

DUNGEONEER

WILDERNESS PREVIEW: THIEVES, SCOUNDRELS, AND ROGUES

Den of the Wererats is all about shady characters, and the heroes in the set reflect that (except Durin Hammerthumb the goody-Dwarf guard, but somebody has to be the good guy). You can see that Sela here is a thief, and she emphasizes Melee. Her special ability takes advantage of the new Terrain mechanic, and she can draw an extra card while on an Urban space. This simulates her knowledge and contacts in the city.

Sela Shadowknife Darkling Thief	Level: 1	2	3	4
Health	1	2	3	4
Melee	0	1	2	2
Melee	2	3	4	4

Streetwise: if you are on an Urban space at the end of your turn, you draw and keep 1 additional card during your Discard/Draw Phase.

Cost: 5 (Health), 3 (Melee), 2 (Melee)

Why say “urban,” instead of “city?” Glad you asked. I wanted the Urban terrain type to indicate man-made areas in the Wilderness, not just cities. So the Urban type was born. This also helps players to understand that all city spaces are part of the Wilderness, because

Dungeoneer only has two map types: Dungeon and Wilderness (cities, or urban areas, are in the Wilderness type).

I also want to introduce one of my favorite new mechanics in Dungeoneer: Sewers. This is one case where you will enjoy crawling down into a sewer! The idea is that Sewers create their own unique connections. Sewer “A” connects to all other Sewer “A”s, at the cost of 1 movement. If you’ve played Dungeoneer more than a few times, you know that preconstructing the map is a far superior way to play over build-as-you-play in the basic rules. The Sewer mechanic really shines when preconstructing the map, and when the Sewers are on opposite sides of the map.

Look at that Thieves’ Alley card; isn’t it gorgeous? That’s the work of Ben Van Dyken, another of the handful of artists that work on Dungeoneer. You’re going to have a lot of fun with Thieves’ Alley. While your hero is there you can pay a pick pocket to go steal a Treasure from an opponent and give it to you. Sneaky!

So, now that you’ve gotten your previews, it’s time to go out and get the real thing! Happy Dungeoneering!

Thomas Denmark
Dungeoneer Designer & Illustrator

