses and special effects on the game board.

To play a card, your active hero must possess all of the Race and Class Icons present in the upper left corner of the card. See "Determining if a Card Is Usable by One of Your Heroes" on page 12 for more details.

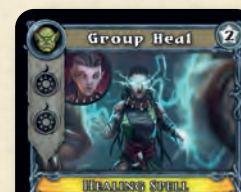
When you play cards for one of your heroes, place the cards in a face up column beneath the corresponding Hero Card, where they will remain for the rest of the round (see example at right). Each hero can only play one of each **card type** during the same round. If a hero has a particular card type placed beneath her, you cannot place another card with the matching card type there for the rest of the round. Some cards include two different card types separated by a "/" and cannot be played if either card type has been played earlier in the round. Most card types have a distinct color banner to make it easy to spot which card types have already been played by that hero, although some card types (such as Weapons and Armor) share the same color. Even though some card types share the same color, they can both be played by the same hero during the same round since only the actual card type keyword matters.

SPELL CARDS

There are several different types of spells in the game, including Attack Spells, Control Spells, Enhance Spells, and Healing Spells. Each of these spell card types is distinct from one another, so it is possible to play several different types of spells during the same activation.

Enhance Spells: An Enhance Spell is a special card type that can sometimes target another hero in your Alliance. If your hero chooses to target an ally rather than herself, you must place the Enhance Spell card beneath the **target hero**, not the active hero. Each hero can only have one Enhance Spell placed beneath her during a particular game round. Because of this, a hero may play multiple Enhance Spells during the same activation as long as each one targets (and is placed beneath) a different hero.

"No Line of Sight Required" Icon: Many Enhance Spells and Healing Spells feature the icon shown at right. This symbol means that your hero does not require **line of sight** to affect the target of her spell. See "Determine Range and Line of Sight" on page 19 for more details.



BURST OF STRENGTH (+1 SPEED, +1 ATTACK, REMOVE 1 WOUND TOKEN, OR PLAY THE SAME CARD TYPE)

Your active hero may perform a **Burst of Strength** to accomplish a difficult task. You may play two face down cards to grant your hero **+1 Speed**, **+1 Attack** (melee or ranged), **Remove 1 Wound Token** (even if your hero is defeated, see page 21), or to allow your hero to **Play the Same Card Type** for a second time (“Action,” “Battle Tactic,” etc.).

Each of your heroes can benefit from only one such Burst of Strength per round. The two face down cards do *not* have to be usable by the hero playing them (although they can be). Place the two face down cards in the column beneath your Hero Card. If you wish to place a second “Enhance Spell” on the same hero, you must place the two face down cards beneath the targeted hero. The face down cards do not return to your deck until the end of the round, which could result in your deck running out of cards prematurely.

REACTIONS

Most of the time, your hero can only play cards during her activation. This restriction includes cards that provide a defense bonus; you must usually play these cards during your hero’s activation so that they will provide their defense later in the round when you are attacked. An exception to this rule includes cards with the “**Reaction**” card type. These cards can be played during your activation as normal, or they may be played in response to a particular event, such as an enemy attack. Like all cards that list a bonus to one of your hero’s abilities, the bonus from the “Reaction” continues to enhance your hero for the rest of the round, including when you are defending against future enemy attacks.

MONSTER ACTIVATION

Once every player has activated one of her heroes during the current cycle, each player, starting with the player who is last in the current turn order and proceeding counter-clockwise around the table, *must* activate one ready monster, if possible. If at any time there are no ready monsters left on the game board, however, then the Monster Activation segment of the cycle ends and the next cycle begins, starting with the initiative player activating a new hero.

1) CHOOSE 1 READY MONSTER

You must choose one face up **ready** monster. A monster is considered “ready” if its corresponding Monster Token is face up and has not yet been flipped over to its exhausted side. If possible, you must choose a ready monster that is not in the same room as one of your heroes, and also not in a room that is both adjacent and **connected** to a room with one of your heroes. Two rooms are considered “connected” if there is an Archway Token placed directly between them to show that a passage has been opened.

If there are no ready monsters that match the criteria above, then you must choose a monster in a room that is adjacent and connected to one of your heroes’ rooms, if possible. If there are still no such monsters, then you must choose a monster that is in the same room as one of your heroes. If there are no ready monsters at all left on the game board, then the Monster Activation segment of the cycle ends and the next cycle begins.

2) MOVE MONSTER

You may spend your chosen monster’s Speed points to move the monster on the game board at your discretion (see “Monster Movement” on page 19). If possible, you *must* move the monster to a position within attack range and with line of sight to at least 1 hero, even if that includes one of your own heroes. If it is not possible to move the monster within attack range and line of sight to any heroes, then you may move the monster however you please, including choosing not to move the monster at all. Unlike heroes, monsters cannot forgo attacking in order to make two full movements during the same activation.

3) ATTACK 1 HERO & EXHAUST MONSTER

After you have finished moving the monster, you *must* direct it to attack one hero who is within the monster’s range and line of sight, if possible (see “Battles” on page 19). Once you have performed the monster’s move and /or attack, flip it over to its exhausted side to show that it cannot be activated again for the rest of the round.

Like heroes, a monster cannot move again after it attacks, even if it still has unspent Speed points. Unlike heroes, a monster who does not spend Speed points during movement *cannot* attack two different enemies during the same activation.



END PHASE

After the fourth and final cycle of the current game round, the end phase begins. All players perform the following tasks, and then the next round begins.

- 1) **Ready Heroes & Monsters:** Place all Hero Tokens back on top of their corresponding Hero Cards. Flip all face down (exhausted) Monster Tokens on the game board face up again.
- 2) **Advance Poison:** Every undefeated hero who possesses at least 1 Poison Wound Token receives 1 additional Poison Wound Token. No hero receives more than 1 Poison Wound Token during this phase, even if he already possesses several Poison Wounds. If this additional wound causes the total number of Wound Tokens on the hero to equal his Health Value, then the hero is defeated (see “Defeated Heroes” on page 21).
- 3) **Discard Placed Cards:** All cards that have been placed in vertical columns below the Hero Cards are discarded back into their owner’s discard piles. **Note:** As per its text, Krom’s “Hide” remains in play if he wishes to remain hidden.
- 4) **Draw to Hand Limit:** Any player who has fewer cards in his hand than his current hand limit as depicted on his Draft Bonus Chart may now draw cards from the top of his Alliance Deck until the total number of cards in his hand reaches his hand limit. If a player’s Alliance Deck is empty, the player shuffles his discard pile and places it in a face down stack to form a new Alliance Deck.
- 5) **Advance Upgrade Deck:** If the first XP Pool ran out during this round, remove the face down Level I Upgrade Deck from the Upgrade Draft Area and replace it with the Level II Upgrade Deck (face down). The face up cards currently in the Draft Area are *not* replaced, and players may continue to draft existing cards from the Draft Area and its discard pile as long as they remain. If the second XP Pool has run out, you instead remove the Level II Upgrade Deck and replace it with the Level III Upgrade Deck, which is the final Upgrade Deck for the rest of the game. **Note:** If by chance both XP Pools run out during the same round, then only advance to the Level II Upgrade Deck for this round.
- 6) **Pass Initiative Token:** The player with the Initiative Token passes it to the player on his left.

MOVEMENT

During the “Move Hero” segment of your hero’s activation (see page 10), you may spend Speed points to move your active hero on the game board and accomplish other important tasks. Speed points can be spent in several ways.

1) MOVE 1 SPACE

You may spend 1 Speed point to move your hero one space in any direction, including diagonally. You cannot move if you do not have enough Speed points to pay for it. You can enter spaces occupied by allied heroes and neutral heroes (belonging to another player) without any extra penalty, as long as you ultimately end your movement in an empty space. In other words, you may move “through” another hero’s space. **Note:** When playing with **Player vs. Player (PvP) Rules** (see page 22), your opponents’ heroes are considered your enemies and so you cannot move through them in this way.

If you *leave* a space that is adjacent to at least one enemy (even diagonally), you must pay 1 extra Speed point or be unable to move. If you are playing with PvP Rules, this penalty applies to enemy heroes as well. This penalty reflects your hero moving carefully to avoid her surrounding foes. This penalty never adds more than 1 Speed point per space, even if the hero leaves a space that is adjacent to several foes.

Note that you do *not* pay a penalty for simply *entering* a space that is adjacent to an enemy. In other words, marching right up to an enemy incurs no penalty, but trying to retreat from enemies or move through a room filled with enemies takes a great deal of effort. You cannot move *through* an enemy’s space under any circumstances.



In the example at right, Petra spends a total of 4 Speed points to enter the next room. It costs her 2 Speed points to move through the open doorway because of the adjacent goblins. Petra would need another 2 Speed points to move again because of the goblin to her left. She was allowed to move diagonally into the room because there was an empty space on the other side.

For combat purposes, it should always be clear which orthogonal direction your hero is facing. Fortunately, you may spin your hero as much as you want at any point during movement for free (without spending any extra Speed points). However, you can only spin your hero *before* attacking. Once you have made an attack, you cannot move any more and therefore cannot spin any further.

Triggering a Challenge Token

If your hero enters a room with a face down Challenge Token, then the Challenge Token is revealed as soon as the hero enters the room. If the Challenge Token reveals a “Treasure Chest” or a “Locked Chest,” return the token face up to its designated space.

If the Challenge Token reveals a “trap” of some kind, then the trap immediately triggers in the same space as the hero who just entered the room. In this case, place the token face up in the hero’s current space and consult the corresponding Encounter Card to see what happens. Most traps are discarded after they have had their effect, but a “Pit Trap” remains in play and continues to affect movement and combat for the rest of the game (see “Pit Trap” Encounter Card).

Instead of triggering a trap by walking into the room, a hero outside of the room can reveal the Challenge Token if there are no enemies in either the hero’s room or the destination room. See “Reveal 1 Challenge and/or Disarm 1 Trap” on page 18 for more details.



2) OPEN 1 DOOR

If your hero is adjacent to a closed door (even diagonally), you may normally spend 1 Speed point to open the door. If there is a previously placed Dungeon Tile waiting on the other side of the door, and if this tile also features an adjoining doorway (see right), then place an Archway Token overlapping the two doors to signify that the passage is now open. If instead there is a wall on the adjoining tile instead of another door, then this is treated as a locked door (see “Open 1 Locked Door” on page 17).

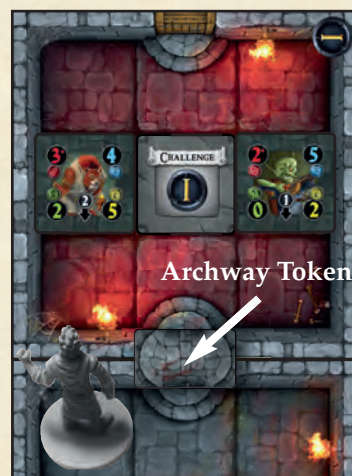


Lorna spends 1 Speed point to open a door from a diagonally adjacent space.

If you choose to open a door with no tile on the other side, then you must choose one of the 2 face up Dungeon Tiles in the Tile Draft Area to represent the room on the other side. Select the tile, then rotate it and place it adjacent to the opened door such that one of the new tile’s doors (your choice) meets the opened door. Afterwards, place an Archway Token overlapping the two doors as shown at lower right. **Note:** If the outer perimeter of the dungeon (that is, the Dungeon Frame) is on the other side of a doorway, then you cannot open that door.

After placing a new Dungeon Tile, follow these steps:

- **Replenish the Tile Draft Area:** Draw the top tile from the Master Dungeon Stack and place it face up in the Tile Draft Area to replace the one that you just positioned. This allows the next player to start thinking about which tile to choose during her upcoming turn. It is possible that this tile will be of a higher Dungeon Level than the previous tile, so the next player should consider this while reviewing the tile.
- **Place Monster Tokens:** Each Dungeon Tile displays monochromatic, circular images of various monsters on its individual spaces. After placing a Dungeon Tile on the game board, place the corresponding Monster Tokens face up on the Dungeon Tile’s spaces, facing the direction of whichever door was just opened.
- **Place Challenge Tokens:** Some Dungeon Tiles display a translucent octagonal icon that represents a challenge. Note the Challenge Icon’s Level, and then place the top tile from the corresponding Challenge Token stack *face down* on top of the indicated space (see example at right). Do not reveal or peek at the Challenge Token when placing it in this manner.



After Mysterios opens the door and places a new tile, the new room’s monsters are placed in such a way that they are both facing him.

A hero may open as many doors as he likes during the same activation, as long as he has enough Speed points to do so.

3) OPEN 1 TREASURE CHEST

If your hero is adjacent to a normal, unlocked “Treasure Chest” token (even diagonally), and if that chest’s space is not occupied by a monster, then you may spend 1 Speed point to have the hero open that chest. See the corresponding Encounter Card to see what happens. After opening the chest, discard the “Treasure Chest” token.

Alternatively, your hero may choose to open a normal, unlocked chest by simply moving on top of it. In this case, you do not need to spend an extra Speed point.

4) OPEN 1 LOCKED DOOR

If two Dungeon Tiles are adjacent to each other such that a door adjoins a wall (see examples at right), this represents a **locked door**. If your hero is adjacent to a locked door (even diagonally), no matter whether he is on the side with the door or the side with the wall, you may spend 1 Speed point to attempt to open the door. Unless you have a special card that allows otherwise, *you cannot attempt to open a locked door if there are any enemies on your hero’s Dungeon Tile*. The enemies cause too much of a distraction for all but the most skilled dungeoneers.

After spending your Speed point, roll the Dungeon Die. If the result is equal to or greater than the Dungeon Level printed on the room that you are trying to *enter*, then you have succeeded in opening the door; place an Archway Token overlapping the two Dungeon Tiles as normal. If the result is lower than the Dungeon Level of the room that you are trying to enter, then the attempt has failed. You may spend additional Speed points trying to open the door again as part of your movement.

If you do not wish to leave your success to chance, you may spend extra Speed points *before* making your roll to “take your time.” For each extra Speed point you allocate before rolling, add +1 to your die result. To guarantee your success, you may announce that you are automatically opening the door by spending total Speed points equal to

$$1 + \text{THE DUNGEON LEVEL OF THE ROOM THAT YOU ARE TRYING TO ENTER}$$

This covers the initial cost of opening the door, as well as the cost of carefully picking the lock to guarantee success. The “Doors, Chests, and Traps” Reference Card offers a summary of this formula.

You may even attempt to open a locked door with no tile on the other side. This would occur if you are standing near a wall and would like to draft a new tile with a door on the other side. You are even allowed to stand next to a door and announce that you are going to place a new adjoining tile such that a wall will be on the other side. In either of these circumstances, you must declare which tile in the Tile Draft Area you are attempting to open a passage to, as well as which side of the tile you are trying to open. If you succeed, then you place the new Dungeon Tile as normal, placing the proposed side against the original tile and then connecting the two tiles with an Archway Token. If your attempt fails, then the proposed Dungeon Tile remains in the Tile Draft Area; do not place it inside the Dungeon Frame. You may attempt to open the way to this tile again if you wish, either in the same or a different orientation, or you may open a passage to a completely different tile.

5) OPEN 1 LOCKED CHEST

If your hero is adjacent to a “Locked Chest” token (even diagonally), you may spend 1 Speed point to attempt to open that chest. Unlike normal chests, *you cannot make this attempt if there are any enemies in your room or the same room as the chest*, although a special card may allow you to do so. Also, walking onto the same space as a locked chest has no effect, although you may still spend 1 Speed point to attempt to open the chest from this position.

Just like opening locked doors, you must roll the Dungeon Die to determine your success, trying to equal or exceed the Dungeon Level printed on the “Locked Chest” token. You may spend Speed points before rolling the die to increase your chances or even to guarantee success. If you successfully open the locked chest, you receive the reward indicated on the “Locked Chest” Encounter Card, and then you discard the “Locked Chest” tile. If your attempt fails, then you may spend additional Speed points to try again.



McFarlin may attempt to open the locked door in either of the above circumstances.

6) OPEN 1 SECRET DOOR

If two Dungeon Tiles are adjacent to each other such that a wall adjoins a wall (see example at right), this indicates a **secret door**. This door always lies hidden in the center space of the wall (see right), and your hero may spend 1 Speed point to attempt to find and open the secret door if he is adjacent to this center space (even diagonally). Similar to locked doors, *you cannot attempt to open a secret door if there are any enemies on your hero's Dungeon Tile*, although a special card may allow you to do so.

Just like opening locked doors, you must roll the Dungeon Die to determine your success, trying to equal or exceed the Dungeon Level printed on the room that you are trying to **enter**. You may spend Speed points before rolling the die to increase your chances or even to guarantee success.

You may even attempt to open a secret door with no tile on the other side. This would occur if you are standing near a wall and would like to draft a new Dungeon Tile with a wall on the other side. In this circumstance, you must declare which tile in the Tile Draft Area you are attempting to open a passage to, and which side of the tile that you are trying to open. If you succeed, then you place the new tile as normal, placing the proposed side against the original tile and then connecting the two tiles with an Archway Token. If your attempt fails, then the proposed Dungeon Tile remains in the Tile Draft Area; do not place it inside the Dungeon Frame. You may attempt to open the way to this tile again if you wish, either in the same or a different orientation, or you may open a passage to a completely different tile.



Mysterios attempts to find and open a secret door.



Success! Place the Archway Token over the center of the two adjoining walls.

7) REVEAL 1 CHALLENGE AND/OR DISARM 1 TRAP

A Dungeon Tile with a face down Challenge Token contains either a treasure or a trap. If your hero is outside the room and adjacent (even diagonally) to an open passage leading inside the room, you may spend 1 Speed point to automatically flip up and reveal the Challenge Token (no roll is required). However, *you cannot reveal a challenge in an adjacent room if there are any enemies in your room or the destination room*, unless a special card allows you to do so.

If the flipped Challenge Token reveals a "Treasure Chest" or a "Locked Chest," leave the token face up in its original space. If the token reveals a trap, you may either flip it face down again in its original space or immediately attempt to disarm it (without having to spend any additional Speed points). If you return the trap face down, it signifies that you are aware that there is a trap nearby, but you are not precisely sure where it is located. Another hero adjacent to the room may later spend 1 Speed point to attempt to disarm the trap (see below). If no one attempts to disarm the trap, then any hero who enters the room will automatically trigger the trap with no chance of disarming it (see page 16).

Disarming Traps

If you attempt to disarm a trap, then roll the Dungeon Die to determine your success, trying to equal or exceed the Dungeon Level printed on the trap. You may spend Speed points before rolling the die to increase your chances or even to guarantee success. If you succeed, discard the trap tile. If you fail, then you have automatically set off the trap in your own space, even though you are standing outside the original trap room. Follow the instructions on the corresponding Encounter Card, and then discard the trap tile (unless the triggered trap is a "Pit Trap," in which case it remains in play and cannot be disarmed for the rest of the game).

In the example at right, McFarlin has spent 1 Speed point to reveal the Pit Trap in the next room. This means that he knows there is a pit nearby, but he is not sure where. He may immediately attempt to disarm the Level 1 trap (without having to spend any extra Speed points), which means he will need to roll a 1 or higher on the Dungeon Die. If McFarlin attempts to disarm the trap and rolls a "0," the pit will immediately trigger in McFarlin's own space. If

McFarlin chooses to do nothing, the token will be returned face down to its original space to be disarmed by someone else or to be set off automatically by someone who later enters the room.



MONSTER MOVEMENT

During the “Move Monster” segment of Monster Activation, each player may move one ready monster on the game board (see “Move Monster” on page 14).

Monsters spend Speed points in the same way as heroes, including moving from space to space and being forced to spend 1 extra Speed point to leave a space that is adjacent to a hero. However, monsters cannot open doors or chests, and they do not trigger Challenge Tokens under any circumstances. Monsters cannot enter spaces with heroes, but they are permitted to move freely through other monsters, as long as they end their movement on an empty space. Monsters are also permitted to end their movement on top of a face down Challenge Token or on top of a treasure chest without penalty. However, if a hero falls into a Pit Trap, then the Pit Trap remains face up on the game board for the rest of the game and impedes the movement and attacks of monsters in the same way that it impedes heroes.

BATTLES

During the “Attack 1 Enemy” segment of your hero’s activation (see page 11), your hero may make 1 melee or ranged attack against a monster that is within her range and line of sight. When playing with PvP Rules, your hero may instead choose to attack 1 enemy hero who is within her range and line of sight. If your hero did not spend any Speed points during the movement segment of her activation, she may initiate two attacks, each one directed against a different enemy.

When conducting an attack, follow these steps in order:

1) DETERMINE RANGE AND LINE OF SIGHT

If you are initiating a **melee attack**, your hero must be adjacent to an enemy that is within her line of sight. A hero’s line of sight includes any enemy in front of her or to the side of her, including diagonally.

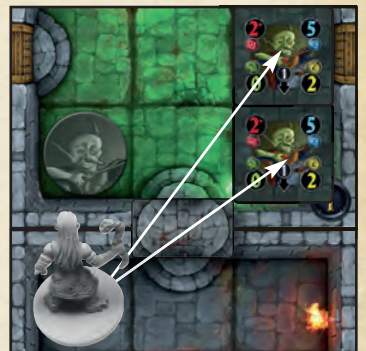
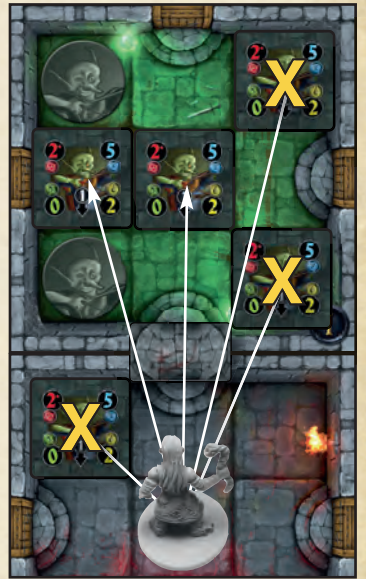
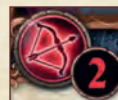
In the example at top right, Petra may direct a melee attack against any goblin in front of her or to her side. She cannot attack either of the goblins behind her.

If you are initiating a **ranged attack**, your hero must be 2 - 3 spaces away (*not adjacent*) from an enemy within her line of sight. When initiating a ranged attack, a hero’s line of sight includes any enemy in front of her or to the side of her, including diagonally, as long as you are able to draw an imaginary line from the center of your hero’s space to the center of your target’s space without fully crossing a wall or a closed door. If the imaginary line barely touches the wall and mostly crosses the Archway Token, then you are considered to have line of sight to the target. Note that other characters do not block line of sight, but they do create **obstruction defense** (see page 20).

In the example at center right, Lorna is within range and has line of sight to two of the goblins because the imaginary line extending from the center of her space does not cross the wall en route to her targets. She cannot attack the goblin that is adjacent to her because her ranged targets must be at least 2 spaces away. She cannot attack the goblin that is 2 spaces away from her because the wall obstructs her line of sight. She cannot attack the goblin that is 4 spaces away from her because he is beyond her range.

In the example at bottom right, Lorna has line of sight to both goblins because the imaginary lines cross directly through the Archway Token.

Unless a card says otherwise, a ranged attack always has a default range of 2 - 3 spaces. The actual number beside the ranged icon denotes the attack’s strength, *not* its range. *In the example at right, the hero can make a ranged attack with an attack strength of 2. This number has nothing to do with the attack’s range (2 - 3 spaces).*



2) DETERMINE ATTACK STRENGTH

Once you have determined that your target is within your range and line of sight, you must add your primary attack strength to any bonus modifiers on cards that you have played. This might include bonuses from other heroes in your Alliance if they have an ongoing effect that assists nearby allies. You cannot combine melee attacks with ranged attacks; you must choose one attack type or the other. Melee attack bonuses only work with melee attacks, and ranged attack bonuses only work with ranged attacks. You will normally use your hero's Attack Icon (listed on her Hero Card) to determine whether or not your attack is melee or ranged.

Some cards (such as **Attack Spells**) provide a base attack strength that is completely separate from the primary Attack Icon listed on your Hero Card (see example at right). In this case, you ignore your hero's printed attack numbers and use the card's attack strength as your base attack. *You may also choose to modify this base number with additional cards.* Using an Attack Spell still counts as your attack for this activation.



Pet Cards

As indicated by their card text, most **Pet Cards** provide "a free attack that does not count as one of your normal attacks for this turn." The pet does not actually appear on the game board, but conceptually performs its attack and then disappears from sight. Since your hero must command your pet to attack, however, the pet cannot attack if your hero cannot attack (for example, because she performed two full movements during this activation). Also, pets always attack during the "Attack 1 Enemy" segment of your Hero Activation, *after* your hero has finished movement. If your hero is eligible for multiple attacks, these attacks do **not** apply to the hero's pet.



Pets also feature two other icons that you will see on various cards throughout the game.



"No Line of Sight Required" - This icon indicates that your hero does not need line of sight to affect your target. For pets, this means that your hero can send her pet forward to attack enemies who are around corners or otherwise out of sight. However, there must still be an open passage between you and the target of the attack. Pets can attack through other characters with no obstruction penalty (see below).



"No Generic Bonuses Permitted" - This icon indicates that you cannot use cards to boost your pet's attack strength *except* for cards that specifically boost "Pet attacks." This also means that you cannot play 2 face down cards to boost your pet's attack strength.

3) DETERMINE DAMAGE (ATTACK # - DEFENSE #)

After you have determined your total attack strength, you must check to see if your attack strength exceeds the target's defense strength. If your total attack is equal to or less than the opponent's total defense, then you have missed and inflicted no damage. If your total attack exceeds the target's defense, then you inflict an amount of damage to the target equal to the difference between your attack and the target's defense.

Your target will feature either **armor defense** (green icon) or **dodge defense** (green icon), or some combination of the two. Under most circumstances, it does not matter which type of defense the target possesses, but sometimes card text will ignore or reduce one type of defense and not the other. Unlike different attack types, a character *does* combine different defense types. Conceptually, a hero can still attempt to dodge her opponent while wearing some form of protective armor.

In addition, if you are initiating a ranged attack and the imaginary line passes through a space with a character (friend or foe), the target receives 1 additional point of **obstruction defense** for each intervening character (see example at right). Unlike armor defense and dodge defense, obstruction defense cannot be reduced unless a card specifically says that "other characters do not affect your line of sight this turn."



Since Lorna's attack passes through Petra's space, the goblin receives +1 obstruction defense.

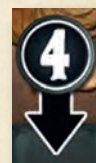
If your total attack exceeds the target's defense, then you inflict an amount of damage equal to the difference. If you are attacking a monster, then you place a number of your colored square wooden Wound Tokens beneath the Monster Token equal to the damage. If the number of Wound Tokens equals or exceeds the monster's Health Value, then the monster is defeated and scored (see "Gain XP Tokens" below). Otherwise, keep the Wound Tokens beneath the Monster Token as it continues to move around the board.

If two different Alliances damage the same monster, then add the newest Wound Tokens to the bottom of the stack, and be sure to include excess Wound Tokens if the final blow pushes the monster beyond its Health Value. This is important for determining who has inflicted the most damage on the monster for scoring purposes.

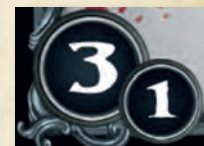
If you (or a monster under your control) is attacking a hero, then you instead place cardboard Wound Tokens on top of the hero's corresponding Hero Card. Use the normal Wound Tokens under most circumstances, or green Poison Wound Tokens if the monster inflicts "poison damage." If the total number of Wound Tokens (normal and poison) equals or exceeds the hero's Health Value, then the hero is defeated (see "Defeated Heroes" below). Unlike the case with monsters, you must remove any excess Damage Tokens beyond the hero's Health Value (removing the most recent damage first).

4) GAIN XP TOKENS (FACE UP)

If your Alliance defeats a monster, return the Monster Token to its corresponding Encounter Card, return all wooden Wound Tokens to their owners, and receive a number of XP equal to the monster's XP Value. A monster's total XP Value is listed on its Monster Token (see example at right).



If more than one Alliance contributed toward the defeat of the same monster, then refer to the corresponding Encounter Card to see how the total XP is broken down (see example at right). The Alliance that placed the most Wound Tokens beneath the monster (including excess Wound Tokens) receives XP equal to the top number, and the Alliance that inflicted the second most Wound Tokens receives the bottom number. If there is a tie, then the Alliance that placed its Wound Tokens earlier (higher in the stack) is considered to have inflicted more damage. If more than two Alliances defeat the same monster, there are no additional XP rewards for third or fourth place.



All XP Tokens that you receive during the game are placed *face up* on the table in front of you, unless specified otherwise. When receiving XP, take your XP Tokens from the first XP Pool until it runs out, and then immediately start taking XP Tokens from the second XP Pool. After both XP Pools run out, you may continue to receive XP Tokens from those that were placed off to the side at the start of the game.

DEFEATED HEROES

Whenever a hero accumulates enough Wound Tokens to equal or exceed his Health Value, the hero is considered defeated. First, remove any excess Wound Tokens beyond the hero's Health Value, removing the most recently placed Wound Tokens first. Next, knock the Hero Figure over in its space. Enemies can now move through the hero's space and can also leave spaces that are adjacent to the hero with no penalty, although enemies must still end their movement in an empty space as normal. A defeated hero cannot be targeted by attacks or receive damage from any source. A defeated hero no longer creates obstruction defense for nearby attackers (see page 20). On the defeated hero's next activation, he must choose to **rest** (see page 22) or use a Burst of Strength to remove 1 Wound Token (see page 14).



Each time one of your heroes is defeated, you receive a **Defeated Hero Token** worth -1 XP (see left). Place this token **face down** among your accumulated XP Tokens.

RESTING

During Hero Activation, you may choose to perform a **standard rest** instead of taking a normal turn. Afterwards, you may still draft a card, and you still discard and draw as normal. If you choose to rest, your hero may immediately remove any 3 Wound Tokens (including Poison Wound Tokens) from his Hero Card. Afterwards, you may make one full movement, playing cards as normal. A hero who performs a standard rest cannot attack under any circumstances (including spell attacks and pet attacks) and cannot take a second full movement as the result of not attacking.

RESTING WHILE DEFEATED

If your hero is defeated, then if he is not healed by the start of his next activation, he must either perform a Burst of Strength to remove 1 Wound Token (see page 14) or choose to rest in one of two ways.

1) **Standard Rest:** The first is the standard rest described above, which allows your hero to remove 3 Wound Tokens, stand back up, and then execute one full movement.

2) **Leave the Dungeon:** This option is only available to defeated heroes. Instead of taking a standard rest, you may choose to have your defeated hero leave the dungeon, down some drinks at the local tavern, and then return feeling fresh and renewed. Remove *all* of the hero's Wound Tokens and then stand his Hero Figure back up on any empty space on your Starting Dungeon Tile. The next time this hero activates, he will be able to proceed as normal.



PLAYER VS. PLAYER (PVP) RULES

PvP is an optional ruleset that allows rival heroes to directly engage one another in battle. Players looking for an intense game with direct conflict during the final rounds should play with these rules. Players looking for a more relaxing experience with only indirect conflict (due to drafting choices, late game "kill-stealing," and so on) can choose to skip the PvP Rules. In this case, you cannot directly attack rival heroes, although you may still affect them with Control Spells. Also, without PvP Rules, you may still end up damaging rival heroes if you launch an attack against an enemy that does residual damage to every character in the room (such as "Earthquake"), but you receive no XP Rewards for doing so.

1) **Enemy Heroes:** When playing with PvP Rules, all heroes who are not a part of your four-hero Alliance are considered your enemies. That means that you cannot move through their spaces, and you must pay 1 extra Speed point to leave a space that is adjacent to an enemy hero.

2) **XP Rewards:** When one of your heroes damages an enemy hero, you immediately receive 1 XP for every 2 Wound Tokens that you inflict (round down), including excess damage, although the excess damage is removed afterward. If you defeat an enemy hero, you receive no additional benefit, but the hero receives a Defeated Hero Token as normal.

3) **Starting Dungeon Tiles:** A hero may never direct an attack against an enemy hero if that enemy hero is standing on his own Starting Tile. Similarly, a hero standing on his own Starting Tile cannot direct an attack against an enemy hero, even if the enemy hero is on another Dungeon Tile. Of course, heroes may still freely attack **monsters** on and from their Starting Tiles without restriction.

***Note:** Starting Dungeon Tiles of a particular color only protect and prohibit heroes of the corresponding color. For example, a **blue** hero standing on the **red** Starting Tile can attack and be attacked by other heroes, as long as none of those heroes are **red** and standing on the **red** Starting Tile. A **blue** hero could, however, be standing on the **red** Starting Tile and attack (or be attacked by) a **red** hero on a normal, adjacent tile.*



ARTIFACTS

The Level III Upgrade Deck only has one card type: **artifacts**. When you draft an artifact, do not place it in your hand as normal. Instead, place the artifact face up on the table beside your Hero Cards. The artifact's text provides a continuous benefit to all of your heroes. You may acquire multiple artifacts during the course of the game.

WINNING THE GAME

If at any time the Tile Draft Area is empty and all of the monsters on the board have been eliminated, then finish the current Hero Activation cycle. Afterwards, go straight to the End Phase of the current round, perform all of the End Phase's activities (including assigning additional Poison Wound Tokens), and then end the game. Otherwise, at the end of the fourth round, even if there are still tiles in the Tile Draft Area and/or monsters left on the table, the game ends.

Once the game ends, each player flips all of his face down XP Tokens face up again, and then counts the total Experience Points that he has gained throughout the game. It does not matter whether the XP Tokens were spent to purchase cards or not. The Alliance that has accrued the most Experience Points wins the game! If there is a tie, then the tied Alliance that has drafted the most cards into its Alliance Deck, including artifacts, wins the game. If still tied, then the Alliance whose members currently have the fewest combined Wound Tokens wins. If still tied, then the tied Alliances share the victory.

SOLO PLAY RULES

1) **Draft Heroes:** Drafting heroes at the start of the game is done differently when playing solo. First, shuffle the Hero Deck and reveal the top two Hero Cards. Choose one of these heroes to join your Dungeon Alliance and remove the other one from the game. Repeat this process 3 more times, choosing one hero and removing the other hero from the game each time. This allows you to create a strategic but diverse team each time that you play.

2) **Prepare Upgrade Draft Area:** During set up and throughout the game, you do *not* automatically discard unusable Upgrade Cards from the Upgrade Draft Area. *This rule is never invoked during Solo Play.*

3) **Prepare Solo/Cooperative Deck:** During set up, shuffle the Solo/Cooperative Deck and place the cards in a face down stack beside the dungeon. Draw the top card and place it face up near the deck so that you can see its symbols very clearly. This card tells you what will happen during the Monster Activation segment of the first play cycle.

MONSTER ACTIVATION

During Monster Activation, instead of the normal rules, you must follow the instructions on the current face up Solo/Cooperative Card. Follow all three sections in order from top to bottom.

Section I (Top): You must perform the indicated activity, if possible.

Section II ("And Then"): You must perform one of the two indicated activities (your choice), if possible. If only one activity is possible for you, then you *must* perform that activity.

Section III ("Otherwise"): If you are unable to complete one of the two activities in Section II, then you must perform all the activities in Section III, if possible.



Whenever there is a tie for a particular criteria, you may choose how to resolve the tie. *For example, if an activity requires you to ready the highest XP exhausted monster, and there is more than one monster that qualifies, you may choose which monster to ready. Similarly, if a monster wants to attack an elf, and you have two elves, then you may choose which elf is attacked.*

After completing the activities listed on the card, immediately draw a new card from the top of the Solo/Cooperative Deck and place it face up on top of the previous Solo Card. This allows you to be aware of what will happen during the next Monster Activation so that you can plan ahead accordingly.

End of Game Scoring: If you wish, your solo game can continue until the end of the fourth round even if other game ending criteria are met. When scoring, score your XP Tokens, and then subtract 4 XP for each empty tile space inside the dungeon frame, and subtract 1 XP for each Monster Token and face down Challenge Token that remains on the game board.

SOLO/COOPERATIVE PLAY ICONS

SECTION I: TOP - PLAYER MUST PERFORM INDICATED ACTIVITY, IF POSSIBLE.



UPGRADE DRAFT AREA

- Remove the card indicated by the **RED X** from the game.
- Discard the card indicated by the **BLUE ARROW**.
- Replace both cards.



TILE DRAFT AREA

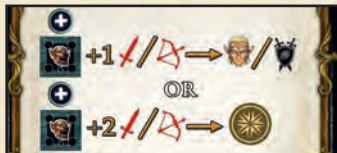
- Remove the tile indicated by the **RED X** from the game. If there is only one tile left, remove it regardless of its position.
- Replace the removed tile with a new one, if possible.



MONSTER TOKENS

- The highest XP **exhausted** monster flips back over to its ready side.

SECTION II: "AND THEN" - PLAYER MUST PERFORM ONE OF THE TWO INDICATED ACTIVITIES, IF POSSIBLE.

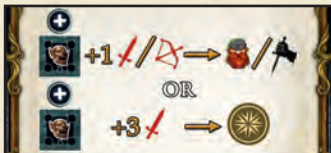


MONSTER ATTACK

- The highest XP **ready monster*** moves into position and attacks a hero who possesses one of the indicated icons. Add +1 to the monster's attack.

OR

- The highest XP **ready monster*** moves into position and attacks any hero of your choice. Add +2 to the monster's attack.

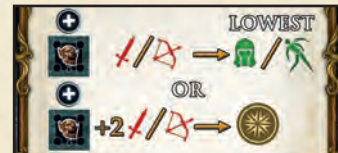


MONSTER ATTACK

- The highest XP **ready monster*** moves into position and attacks a hero who possesses one of the indicated icons. Add +1 to the monster's attack.

OR

- The highest XP **ready monster*** moves into position and attacks any hero of your choice. Add +3 to the monster's attack *if* it possesses the indicated attack type.



MONSTER ATTACK

- The highest XP **ready monster*** moves into position and attacks the hero who possesses the lowest defense (including active bonuses).

OR

- The highest XP **ready monster*** moves into position and attacks any hero of your choice. Add +2 to the monster's attack.

* **NOTE:** If all of the **highest XP ready monsters** are unable to attack for any reason (such as spell effects or being unable to reach heroes), then you may choose the next highest XP ready monster instead of defaulting to the "Otherwise" text (see below). The choice is yours.

SECTION III: "OTHERWISE" - IF PLAYER IS UNABLE TO PERFORM ANY ACTIVITY IN SECTION II, SHE MUST PERFORM ALL OF THE INDICATED ACTIVITIES IN SECTION III, IF POSSIBLE.



MONSTER BURST OF STRENGTH

- The highest XP **exhausted** monster flips back over to the ready side, and then moves into position and attacks any hero of your choice. Add +3 to the monster's attack.



SPEND XP

- Flip 1 XP Token face down. You may make change first, if needed.

Note: You do not physically lose the XP for scoring purposes.



DISCARD CARDS

- Discard 3 cards of your choice from your hand. If this is the end of the round, your **hand size** is -3 when drawing cards during the end phase.



DAMAGE HEROES

- Place the indicated number of Wound Tokens on the indicated number of heroes. You may choose the recipients of the wounds. If the indicated Wound Tokens are green, use Poison Wound Tokens instead.

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