

DUNGEONEER

WILDERNESS PREVIEW: YOU CAN'T SEE ME!

A common question about Dungeoneer has been, “why does the rule sheet mention Upkeep, but no cards use it?”

When designing Dungeoneer, I came up with a spreadsheet of over 300 card ideas. A double-deck set has 110 cards in it, so I couldn't use all my card ideas. That's fine, because many of the card ideas turned out to be really lame in playtest! One of the core mechanics I was planning on using was an Upkeep cost for cards that would cost Glory (or Peril) every turn or go away. Upkeep is a great mechanic for having really powerful cards in play, that won't break the game. The rule sheet was finalized before we'd finished all the cards, but I still wanted to use Upkeep. Den of the Wererats includes two cards that use Upkeep: Invisibility and Regeneration. You'll have to get Den when it comes out to see Regeneration, but I'll show off Invisibility here.



Haunted Woods has a cheap card to benefit Melee warrior types called Magic Protection, so I had to give the Magic specialists something cool. Invisibility

makes your hero 100% immune to Melee attacks. Pretty cool, huh? But that's too powerful! I can hear people complaining already. Well, don't worry, Invisibility is hard to keep in play because you have to pay 2 Glory every turn or it returns to your hand. And if your hero initiates a Melee attack, you lose Invisibility for good. I think this card will become essential for Magic-using heroes like the Sorceress, Druid, Alchemist, and others.

Invisibility is one of the few cards I didn't illustrate myself; it features the art of James Kei. I don't just let anybody do illustrations for Dungeoneer, and I think James' work is top notch. I hope you enjoy it as well. You can see those cool blue colors in the card. Blues, grays, and violets are prevalent in the look and feel of Den of the Wererats. I was really trying to maintain the feel of a city at night.

So that this column isn't too short, here's another sneak peek at a card that was a long time in the making: Rat Swarm.



I'd done several versions of "swarming"-type monsters in playtests, but they were all too complicated or didn't work well. Finally, through brainstorming and playtesting, we have a simple monster that multiplies. When Rat Swarm hits you place a token on it. This token indicates that Rat Swarm has a bonus attack the next time it attacks. This can keep accumulating, so that Rat Swarm can have multiple attacks per combat. And you can kill off one of these rat tokens to soak up a wound inflicted on Rat Swarm. You can imagine a swarm of rats that keeps getting bigger. This card is

difficult to get started, so I recommend using Enhancers like Vermin Rage or Bloodlust when first playing this card to get it going. I'm curious how this card will be received by the players.

That's it for now. You have some idea of what Den will be like. Next time, we look at one of the heroes in Den, and a map card for her to sneak around in.

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