
PAPER
DUNGEONS
A DUNGEON SCRAWLER GAME
meeplebr
RULES
1-8
14+
30′

In **Paper Dungeons**, each player controls a classic group of heroes of medieval fantasy stories in a great seek for power and glory. They adventure in a dungeon full of monsters and traps in order to fulfill their dangerous mission. During eight rounds, they will upgrade their skills, fight terrible villains and their tenebrous minions, while trying to retrieve valuable treasures.

In the end of the game, each group of hero returns to its village to tell their tales in the tavern. The player who has the group with most prodigious adventure, obtaining most glory points is the winner!

CONTENT



6 Dice
(3 white and 3 black)



12 Dungeon Cards



12 Villain Cards



16* Mission Cards



16 Power Cards



16 Objective Cards



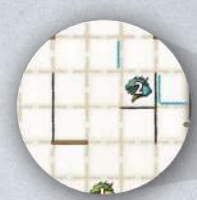
100 Player Sheets

SETUP

1. Each player get a **Player Sheet** and a pen or pencil. The sheet is used to mark everything necessary during the game.
2. Shuffle all **Dungeon Cards** and reveal one them. This card contains the scheme of the **dungeon** that will be stormed in this game. Each player follows the **Dungeon Cards**, instructions, marking, in his sheet, circles with number 1, 2 and 3 (these are the **rooms** where the three **Villains** are hiding), and marking the black walls, keeping its format and position. Also, set visible the 3 **Villain cards** indicated in the back of the **Dungeon Card**.

   *All players draw the same **Dungeon**. Although each one will explore it separately, some actions will affect all players.*
3. Set the 6 **Dice** next to the villains.
4. Randomly draw 3 **Mission Cards** and set them next to the revealed **Villain cards**.

   *In the first games, we recommend to not use the **Mission Cards**.*
5. Shuffle and randomly deal 2 **Power cards** and 2 **Objective Cards** to each player, which has to choose one of each kind of card, and discard the rest.
6. Return to the box, all remaining card of any kind, that were not distributed or that were discarded.
7. Each player fills two spaces (*training style*) next to the icons of their heroes, indicated by their **Objective Card**. The icons are in the upper left corner of the **Player Sheet**.







2



3



2



4



5



1



7

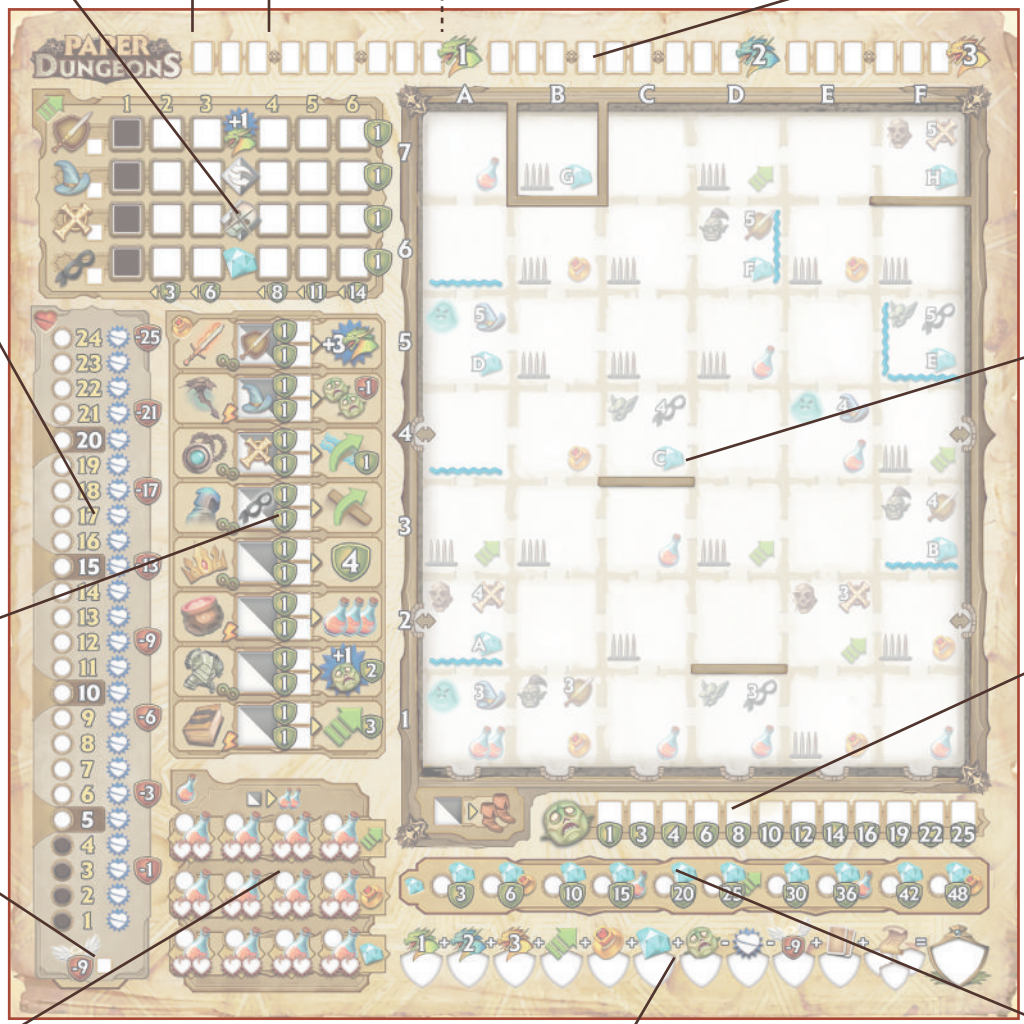
PLAYER SHEET DESCRIPTION

Hero Classes and **Leveling up** (p. 6)

This is a **season**.

This is a **round**.

Round Track, including the fight with the **Villain** at the end of each **season** (p. 9)



Health column and **Damage column** of a player (p.5)

Inventory for **magical items** (p. 7, 14)

The **Dungeon**.

Defeated **Minion Track** (p. 8)

Square to keep track if the **resurrection** was used (p. 5)

Obtained and consumed **Potions Area** (p. 8)

Glory Points Scoring Track. Glory can be earned during the game (p. 10) or at the end of it (p.13).

Collected **Gems Track** (p. 9)

THE DICE

The **Dices** has different symbols, that will be used to fill the available spaces in the **Player Sheet**. They are used to increase the **level** and get various equipment as well to explore the **dungeon**.

The dice can show seven possible symbols: **sword and shield** (warrior), **hat** (wizard), **cross** (cleric), **mask** (rogue), **clover** (wild, only on white dice), **three boots** (triple movement, only on black dice) and **skull**.

Next to each symbol (except the Skull), there is a small number. It shows which dice the player already has selected in each round.

The **skull** symbol show that all players takes one damage at the beginning of the round (for each skull symbol). Besides that, this die cannot be used by the players during a round.
The **clover** symbol is a **wild** and it can be used as any other face of any die of both colors, except **three boots** and **skull**.

The **Three** boots symbol can only be used to **movement**, and allows up to three movements in the dungeon.



PLAYING

A game of **Paper Dungeons** lasts for eight rounds, divided in three seasons (the first and second have three round and the third, two). At the end of each season (end of third, sixth and eighth rounds), the players fight dangerous villains, competing to deal more damage to them, to obtain more **glory point**.

The game ends after the fight against the third villain, at the end of season 3 (the eighth round). When this happens, the players add their glory points and determine the winner.

Each round has two phases:

1. Dice roll;

2. Dice selection.

1. DICE ROLL

A player (randomly selected) roll the 6 **Dice**, making a common reserve that all players will use in that round.

If there is, at the beginning of the round, three or more **skull**, symbols or three or more **clover** symbols, roll all dice again, until is not the case anymore.

TAKING DAMAGE

Some events deal **damage** to the players, such as **skull** symbols at the beginning of a **round**, fighting **minions** and **villains** and triggering **traps** in the **dungeon**.

When taking **damage**, the player must fill the available heart from bottom to top in his **damage column** on the left area of his **sheet**. If the player has **potions** (p. 8), the player can mark this damage on the **potion area**, instead of marking in the **damage column**.

The **health column** is the sum of all the **levels** of all **heroes** of the player and must be adjusted when **leveling up** a hero. At any moment, if the **damage column** of a player gets higher than his health column, he will suffer a penalty at the end of the game (see **resurrection** below).

The received **damage** also indicates how much **glory points** are lost by the player, at the end of the game.

RESURRECTION

If the **damage column** of a player is higher than his **health column**, he is not eliminated from the game. Instead, he must fill the square in his player sheet the use of the **resurrection**. This means that he continues in the game, as usual, but loses 9 **glory points** at the end of the game.

After the **Resurrection**, his **damage column** can be higher than his **health column**. However, remember that the total damage indicates how many glory points will be lost at the end of the game (as shown on the side of the damage column).

2. DICE SELECTION

First, for each **skull** symbol in the common reserve, all players must take a **damage** (see "Taking Damage", p5). These dice will not be used anymore in this round. Now, all players do their actions at the same time. They must choose, simultaneously, **three** available **dice** symbols, in any order, and uses them in their **sheets**.

The dice in the common reserve are not exclusives, and a die can be chosen by more than one player in the same round.

However, each player can only use the same die once, although he can use more than one dice symbol, as long it is available on the reserve.

Before using a die, the player must write the number of the selected die, on the **Round Track** (upper section of the sheet, the number is printed next to the symbol).

The dice symbols are used to fill appropriated spaces in the **actions area** of your sheet (darker areas; see next) or to realize a **movement action** (or part of one; see movement, p. 8).

GAME ACTIONS

The three actions areas, in the **player sheet** are: **Level area**, **Inventory** and **Potions** area.

1. LEVELING UP

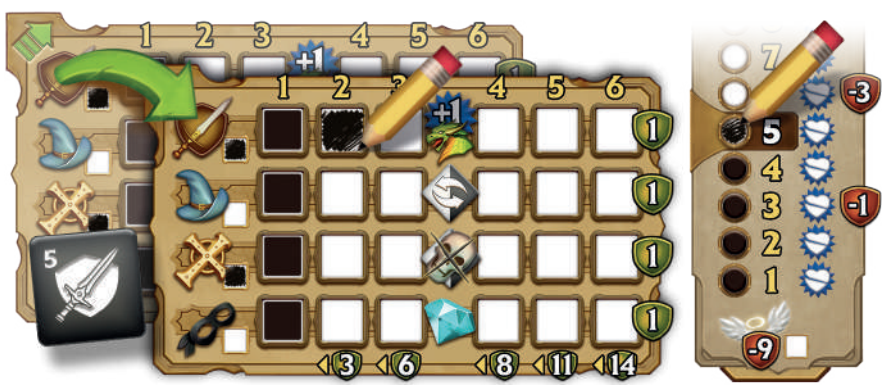
This area is the representation of your group of heroes. It is here that the players mark the level of their heroes during the game. Each group has four heroes, one of each kind: **warrior**, **wizard**, **cleric** and **rogue**.

In the **leveling up** action, a player chooses a die to increase the **level** of one of his **heroes**.

To increase the **level** of one a hero, the **die** must show the correspondent symbol, as well, must have the corresponding color that matches with the **training style** of that hero (**black** or **white** die). The player then fills the next square available to that hero, counting as an increase in his group **power level**, also fill one more circle in his **health column**.

In the upper section of the level area, there are numbers from 1 to 6, that represents the current level of each hero. The sum of the levels of all heroes represents the power level and how many health points the group has. The level of the heroes will be used mainly during the fights with the **minions** and **Villains**.

In this example, the player decides to level up his **warrior** to **level 2**. He chooses a **black dice** with the **sword and shield** symbol, filling the first, right-most, square available. This will increase the **power level** and the **health points** of his group in one point (from the initial 4 to 5). Do not forget to fill the corresponding circles in the **health column**.



All heroes start at the **level 1** (all level 1 squares start the game filled in the **Player Sheet**). This means that the initial **power level** and the initial **health points** (already filled, as well) of each group is **4**.

Every time that a hero reaches the **level 4**, the player gains a special ability according to the hero class, as shown below:

Warrior: The player receives a +1 bonus in his **power level** when fighting **Villains**.

Wizard: The player can use a **white die** as it was **black die** and vice versa.

Cleric: The player does not take **damage** anymore at the beginning of a round by **skull** symbols.

Rogue: The player **loots** immediately a **Gem** (p.8).

At the end of the game, this area earns to each player **glory points** according to his lower **level** hero. Below each level column, there is a shield indicating how many glory points will be earned if your lower level hero reached that column. Each player also earns 1 glory point per hero that reached level 6.

Example: If, at the end of the game, the lower level hero of a player is at level 3, then he will earn 6 glory points.

2. PREPARE MAGICAL ITEMS

By using this **action**, the players choose a **die** to **prepare** a step of a **magical items**, which will be used during the game, and can earn **glory points** at the end of the game.

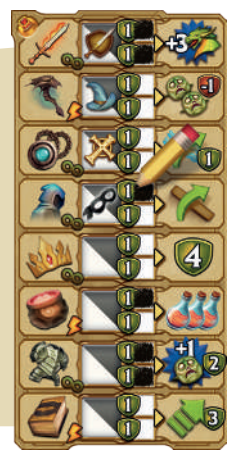


Up here, the **initial configuration** of the **hero** group. All heroes start the game at the **level 1**. In this example, to level up the **warrior** and the **cleric** the **black** dice must be used, and the **wizard** and the **rogue** must use the **white** dice.

The preparation of a magical item happens in two steps. To complete a step, choose a **Die** that allows to fill a **square** of any magical item. The first four magical items require a specific symbol, the last four do not have this restriction. The color of the dice is irrelevant when doing this action.

When the **second square** (second step) of a magical item is filled, the item is completed. From now on, the player gets the benefit of that item, that can be of two kinds: **Instant** Items give it benefit just once, while **Constant** Items keeps its benefit active until the end of the game.

Each filled square of a Magical Item, earns 1 glory point at the end of the game. Some items, if completed,



In the right, it can be noted that the player already completed the **Flaming Sword** and the **Armor of Heroes**, also has one filled square of **Invisible Cloak**, and the **Alchemist's Caldron**. He will receive **6 glory points** for filling squares of magical items. The Armor of Heroes gives +1 permanent to fight minions, and 2 more additional glory points. The Flaming Sword gives +3 in the power level to fight villains. The others items are incomplete, then do not give any benefits.

make the player earns or loses glory points at the end of the game.

The complete **magical items description** *is on the* **page 14** *of this rulebook.*

3. PREPARE POTIONS

By using this **action**, the players choose a **die** to **prepare healing potions.**

Any **die** can be used to obtain **two potions**. The player must fill in his **sheet**, the circle next to the first available potion (from top to bottom, left to right). In case of the last potion in a row is obtained, the player, immediately, gains the indicated bonus.

The **healing potions** prevents any damage, which means instead of marking the damage on the **damage** column, mark this **damage** filling the hearts below of an available potion. Each potion has two hearts below it, which means that each potion prevents up to **two damage**. If the receive damage is higher than the number of hearts available in the potion area, the extra damage must be marked on the **damage column**.
The number of potions is limited, if a player obtains more potions than the total allowed, the extra is lost.



In the left, the player obtained **6 potions**. As soon, he filled the circle in the last position of the first row, he received the **benefit** indicated (an immediately **leveling** up of one **level** for a **hero**). He already prevented **3 damage**, and has available space to prevent more.

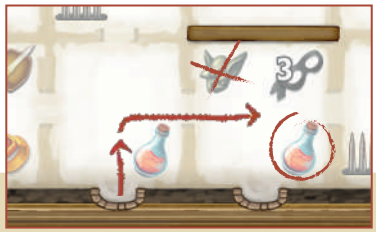
4. MOVEMENT

By using this **action**, the players choose a **die** to **move** in the **dungeon,** fighting **minions,** and **monsters,** triggering **traps** and recovering lost **treasures.**

Each **die** provides two **movements points**, while the die showing the **three boots**, provides three **movements points**.

The **dungeon** is divided in square rooms, each **movement point** allows movement to an **orthogonally adjacent room** of your current position.

For his first movement in a game, the player chooses any of the six entering point, on the lower side of the dungeon.



In his example, the player starts his movement from the **entering point C1** ending on room **D1**, which contains a level 3 **goblin**. The hero required to defeat this minion is the **rogue**, which is at **level 2**. The goblin is defeated however the player takes **1 damage**. After this, he obtains one **potion**.

To each movement point, draw a line from the center of the last room that the player has ended his previous movement (or from one of the entering points) to the center of an **adjacent room**. You **cannot** move thought **walls** (already printed or drawn during setup), also you **cannot** move thought **water**.

The rooms at the edge of the dungeon with the symbol allows that a player **moves through** from one side to the other side of the dungeon (for example, if a player is on room F2, it can spend a movement point to go to room A2).

When entering a new room, check if there is any event to be dealt. **All events** must be resolved as soon as the player enters in that room.

It is possible **enter again** in a room that the player had already been before. In this case, the **events** are not resolved again, except for the traps (see triggering traps).

The events order is the following:

1. Fight minions or trigger traps;
2. Receive benefits of items/leveling up, obtain potions or loot gems.

To improve your journey visualization through the dungeon, every time that you fight a **minion**, draw a ✕ over that minion icon. Every time that you receive the benefit of a **magical item**, **leveling up**, obtain a **potion** or loot a **gem** in a **room**, circle its icon. Draw a ✕ over any **gem** that is not available, in your dungeon, anymore (see Looting Gem).

FIGHTING MINIONS

Every time after entering in a room that has a **minion**, the player must fight it. There are four kind of minions: **ghosts**, **goblins**, **orcs** and **zombies**. Each kind of minion requires one specific **hero** class to fight it, as indicated in their **icon** in the **dungeon**.

If the minion's level is equal or lower than the **hero's level**, the **hero** wins the combat without taking any damage. However, if the minion's level is higher than the hero's level, the hero still wins the combat and then will take an amount of **damage** equal to the difference between the **minion** and **hero level**.

After the combat, the player must draw a ✕ over the minion icon and fill a square on the Minion Track.

TRIGGERING TRAPS

Every time after entering in a room that has a **trap** (even if this was not the first time), the player must take one **damage**.

OBTAINING POTIONS AND RECIVING BENEFITS

Some **rooms** have **potion**, **magical items** or **Leveling up** icons. In those rooms, the player receives a benefit after dealing with a **minion** or **trap**.

Potion: if a player obtains a **potion**, fills the circle of the first available **potion** in his potion **area**, as per this action regular rules.

Magical item or leveling up: if a player enters a room with a **magical item** or icon, the player receives the indicated benefit, and must fill a square in the corresponding area in his **player sheet**, ignoring any restriction of symbol or dice color.



In the left, a player starts his **movement** choosing his **entering point** the rightmost point in the **dungeon**. In his first movement (**room F1**), he **obtains** a **potion**. In his second movement, he goes to E1, takes one damage due the trap and then receive a **magical item benefit**.

LOOTING GEMS

There are eight **gems** scattered inside the **dungeon**, each one showing a letter. Different from the other **treasures**, the gems **disappear** from the dungeon, when a player (or more than one) looted it, in a round.

The player that enters a **room** with an available **gem** can loot it after dealing with a **minion** or **trap**. After looting the gem, the player immediately fills the first available **circle** in his **gems track**, and receives any **benefit** if there is one.

At the end of each **round**, each player must declare the **letters** of the **gems** the he looted in that round. After that, all others player that has not looted that gem **must** draw a over the gems with the same letter in their own **dungeon**. This means that those gems will be no longer available to other players, even if they enter that room afterwards. It is possible that more than one player loots the same gem in the same round.

There are **two extra gems**, outside the **dungeon**. These extras gems are available to all players, during the entire game, and can be looted when **levelling up** the **rogue** of your group to **level 4** and when you obtain the 12th[a] **potion**.

At the end of the third round (end of first season), the player is in a room that has a ghost and a potion. However, previously he passed through the room with the ① villain hidden. This way, he can fight it now, even not being in the same room of that villain.



FIGHTING VILLAINS

Fighting **villains** is the highlight in **Paper Dungeons**. The **heroes** seek glory, bravely facing legendary evil beings, that are hiding in their lairs in the deep ready to destroy unwary adventurers.

At the **end** of a **season**, the players fight the **villain** indicated to that specific season. At the end of the third round, the heroes fight the **villain** ①, at the end of the sixth round, the **villain** ②. And finally, at the end of the eighth round, the **villain** ③.

Any player that, until the end of a season, had reached or passed through the room where that season villain is hidden, will be involved in a combat against it. The current position does not matter, as long as the player already had visited the room where this season villain is. In this combat, the players compete to deal more **damage** to the villain, trying to obtain **glory** point and possible rewards.

In the bottom of the **villain card** there are three **icons** representing the **damage range** that each player can deal to the villain, and what the **consequences** of that **combat** to each player. The more damage a player deals to the villain, more **glory points** he will earn, and will take less **damage**.

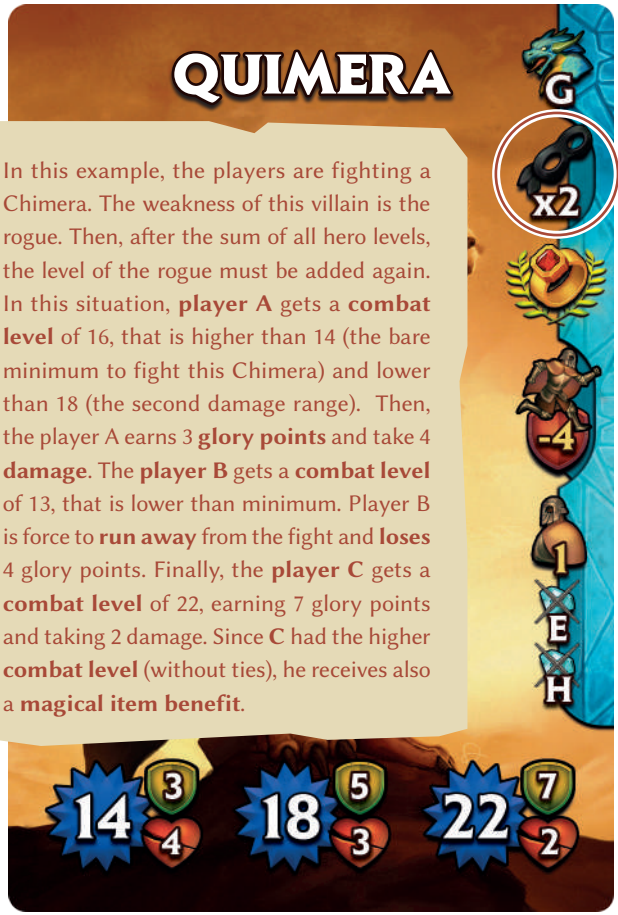
The **combat** against the **villain** is **simultaneous** to all players, however each player fights it **separately**. Meaning, that **damage** dealt to a villain by a player does not have any influence in the combat of other players.

Besides that, each **villain** has a **weakness** against one specific hero class (the villain's weakness is indicated by the hero **icon** in the **villain card**). This means that this **specific hero level is added twice** for that combat only**.**

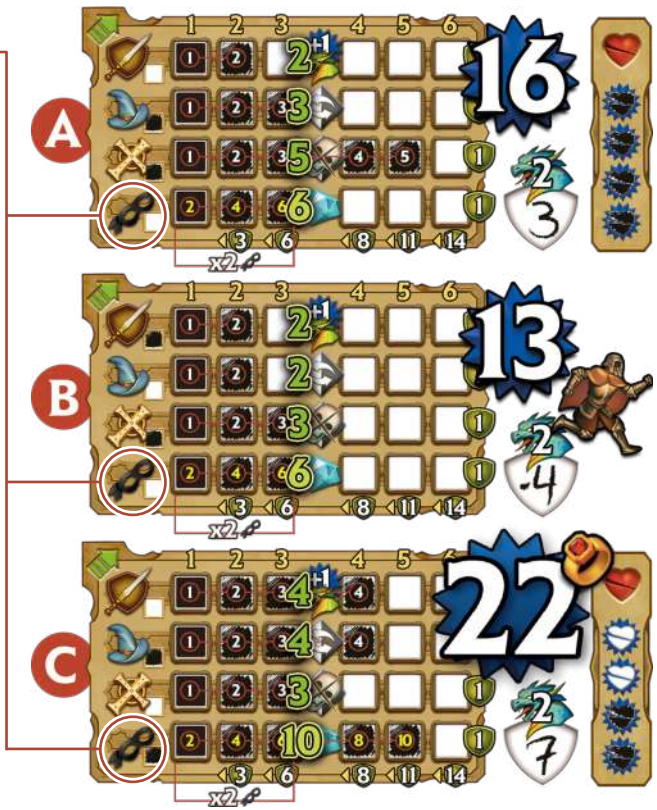
The player also adds any **combat bonus** against **villains** that he has (a level 4 **warrior,** and/or **flaming sword**). This sum is that player's **combat level**. The combat level will be used to tell which damage range the player deals to that **villain** in this fight.

If a player **does not reach** the room with that **villain** before the moment to the combat this villain, or if his **combat level** is not higher than the **bare minimum** to deal **damage** to the villain, this player must **run away** from that villain, **losing glory points** indicated in the **villain card** (**IV** of the example). However, this player will take no **damage,** because his flee kept him far from the **villain**.

After that, the players that dealt **damage** to the **villain** write in their **player sheet** the amount



In this example, the players are fighting a Chimera. The weakness of this villain is the rogue. Then, after the sum of all hero levels, the level of the rogue must be added again. In this situation, **player A** gets a **combat level** of 16, that is higher than 14 (the bare minimum to fight this Chimera) and lower than 18 (the second damage range). Then, the player A earns 3 **glory points** and take 4 **damage**. The **player B** gets a **combat level** of 13, that is lower than minimum. Player B is force to **run away** from the fight and **loses** 4 glory points. Finally, the **player C** gets a **combat level** of 22, earning 7 glory points and taking 2 damage. Since **C** had the higher **combat level** (without ties), he receives also a **magical item benefit**.





I. Letter and color of the villain (for identification).

II. Weakness of the Villain. The level of the indicated hero will be added twice against this villain.

III. Reward for defeating the villain – Only to the player that deals more damage to the villain (without ties). Note: there is no reward on solo plays.

IV. Penalty for running away. The amount of glory points lost, if the player does not reach the villain room or does not get the minimum combat level to fight the villain.

V. Excluded Gems: in a solo play, the indicated gems must be crossed out (if they were not looted previously), after the combat with this villain.

VI. Damage range. The combat levels required to fight the villain and its three different reward levels.

VII. Glory point earned by the player at the end of the combat, according with the damage range.

VIII. Damage taken by the player at the end of the combat, according with the damage range.

of **glory points** earned according with the damage range they dealt (**VII** of the example), as well the **damage** taken (**VII** of the example).

The player that dealt the most **damage** (the higher combat level) to the **villain** receives the **reward** (**III** of the example). In case of a **tie**, **no one** gets the reward.

In **solo** *plays, there is no* **reward** *after the* **combat** *with the* **villains**.

GAME END

A game of **Paper Dungeons** ends after the **combat** with the **villain** 3, at the end of the **eighth round**.

END SCORE

Add all the **glory points** obtained by each player. The **player with most glory points wins the game**. In case of a **tie**, the player that visit more different **dungeon rooms** wins. If the tie continues, all tied players share the victory.

In the **player sheet** there is a space to write all earned **glory points**. Except by **villains** and accomplished **missions** (which had theirs points written during the game), all other points are only scored at the end of the game. And they are:

A. **Glory point obtained by defeating the villain** 1;

B. **Glory point obtained by defeating the villain** 2;

C. **Glory point obtained by defeating the villain** 3;

D. **Glory point obtained by evolução: leveling up**: the player earns glory points according to his lower level **hero** (see page 6). He earns 1 additional glory point for each hero that reached **level 6**;

E. **Glory point obtained by magical items:** the player earns 1 glory point for each filled **square** in the **Inventory**. Also, some magical items, when completed, earns or reduce glory points (for example, the **heroes armor** earns 2 additional glory point);

F. **Glory point obtained by looting gems**: the player earns glory points according to the number below the last filled circle on **gem track** (for example, a player that had looted 7 gems earns 30 glory points);

G. **Glory point obtained by defeated minion**: the player earns glory points according to the number of defeated **minions**, according to the number below the last filled square on the **minion track** (for example, a player that had defeated 9 minion earns 14 glory points);

H. **Glory point loss by damage taken:** the player loses glory points according to the higher penalty with a filled damage heart next to it (for example, a player that had taken 11 damage loses 6 glory points). Damage prevented by **potions** does not count.

I. **Glory point loss by Resurrection:** If the player had used resurrection during the game (page 5), he loses 9 glory points.

J. **Glory point obtained by objectives and power cards**: if the player had completed his **objectives** (totally or partially) he adds glory points according to his card. Also, some **power cards** show some positive or negative glory points. For example, if a player completes partially his objective (4 glory points), also if he had a power card that gives 2 additional glory points, he would score 6 extra glory points.

K. **Glory point obtained by missions accomplished:** The player earns 4 glory points per accomplished **missions**.

L. **Score total**.



VARIANTS

At the beginning of the game, all players must agree if they want to use any **variant**. In **solo games**, the variant **Disappearing gems** is mandatory. We recommend that players use the variants after some plays.

DISAPEARING GEMS

When using this variant, after the combat with the villains 1 and 2, some **gems** will disappear from the dungeon.

In the right side of the villain's cards from seasons I and II, there is two crossed gems with different letters. After the villain fight end, if the indicated gem was not looted yet, all players must exclude it from their dungeon, drawing an X over it.

CAMPAIGN MODE

The Paper Dungeon's world is rich in history and legends. Using this mode, the player must play a series of plays to find out whose group will have their names written in the history books.

There are 5 storylines available to play. To play them, pay attention in the letters on the **lower right corner** of the dungeon cards. Choose which of storyline your group want to play and organize its corresponding chapters. **It is necessary play the chapters in this order**:

Urban Heroes:
A, B then C

Hamnapta's Mummy:
D, E then F

The Terrors in the Tower:
G, H then I

Around the Kingdom:
J, K then L

A game will be played as usual, however at the end of each chapter you must keep track of the score of all players. After the last chapter end, add all scores of each player. The one with the higher scoring will have his name kept in the hall of fame of heroes.

SOLO MODE

It is possible to seek glory in a solitary manner.

For a solo game, do the setup (page 2) without any change.

During the game, you must use two variants.

First one is regarding the mission cards. In solo game, the glory points given by mission cards change according to the round that you accomplished it. In the right margin of the mission cards, there is two columns. The left column is number of rounds, the right column the earned glory points is the mission is accomplished in that corresponding round.

The second variant is regarding the disappearing gems, as explained previously.

SPECIAL THANKS

The author would like to thank everyone that contributed to this project, especially to "Mansão das Peças", which was fundamental to make this game a reality.

REFERENCE

MAGICAL ITEM

Flaming Sword: Get a +3 in **combat level** against **villains**.

Death Scepter: Choose two **minions** da sua masmorra. in your dungeon. They are immediately defeated (draw a X on them, and fill two squares on minion track). It is a cursed item thus the player loses one X glory point at the end of the game.

Khar Medallion: Gain the ability to move **through** **water**. Besides that, earns 1 **glory point** at the end of the game.

Intangibility Cloak: Gain the ability to move **through** **walls**, inside the dungeon.

The Crown of The Righteous King: Earns 4 **glory points** at the end of the game.

Alchemist's Caldron: **Obtain** immediately **potions**.

The Armor of Heroes: Get +1 in **power level** when fighting **minions**. Also earns 2 **glory points** at the end of the game.

Tome of Wisdom: Gains an immediately **levelling up** of one your **heroes**. Also earns 3 **glory points** at the end of the game.

POWER CARDS

Alchemist: Obtain one extra **potion** when you use any die to prepare **potion**. Lose 1 **glory points** at the end of the game.

Artisan: Before the game starts, **earn** one step of two different **magical item.** Lose 2 **glory points** at the end of the game.

Assassin: Before the game starts, **defeat** two **minion** in your **dungeon** (draw a X on them, and fill two squares on **minion track**).

Barbarian: Do not take **damage** when fighting **villains**.

Bloodthirsty: Get a +2 in **combat level** against **villains**. Lose 2 **glory points** at the end of the game.

Healer: Before the game starts, **obtain** two **potion**. Earn 2 **glory points** at the end of the game.

Looter: Before the game starts, **loot** one **gem** of any letter. Other player players can still loot this gem (it does not disappear from the other players dungeon).

Noble: Earn a step of a **magical item** every time that one of your heroes reach the level 5. Lose 1 **glory point** at the end of the game.

Merchant: Obtain one **potion** every time that you loot a **gem**.

Psionic: Once per round, you can use a **white die** as if it was a **black die** and vice versa.

Ranger: Earn a **movement point** each time you move through water (see Khar Medallion). Lose 1 **glory point** at the end of the game.

Scavenger: Earn a step of a **magical item** to each 3 defeated **minions**. Lose 2 **glory points** at the end of the game.

Scout: Do not take **damage** from **traps** in **dungeon**. Lose 2 **glory points** at the end of the game.

Seer: Take one less damage from **Skull** during phase 1 of a round. Earn 2 **glory points** at the end of the game.

Shaman: Obtains a **potion** to each 3 defeated **minions.** Earn 3 **glory points** at the end of the game.

Veteran: Before the game starts, **level up** two different heroes. Lose 3 **glory points** at the end of the game.

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