

DUNGEONEER

INTRODUCTION

In Dungeoneer, you take on the role of a hero attempting to complete a series of quests in a deadly dungeon. But on your turn you also act as the Dungeonlord, directing perils against the other players as you try to rid the dungeon of its annoying hero infestation.

Dungeoneer is a stand-alone card game for 2 to 4 players, ages 12 and up. The game takes about 20 to 30 minutes per player. Each Dungeoneer set can be mixed together with other sets, or played by itself.

Parts: In addition to this rulebook, Dungeoneer includes 110 cards: 60 Adventure cards, 22 Map cards, 14 Quest cards, 6 Hero cards, 4 Tracker cards, and 2 Cut-out cards. You'll also need some 6-sided dice (2 per player is best), and 2 small objects per player to use as tokens to track Glory and Peril (coins or red and green glass beads work well).

Set-Up: Follow the steps below to begin play.

Assemble Tokens: Cut out the hero and marker tokens on the 2 Cut-out cards along the dotted lines. Fold them at the red line, so they stand up. Hero tokens represent the characters on the map, while 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.

Assemble Decks: Separate the cards into decks according to their different backs, and shuffle each deck.

Roll Initiative: Determine initiative (which player goes first) by having everyone roll 1 die; the player with the highest result is the first to take his turn (re-roll ties).

Assign Heroes: Distribute 1 Hero card face up to each player. When you get a Hero card, put it in your Inventory — this is the area on the table directly in front of you where you keep the cards you play. Then take a die and place it with the number 6 face up over the words “Level: 1” on your Hero card. This indicates that your character has 6 Life points and is 1st Level.

Assign Quests: Deal 2 Quest cards face up to each player; these are their Personal Quests. Next, leave a Quest card face up next to the Quest deck; this is a Global Quest that anyone may attempt to complete. Each time you finish a Quest, place it face down in front of you. When a Global Quest is completed, turn over a new one. The objective of the game is to complete 3 Quests. If you're the last surviving hero, you win by default.

Start Map: Take the Dungeon Entrance from the Map deck. Place it face up in the center of the play area. Take 4 random passages from the Map deck and place 1 passage on each side of the Dungeon Entrance. Each player places his hero token on the Dungeon Entrance. Shuffle the Map deck and set it aside. (See the Game Layout Diagram for more details on placing map cards.)

Track Glory/Peril: Each player takes a Tracker card and places a small token on the number 1 on the Peril side, and another on the number 1 on the Glory side, for starting at the Dungeon Entrance. As these resources pile up during play, move your tokens to indicate higher values.

Draw Adventure Cards: Finally, each player draws 5 Adventure cards into his hand, keeping these hidden from the other players. These Adventure cards contain the Encounters, Treasures, Boons, and Banes that the heroes discover during the game.

Now you're ready to start playing!

TURN CYCLE

During each round players take turns consecutively, going through five phases:

1. Reset Phase: Doors are reset, cards that can only be used once per turn may be used again, and card effects that only last a turn are no longer in effect from the previous turn. Cards you've played that have an upkeep cost must be paid for or they return to your hand. Your Movements are reset to equal your hero's Speed; these Movements are used to move around the map and perform other actions during your Hero Phase.

2. Dungeonlord Phase: During your Dungeonlord Phase you manage the malevolent forces in the game. You use your *opponents'* Peril against them to play negative Adventure cards from your hand. Negative adventure cards include Banes and Encounters targeted at the player whose Peril you spend. Banes that don't target a specific player may be bought with any other player's Peril. You can't combine Peril from different players to play one card, and you may never spend your own Peril. All Encounter cards must be played at the same time, at the beginning of your Dungeonlord Phase, while Bane cards can be played at any time during your Dungeonlord Phase, before or after Encounters are resolved. Follow these steps:

A. Attack: Play all the Encounter cards that your opponents have enough Peril to fund, in the order in which they'll be engaged.

B. Response: Your opponents may play Response Boon cards and assign other defenses.

C. Resolution: If you play an Encounter that's a monster, it engages in combat with the hero whose Peril was spent to activate it. You choose an attack form to use in resolving each Encounter card (Melee, Magic, or Speed). Then you and your opponent each roll 1 die for each attack. Each player adds his appropriate attack score (Melee, Magic, or Speed, as previously determined) to his roll. The attack results are compared, and the player with the highest result scores a hit that inflicts 1 wound on the other player. A tie result means that each hero or monster defends himself successfully, so that neither side inflicts a wound.

A monster may only *initiate* 1 standard attack per turn with an attack form for which it has a standard attack. This is a free Movement. It may not *initiate* an attack in an attack form for which it has only a counter-attack. If there is no particular attack form listed, the default is a counter-attack with a score of 0; roll 1 die and add 0 for the total attack result.

- A circular attack symbol indicates a standard attack — the card's player may *initiate* an attack in this attack form.
- ◆ A diamond-shaped counter-attack symbol indicates a counter-attack only — the card's player may not initiate an attack in this attack form, but if attacked in this form the monster can inflict 1 wound on a hit.
- ⚡ A starburst symbol indicates that on a hit some variable effect occurs, as described on the card.

An Encounter that's a Threat supplies a target number you must match or beat, rather than requiring an opposed roll as in combat. Threats are used for Traps and Obstacles; unless stated otherwise, Traps affect all heroes in the same space. Roll 1 die and add your appropriate score (as indicated on the Threat card). If your total equals the Threat number or higher you succeed, otherwise you fail. Threats can use any score: Melee, Magic, Speed, even Life or your hero's current Level. For example:

⚡ Threat 4+, Succeed: get 1 🍷, Fail: take 1 wound.

This card requires you to roll 1 die and add your Magic score. If you get a total of 4 or higher you receive the Succeed result, otherwise you suffer the Fail result.

D. Pack: After playing your Encounter cards and resolving them, surviving monsters go back in your hand or *may* go into your Pack (a part of your Inventory). Wounded monsters *always* go into your Pack with wound tokens on them, or are discarded if they're defeated. You may keep up to 3 monsters in your Pack; excess monsters are discarded (you choose which to discard). You play monsters from your Pack in the same way as those from your hand (by spending an opponent's Peril), but they are not part of your hand count.

E. Reward: For each wound your monster inflicts on a hero, you get 1 Peril to assign to *any* player. For each wound your hero inflicts on a monster, you get 1 Glory. This is limited to the remaining Life points of the hero or monster on whom the wounds are inflicted, and applies to all monsters except Quest monsters since they have their own special reward.

3. Build Phase: Draw and place 1 Map card in any valid location (see the Game Layout Diagram for details).

4. Hero Phase: During your Hero Phase, you manage your hero. You may spend your Glory to use the positive Adventure cards called Boons and Treasures. These are played from your hand into your Inventory at any time during your Hero Phase; when this happens, these cards are called “readied.” You may also spend your Movements during your Hero Phase to perform the following actions in any order:

Move: Move your hero in any available direction; each space you move costs 1 Movement. Each Map card is a space. You generate Glory and Peril as listed on the Map card for *each space you enter on your turn that's new for this turn*. This means you don't have to remember which spaces you were in on your previous turns. You collect Glory and Peril as your hero enters each new space. If you don't move on your turn, you collect Peril and Glory for the space in which you remain. You only collect Glory and Peril during your turn; you don't collect if it's not your turn, unless it's specifically stated otherwise on a card.

Explore: You may spend 1 Movement to draw and place another Map card.

Open Locked Door: Successful attempts to open a Locked Door are free, while failed attempts cost 1 Movement. However, either way the door is opened.

Challenge: You can initiate a challenge only once per turn for 1 Movement. You choose the attack form. You must be in the same space as the hero or monster you're challenging. A challenge is resolved as an attack (see combat under Dungeonlord Phase). A challenge may be used to attack another hero with your hero (Resolve combat normally. The hero who hits successfully gets 1 Glory for each wound inflicted.), attack any monster *after* it has attacked you, or attempt to take an Escort Quest in progress from another hero.

Complete Quest: You may attempt to finish a Quest at any time during your Hero Phase, if you're in the space required by the Quest. Each Quest has different criteria to complete it, as described on the Quest card. When you complete a Quest, collect the Quest completion reward and go immediately to your Discard/Draw Phase. You may not complete more than 1 Quest on your turn.

5. Discard/Draw Phase: If you have any cards in hand you must discard 1 card (and only 1 card). This can be 1 card from your hand, 1 Treasure card from your Inventory, or 1 Encounter card from your Pack. Fill your hand back to 5 cards from the Adventure deck. This ends your turn; if you have any remaining Movements you may keep 1 to use off turn (place 1 token on your Hero card to indicate the available Movement). If the Adventure deck is depleted, reshuffle it.

Special Actions: Some actions may be taken either on or off turn.

- Play an Anytime card. (Some Boons and Banes are categorized as Anytime cards.)
- Play a Boon Response card, if you are engaged by another player with an Encounter or Bane.
- Activate the effect of a card in your Inventory, if you have the resources available (such as Glory or Movements).
- Challenge a monster *after* it has attacked you, if you have not initiated a challenge yet this turn and you have 1 Movement available.

MAP CARDS

Placing Map Cards: The following placement rules apply to all Map cards.

- Each Map card must be placed parallel to or in line with the Dungeon Entrance.
- Only passages can be connected to the Dungeon Entrance.
- Each Map card must create a continual connection back to the Dungeon Entrance; creating a stranded space or stranded section of the map is always an illegal placement.
- You may never create a closed map that has no connections available for more Map cards to be played.

Obstacles: Each Map card has four possible exits (one on each side); these may be an Open Door, Locked Door, Trapped Door, or a Wall. Doors are resolved like Threats. Once opened, doors are open for the rest of that turn, until they're reset at the beginning of the next player's turn.

Open Door: You can move through an Open Door freely.

Trapped Door: To move through a Trapped Door, you must overcome the Threat; if you fail, take 1 wound and the door is now treated as open. It's important to note that Trapped Doors are categorized as Obstacles, not Traps.

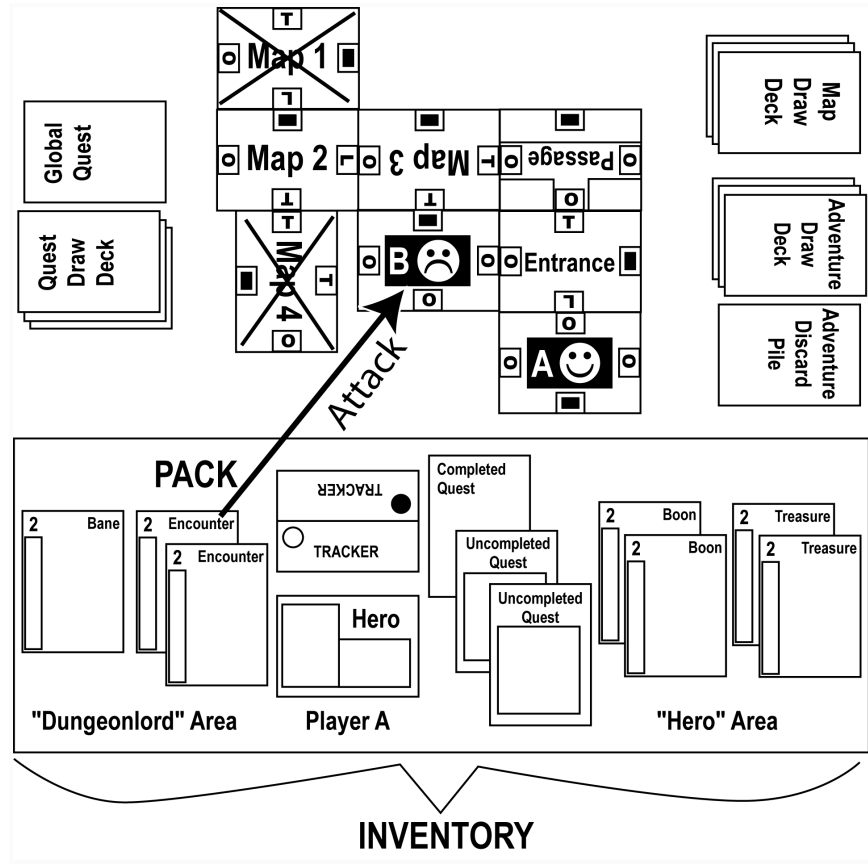
Locked Door: To move through a Locked Door, you must overcome the Threat; if you fail, use 1 Movement and that door is now treated as open. If you use your last Movement to open the door, place your hero token *on* the door (you're still in the same space); you're now on the “cusp,” which means that the door is treated as open for everyone until you can spend 1 Movement to move into the next space on your next turn.

Wall: You may not pass through a Wall.

Pits: Anytime you enter a space with a Pit in it on your turn, you must overcome the Threat or “fall in.” Tip your hero to signify having fallen in, and untip your hero when you spend 1 Movement to get out.

Spikes: Anytime you enter a space with Spikes in it on your turn, you must overcome the Threat or “fall on them.” Your hero takes 1 wound to signify having fallen on them.

Hazards: A Hazard adds a modifier to all Traps played in this space, as indicated on the Map card.



Game Layout Diagram: The Game Layout Diagram shows ways to place your Map cards.

Map 1: This Map card is stranded; it is illegally placed, as there is no way to access the rest of the map.

Map 2: When moving from one space to another, note the exit. In this example, the door is locked going from Map 2 to Map 3, but open going from Map 3 to Map 2.

Map 3: It's okay to have a Wall connected to a door, since this room isn't stranded; there is still a way into the room from the passage. Doors connected to Walls are blocked; you may not pass through either way.

Map 4: This Map card is illegally placed because it isn't parallel to or in line with the Dungeon Entrance. Rotating this Map card 90 degrees counter-clockwise would fix it.

Attack: Here Player A is attacking Player B with his monsters. Note that Player A's hero is in a different space; it's important to distinguish between your roles as Dungeonlord and hero in situations like this. Player A isn't attacking with his hero, since to do that he would have to move into Player B's space and initiate a challenge.

HERO CARDS

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.

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

ADVENTURE CARDS

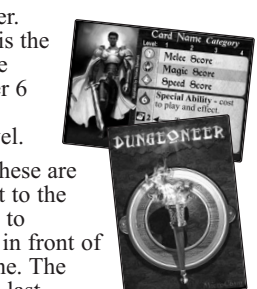
Playtime: Adventure cards may be played during the Dungeonlord Phase, Hero Phase, as a Response, or as an Anytime card.

Duration: Adventure cards have various durations.

Permanent: Permanent Adventure cards stay in play 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, 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.

Category: The categories under which 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.

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 doesn't count 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 ready 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, and additional Treasures may use the Storage Item's Treasure slots. 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. 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, bent on destroying the annoying heroes intruding in their dungeon. 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. If the hero somehow moves into another space before the Resolution step of combat, the Encounter card may not attack or otherwise affect that hero.



QUEST CARDS

The objective of Dungeoneer is to complete 3 Quests. 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).
- "Play" means that you can play a card of the type indicated from your hand, at no cost.
- "Deck" means that you can search the Adventure deck for the indicated card of your choice, and place it in your hand. Reshuffle the Adventure deck afterward.
- "Pile" means that you can search the Adventure discard pile for the indicated card of your choice, and place it in your hand.



To attempt to complete a Quest, your hero must be in the map space required by the Quest. One attempt per turn to complete a Quest is a free Movement, unless the Quest specifically states that it requires Movement expenditure to attempt. A completed Quest is placed in your Inventory face down. When you've completed 3 Quests you win!

Effect: Some Quests have an effect on your hero while in play. This is indicated in bold after the completion criteria.

Global: If the Quest is Global, this effect applies to *all* heroes. When it's completed, turn over new one.

Artifact: Some Quests grant an Artifact instead of a completion reward; this type of Quest card is rotated 180 degrees on completion, and becomes an Artifact with powerful abilities, but usually doesn't give a Level. Artifacts aren't Treasure cards; they're completed Quests.

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 as many times as you like. For example:

Pay 1 , add +1 to your die roll.

This means you may pay as much Glory as you want in order to add as many bonuses to your die roll as you can afford, but this bonus only affects one 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 successful, he takes the Escort Quest and places it in his own Inventory.

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.

Search: For Search Quests, you must overcome a Threat 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 again your next turn.

Slay: For Quests that require you to slay a monster, the monster initiates the first attack as a free Movement. The monster can only initiate 1 attack per turn. After the Quest monster attacks, the hero may expend 1 Movement to initiate a challenge to the Quest monster. (See more about challenges under the Hero Phase section.)

Threat: Threat Quests are similar to Slay Quests. 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.

MISCELLANEOUS

Priority Order: The following priority order should be followed if a conflict arises:

Boon, Treasure, Bane, door, Movement spent, hero enters space, Peril and Glory generated, room effects including Obstacles like Pits, Encounter, attack roll, defense roll, player whose turn it is, player whose turn it isn't.

Universal Rules: Also remember the following.

- Specific card effects may over-ride any rule in this rulebook.
- Dice modifiers must *always* be specified *before* dice are rolled.

OPTIONAL ADVANCED RULES

These optional rules can enhance your Dungeoneer experience, keeping the game fresh and exciting. If you want to use any of these optional rules, come to an agreement with the other players before play begins.

Revealed Map: There is no Build Phase; instead, the entire map is built before playing. After distributing Quests, deal out Map cards face down, one at a time, to each player. Pass Map cards required by your Personal Quests to the player to your left. The player who gets the Dungeon Entrance wins initiative. That player sets the Dungeon 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. This balances the game and improves some strategic aspects, but it does lose the feeling of "exploring" as you play.

Malevolent Force: When a hero is defeated he's removed from the game as normal, but the player keeps his hand and Pack. From then on he may only play Banes and Encounters against other players. Turn order remains the same. The "dead" hero's player can still win the game if he defeats the last remaining hero before that player's turn as the last survivor. The Malevolent Forces rule and Respawn rule can't be used together.

Looting: When a hero is defeated, his Treasures remain in the map space where he died; use a marker token to indicate the space. Any hero in the same space may spend 1 Movement to pick up 1 of the Treasures and place it readied into his own Inventory. Also, Treasures can only be played during the Reward step of a combat in which you defeated a monster, and at any time during a turn in which you succeeded against a Trap.

Secret Quest: Deal the 2 Personal Quests *face down* to each player. The player chooses 1 to remain hidden, and keeps it in his hand. The other Quest is revealed. When you attempt to complete a Secret Quest you must reveal it.

Respawn: When a hero is defeated, instead of being removed from the game that player discards all his cards except Quests, and draws all-new Hero and Adventure cards. He places his hero token in the Entrance Chamber with 1 Glory and 1 Peril, and continues play in the same order. This eliminates the "last-surviving hero" win.

Wandering Pack: A Dungeonlord's Pack wanders the map attacking heroes. A Pack can be started at any time during the Dungeonlord Phase by placing a marker token in the map space in which the Dungeonlord played a monster that survived combat; that monster is now in the Pack, and the Dungeonlord's surviving monsters from other combats can be added to the Pack as it moves around the map (they need not be in the same space). For general purposes, treat the entire Pack as another hero. It occupies a space, can be challenged, is subject to targeted card effects, and can take advantage of choice-type Map card effects. However, the Pack doesn't collect Glory or Peril, and ignores Threats on the map. A Dungeonlord player can have no more than 1 Pack marker token on the board; all the Dungeonlord's monsters go into the same Pack, and the monsters in the Pack occupy the space in which the Pack is currently located. During the Dungeonlord Phase, each monster in the Pack gets 1 free attack (at no Peril cost) if one or more heroes are in the same space as the Pack, and the Pack gets 1 to 3 Movements — each turn the Dungeonlord rolls 1 die and divides the result in half, rounding up to the nearest whole number, to determine the number of Movements randomly. If a hero attempts to enter a space shared with the Pack, the Pack monsters each get 1 free attack on that hero. Use the combat resolution rules as normal. However, during the Response step of combat, heroes in the Pack's space may be assigned to defend against the monsters their players choose; the Dungeonlord only determines the attack order.

CAMPAIGN ADVENTURES

Dungeoneer may be played much like a roleplaying game, with one player acting as the permanent Dungeonlord and the other players taking the roles of heroes. This style of play works best with 3 or more players.

Heroes' Goal: As a party, complete 2 Quests + 1 per hero player. Each hero player must complete at least one Quest.

Dungeonlord's Goal: Defeat a number of heroes equal to the number of hero players. When a hero is defeated, his Treasures remain in the map space where he died as per the Looting rule, and his player takes the role of another hero as per the Respawn rule.

Set-Up: First, separate the Adventure deck into two decks.

Peril Deck: This deck contains all the Banes and Encounters. Only the Dungeonlord draws from the Peril deck.

Glory Deck: This deck contains all the Boons and Treasures. Only the hero players draw from the Glory deck.

Then randomly distribute 1 Hero card and 1 Secret Quest to each hero player. In addition, the Dungeonlord must always keep 2 Global Quests available. Each hero player draws 1 card from the Glory deck. The Dungeonlord fills his hand to a number of Peril deck cards equal to 5 + the number of hero players. The Dungeonlord places the Dungeon Entrance in the center of the play area. Each hero token is placed on the Dungeon Entrance, and each hero player collects 1 Peril and 1 Glory.

Turn Cycle: All players participate in a campaign adventure turn cycle, unlike standard competitive play during which players take consecutive turns. This means cards that are in effect for the duration of a turn last through all of the phases of the turn, until the Reset Phase of a new turn.

1. *Reset Phase:* As in standard rules.
2. *Dungeonlord Phase:* The Dungeonlord has initiative, and takes the following actions.
 - A. Build: The Dungeonlord draws 3 Map cards and places them consecutively, connecting to each other, in any order. The first card must connect to a space occupied by a hero; if that's not feasible, then place it as close to a hero as possible.
 - B. Adventure: The Dungeonlord plays Bane and Encounter cards as normal. He also uses a Wandering Pack to harass the heroes. During the Reward step of combat with the Pack, the Dungeonlord keeps the Peril generated. He may use this Peril in combination with other players' Peril to play Banes and Encounters.
 - C. Draw/Discard: The Dungeonlord may discard 1 card (optional), and must fill his hand to 5 cards + 1 additional card for each hero player in the game.
3. *Hero Phase:* After the Dungeonlord Phase, the hero players each get a Hero Phase in the order in which they're seated to the Dungeonlord's left.

A. Adventure: The hero player may use Instant Boon or Treasure cards as normal. These can be played to benefit another hero in the same space, unless otherwise described on the cards. Permanent Boons and Treasures can only be played during the Reward step of combat. The heroes can also move, open locked doors, challenge other heroes, complete Quests, and loot fallen heroes during this step.

B. Draw/Discard: The hero player draws any number of cards by paying 1 Glory for each card (optional). He can also discard 1 Treasure from his Inventory (optional).

Multiple-Set Campaigns: If you decide to combine multiple sets of Dungeoneer, each player can have his own personal Peril or Glory deck. Construct the decks as follows.

Peril Deck: The Peril deck should contain 6 Map cards per hero player, with an equal ratio of rooms and passages; 3 unique Quest cards per hero player, which must be associated with the Map cards; and enough Banes and Encounters to bring the total to at least 70 cards, using no more than 4 copies of each card. You may also add more Map cards to extend the adventure, if the other players agree.

Glory Deck: Each Glory deck should contain at least 1 Hero card, and enough Boons and Treasures to bring the total to at least 60 cards, using no more than 4 copies of each card.

GLOSSARY

Anytime: An Anytime card may be played on anyone's turn (on or off turn) if the resources are available to play it.

Counter-Attack: The card's player may not initiate an attack in an attack form marked with the counter-attack symbol, but if attacked in this form he can inflict 1 wound on a successful hit.

Default Stat: Every monster or hero is considered to have at least a 1-die counter-attack in every stat. For example, if a monster has no Magic stat, but a player is able to make a Magic attack on the monster, it still gets to roll 1 die as its counter-attack.

Dice: Dungeoneer uses 6-sided dice. If you need to randomly determine a number from 1 to 3, as for a half-die roll, roll 1 die: 1 to 2 = 1, 3 to 4 = 2, 5 to 6 = 3.

Forced Discard: When a card effect forces you to discard a card, it's called a forced discard

Hit: In a combat the side who has the highest total is said to have hit, or made a successful attack. If a tie occurs, then neither side inflicts a wound.

Initiative: The player who gets the first turn in a round is said to have initiative. This is usually determined by having everyone roll 1 die at the beginning of the game; the player with the highest result is the first to take his turn (re-roll ties).

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, Quests, Boons, Treasures, and Pack a player has in play in front of him.

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 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."

Round: A round consists of 1 turn by each player. A round starts when the player who has initiative begins his turn, and ends when the last player finishes his turn.

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

Tipped/Untipped: Certain card effects may cause your hero to become immobilized. Tip your hero token on its side to indicate this. 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.

Turn: Each player gets 1 turn per round. "Your turn" on a card means the card effect may only be used on your turn. "This turn" on a card can apply to *any* player's turn.

Value: The Glory or Peril cost of an Adventure card is its value.

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

CREDITS

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