DUNGEONEER

WILDERNESS PREVIEW: CAUGHT IN AN EVIL VORTEX

This card was the hardest one to develop …

Hello, and welcome again to the preview of the new Wilderness Dungeoneer sets. So far we've seen a few cards from Haunted Woods of Malthorin, but I know many of you are excited about what's in Den of the Wererats.

The theme for Den went through a lot of permutations. I'd say of all the sets, it's the least like my original idea. And coincidentally, it may be the best set yet. Certainly the theme — a city at night, infested with wererats — is compelling to us gamer types. And as an artist it was fun to do so many illustrations

with a dark, night-time feel. There are lots of cool blues, deep purples, and spots of warm glowing lights in a forlorn and mysterious city. The blood-bathed colors for Evil Vortex aren't representative of the colors in the rest of this set. This card was very hard to illustrate, like everything else having to do with this card.

Evil Vortex started out as a simple idea — a way for players to manipulate Peril. The problem is that this can be a very powerful effect. If you can control Peril, you can control half the game. So we tried a dozen different versions of this card, until we finally hit on the idea of draining Glory from one player, and giving yourself Peril that you alone could spend. My fear was that this would be broken and really upset the balance of the game, but it ended up being just right. With a cost of 4 Peril, it takes 4 turns before it pays itself back, but the real value of the card is denying that 1 point of Glory per turn from another player. This can often be just enough to prevent someone from playing that precious healing card, or a Boon that would increase Speed, this turn. But, at only 1:1 (drain 1 Glory from an opponent, put 1 Peril token on Evil Vortex that you can spend) it is subtle and universally useful. I love cards like that.

Next time see what the look and feel of Den of the Wererats is really like, and finally get a glimpse at cards that use Upkeep!

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