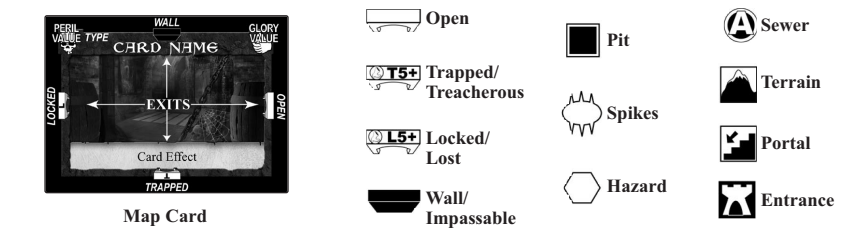






**Portal:** The Portal on a Wilderness Map card may be linked to a Dungeon Entrance if you combine Dungeoneer sets. Your hero can move from Wilderness to Dungeon, or vice versa, at the cost of 1 Movement here.

**Entrance:** The Entrance is the space on which your hero starts the game.



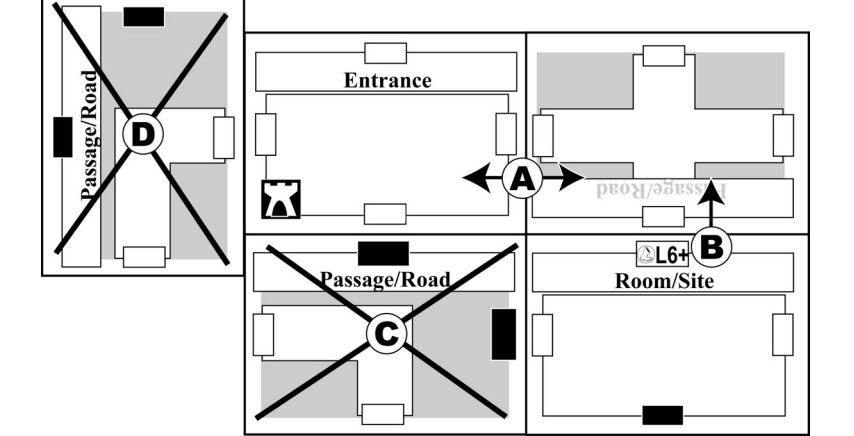
**Map Placement Diagram:** This diagram shows how to place your Map cards.

**Example A:** The exit is open both ways. You may move freely through at the cost of 1 Movement each way.

**Example B:** The exit from the Room/Site to the Passage/Road is Locked, but open from the Passage/Road to the Room/Site.

**Example C:** This Map card is placed illegally since it's stranded. There's no way in or out to the rest of the map. The Walls/Impassable exits block both exits.

**Example D:** This Map card is placed illegally since it's at a right angle to the Entrance. All maps must be placed parallel to the Entrance, even if they're upside down.



## HERO CARDS

Your Hero card represents your character in the game, listing his scores, level, and other info.

**Special Ability:** A hero's special ability is resolved as a Boon that may be used at any time. This doesn't count against the hero's Boon limit.

**Boon & Treasure Limits:** This is how many *permanent* Boons and *permanent* Treasures a hero may have *readied* at any time.

**Life:** When a hero has 0 Life, he is defeated. His player discards all his cards and is out of the game.

## ADVENTURE CARDS

Each Adventure card gives its cost to play in Glory or Peril at the top, and lists playtime, duration, category, stat banner, card effect, and hit effect.

**Playtime:** Adventure cards may be played during the Dungeonlord Phase, Hero Phase, as a Response, or as an Anytime card.

**Duration:** Adventure cards have various durations that define how long a card stays in play. These are Permanent, Instant, monster, and Attachment.

**Permanent:** Permanent Adventure cards stay in play permanently in your Inventory.

**Instant:** Instant cards are discarded after being played, since their effects only last during the turn in which they're played.

**Monster:** A monster attacks once per turn with a standard attack, then goes in your Pack if wounded, or if unwounded back in your hand or Pack (your choice). It's discarded if defeated.

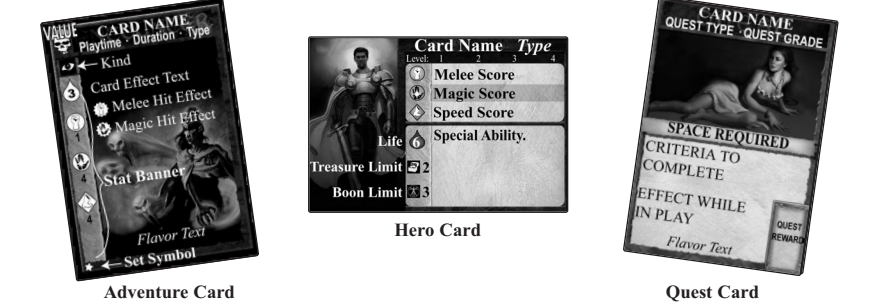
**Attachment:** Some Adventure cards can be attached to another card to modify its effects. An Attachment card is discarded if the card it's attached to is ever discarded or returned to a player's hand. An Attachment doesn't count against a hero's Boon, Treasure, or Pack limit, and doesn't affect the cost of playing a monster from a Pack.

**Category:** The ways a card may be grouped are called categories; for example, Undead, Spell, and Weapon are all categories.

**Stat Banner:** The area on the left side is a quick reference to the effects of the card.

**Card Effect:** This text describes what the card does in play.

**Hit Effect:** This tells what the card's effect is on a hit with the attack form indicated.



Adventure cards come in 4 kinds: Boons, Treasures, Banes, and Encounters.

**Boon Cards:** These blue-bordered cards describe abilities that can be applied to your hero, like skills or spells your hero has learned. Each hero has a limit to the number of Boons he can have *readied* in his Inventory, but he can have multiple copies of the same Boon *readied*. Boons may not be voluntarily discarded from your hero's Inventory, but if you're forced to discard one by another card effect, the Boon immediately loses its effect. A Boon Instant is not kept in the Inventory; once played it's discarded and never counts against a hero's Boon limit.

**Treasure Cards:** These gold-bordered cards are items your hero possesses. Each hero has a limit to the number of Treasures he can have *readied*. You may discard 1 Treasure card from your Inventory during your Discard/Draw Phase.

You may not have duplicate Treasures of the same category *readied*; for example, you can't have 2 shields in your Inventory. A Treasure card that's "used up" (one that no longer has a game effect) should be discarded the moment it loses its effect. A Treasure that's immediately discarded once used (like a potion) doesn't count against your hero's Treasure limit if you use it the moment you play it.

Storage Item Treasure cards use 1 of your hero's Treasure slots. They give a hero the ability to have more Treasures *readied*, since additional Treasures may use the Storage Item's Treasure slots. Cards take effect the moment they're played, so Storage Items may be played even when a hero's Treasure slots are full. If the Storage Item is ever discarded, the hero may only keep as many Treasures as he has slots remaining to accommodate (his player's choice), so all the Treasures in the Storage Item are not necessarily discarded.

**Bane Cards:** These gray-bordered cards present various negative things that can happen to a hero. You spend other players' Peril to play Banes against them. If a Bane doesn't target a specific hero, you may spend any *one* other player's Peril to play it, but you can never spend your own Peril or split a card's cost between more than one player. It's possible to include your hero in the effect of certain Banes you play, as long as you never spend your own Peril. Bane cards may be played at any time during your Dungeonlord Phase, before or after playing Encounters.

**Encounter Cards:** These red-bordered cards are malevolent forces, like monsters and Traps, bent on destroying the annoying heroes intruding in their realm. An Encounter card is played *into* the map space of the hero it's attacking and, unless otherwise noted on the card, may only affect heroes in that space. Monster Encounters attack a single hero, while Trap Encounters affect all heroes in the space they're played into. If the hero somehow moves out of the space before the Resolution step, the Encounter card may not attack or otherwise affect that hero. An Encounter card remains in the space it's played for the duration of the Dungeonlord Phase, but isn't otherwise tracked on the map; this means that a hero may initiate a challenge against it after it attacks, if the hero has 1 Movement available to pay for that action.

## QUEST CARDS

You may attempt to complete your own Personal Quests and the Global Quest available to all players. When you finish a Quest, you get the prize listed in the quest reward section of the Quest card; the reward varies for each Quest. Rewards may include the chance to do the following:

- Gain 1 Level.
- Recover or gain 1 Life.
- Collect Glory.
- Collect Peril (for "dark" Quests).

Quests may fall into one of the following modifier categories: Effect, Artifact, or Search.

**Effect:** Some Quests have an effect on your hero while in play. This is indicated in bold after the completion criteria. The effect of a Global Quest applies to *all* heroes, while its reward goes only to the hero who completes it.

**Artifact:** Some Quests grant an Artifact instead of a completion reward; this type of Quest card is rotated 180 degrees on completion, gives your hero a permanent ability, and changes from an uncompleted quest to an Artifact, but usually doesn't give a Level. Artifacts aren't Treasure cards; they're completed Quests.

**Search:** For Search Quests, you must overcome a Threat target number in order to find the objective. Once you find the objective, you can attempt to complete the criteria required by the Quest, which usually means fighting a monster. If you fail to complete the Quest on your turn, you will need to search for the objective again on your next turn.

The completion criteria of a Quest include Chance, Escort, Sacrifice, Slay, and Threat types.

**Chance:** These Quests require a special die roll to complete. Each attempt to succeed at the roll uses 1 Movement; you may make as many attempts per turn as you have available Movements. If there is a cost to increase your chances, you may pay for and stack as many bonuses as you can afford, but each bonus only affects 1 attempt.

**Escort:** Escort Quests require you to go to a specific map space to pick up a component, and then carry it to another specific space and discard it. If this is a Global Quest, it becomes a Personal Quest when you get the component; turn over a new Global Quest at this point. It's a free Movement to pick up the component and to set it down; use a marker token to indicate this component. Anyone in the same space as a discarded component can take it as a free Movement. Another hero in the same space as you may also challenge you on his turn to take the component from you; if he makes a successful standard attack against you, he deals no wounds but takes the Escort Quest and places it in his own Inventory as his Personal Quest, even if he already has 2 others.

**Sacrifice:** These are the easiest Quests, and the most painful. This Quest type is often associated with "dark" or un-heroic themes, and generally rewards the player with Peril as well as with a Level. The hero simply goes to the space required by the Quest and pays the price on the card to complete it.

**Slay:** For Quests that require you to slay a monster, you must first go to the space where the monster is located. When you attempt to complete the quest, the monster initiates the first attack as a free Movement; the player to your left can roll for the monster. The monster can only initiate 1 standard attack per turn, and should have tokens placed on it to mark wounds if it has more than 1 Life. After the Quest monster attacks, you may expend 1 Movement to initiate a challenge against the Quest monster if you haven't already used your 1 standard attack this turn. (See more about challenges under the Hero Phase section.)

**Threat:** Threat Quests are similar to Slay Quests, but the hero attempts to overcome a Threat when he reaches a certain space, rather than defeating a monster. The first attempt to overcome the Threat is a free Movement. Additional attempts cost 1 Movement each. These additional attempts aren't challenges, so you can make as many attempts as you have Movements available to pay. Failed attempts affect *everyone* in the same space, like a Trap, but only the hero whose turn it is can complete the Quest.

## UNIVERSAL RULES

Also remember the following.

- Specific card effects may over-ride any rule in this rules sheet, since cards are often designed to "break" the rules.
- Dice modifiers must *always* be specified *before* dice are rolled.
- The following priority order should be followed if a conflict arises:
  - Boon, hero special ability, Treasure, Bane, exit, Movement spent, hero enters space, Peril and Glory generated, Map space effects like Obstacles, Encounter, attack roll, defense roll, Quest, player whose turn it is, player whose turn is next, and so on in turn order.

## OPTIONAL ADVANCED RULES

If you want to use these advanced rules, decide with the other players before play begins. More variants, including Campaign Adventures, are available at [www.atlas-games.com](http://www.atlas-games.com).

**Revealed Map:** Build-as-you-go is a good way to learn the game, but after you're more familiar with the cards and mechanics, you may want to make the game more strategic, fair, and faster using the Revealed Map rule. With this rule, there is no Build Phase; instead, the entire map is built before playing to eliminate lucky wins by players whose Quests' required Map cards come out early. After distributing Quests, deal out all the Map cards face down, one at a time, to each player. Pass Map cards specifically required by your Personal Quests to the player to your left. The player who gets the Entrance card wins initiative. (If you're combining Dungeoneer sets, specify one Entrance as the initiative winner before dealing, and each player chooses one on which his hero starts play.) That player sets the Entrance in the center of the play area; then, moving clockwise, each player places a Map card in a legal location until all the cards are placed. The game then begins with the player who won initiative. This balances the game and improves some strategic aspects, but it does lose the feeling of "exploring" as you play.

**Combining Sets:** The easiest way to combine Dungeoneer sets is to mix all the cards together, and follow the set-up directions as usual. (Note that each card has a set symbol in the bottom left corner so they can be separated again later.) When combining a Dungeon and a Wilderness set, place a separate Entrance on the table for each set; each player chooses which Entrance his hero starts play on. Deal 1 Quest from the wilderness set and 1 Quest from the dungeon set to each player as Personal Quests, before shuffling all the Quests into the Quest deck and revealing the Global Quest. You may also want to customize your play experience by picking and choosing your selection of cards; in particular, be sure to include the Map cards necessary for the Quests you've chosen.

## GLOSSARY

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

**Adjacent:** A space connected to another space by any exit, even a Wall/Impassable exit, but not diagonal to that space, is said to be adjacent to it.

**Anytime:** An Anytime card may be played on or off anyone's turn if the resources are available to fund it. If an Anytime card modifies a die roll, it must be played before the roll.

**Counter-Attack:** A card's player can't initiate an attack in an attack form marked with a diamond counter-attack type symbol, but if attacked in this form he can inflict 1 wound on a successful hit.

**Forced Discard:** When a card effect compels you to discard a card, it's a forced discard.

**Hit:** In a combat, the side that has the highest total is said to have hit, or made a successful attack. If a tie occurs, then neither side inflicts a wound. The default total hit effect is "inflicts 1 wound."

**Instant:** A card that comes into play and is then discarded is said to have an instant effect. It does not stay in play permanently.

**Inventory:** An Inventory is made up of the Hero card, Tracker card, Quests, Boons, permanent Banes, Treasures, and Pack monsters a player has in play in front of him.

**Marker Token:** Made from the Cut-out cards, these are used to indicate the locations of card items on the map. Place a token on the card, and its corresponding token (A:A, B:B, etc.) on the space in which it's located. They are also useful in linking Wilderness and Dungeon maps through a Portal.

**Once Per Turn:** Some effects may only be used once on a player's turn. If it's used on a player's turn, it may not be used again until the beginning of the next player's turn.

**Pack:** The monsters in your Inventory are said to be in your Pack. To attack with these monsters, you must spend an opponent's Peril. You may only keep 3 monsters in your Pack at a time. You can discard 1 card from your Pack during your Discard/Draw Phase, though.

**Readied:** During your Hero Phase, you spend your Glory to play Boons and Treasures from your hand into your Inventory. When this happens, these cards are called "readied" because their effects are active.

**Space:** A space equals 1 Map card. The area between map cards is never counted as a space.

**Standard Attack:** Heroes and monsters can *initiate* 1 attack per turn in an attack form with a circular standard attack type symbol, and can also use a standard attack to counter attacks.

**Target:** The target is the recipient of a card's effect. The card's controller chooses the target.

**Tipped/Untipped:** Certain card effects may cause your hero to become immobilized. Tip your hero token on its side to indicate this. While tipped, heroes aren't able to expend Movements except to untip themselves. Untipping your hero costs 1 Movement, and you may also be required to overcome the Threat that caused your hero to become immobilized.

**Token:** Any small object used to represent an element in the game is called a token. Hero tokens mark the positions of the characters on the map, a marker token can be placed on a map space and its corresponding marker token on a card to show the location of an item, and general tokens track Glory and Peril, signify wounds, and indicate unused Movements. If a general token's effect is beneficial to the controlling player, use a token of the same type as that used to track Glory, while if it's negative use a Peril token.

**Viable Exit:** A viable exit is one that's connected to an adjoining Map card exit and not blocked by a Wall/Impassable exit.

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

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Visit [www.atlas-games.com](http://www.atlas-games.com) for Campaign Adventure rules, online discussions, variants, and more!

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