

THE DWARVES

A cooperative adventure game for 2 to 6 brave Heroes ages 10 and up
Designed by Michael Palm and Lukas Zach, based upon the bestselling novels by Markus Heitz

RULES

Notes for use of the insert tray:

The card storage area is in the lower right. The individual card compartments are laid out as follows - from left to right:

The first large compartment is for all of the Scenario, Adventure, and Threat cards from Book 1 as well as for the cards for the *Élfar* and *Combined Might* expansions. Use the divider cards to separate the two expansions from the other cards in Book 1. The next 4 compartments, in order, are for Books 2–5. Use the next compartment to the right for Andokai's Spell cards, followed by the compartment for the Threat cards for Books 2–4. The last compartment is reserved for the Equipment cards. *This does not include the special Equipment cards from Book 5.*

In the lower left area, you can store all of the Perished Land tiles along with the remaining 7 hex tiles.

There is also space for the 2 new Hero figures (available separately from your friendly neighborhood game store or online) in the Hero insert tray.

COMPONENTS

All Inclusive Components



1 large Game board:
Map of *Girdlegard*



12 Hero boards



12 Hero figures



1 Hero marker



1 Doom marker



1 Council marker



75 *Army of Evil* Troops:
30 Orcs 25 Trolls 20 Élfar



1 small Game board:
The Dwarven Council



15 Scenario markers



7 Number dice



3 Recruitment dice



6 Health markers

104 tiles



36 Perished Land tiles



30 Attribute Value Modification tiles



6 Increased Health tiles



1 *Tunnel* tile



1 *Portal* tile for the *Élfar* expansion for Book 1



1 Council tile for Books 2–4



1 *Élf bearing Keenfire* tile for Book 2



1 *Hammer* tile for Book 2



1 *Mine Cart* tile for Book 3



11 *Diamond* tiles (with values 0, 1, 1, 1, 1, 1, 2, 2, 2, 2, 3) for Book 3



3 Leader tiles for book 4:
Orc, Troll, Élfar



2 Dragon tiles for Book 4:
Lohasbrand & Kordrion



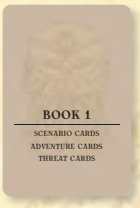
5 *Ramparts* tiles for Book 4



5 *Catapult* tiles for Book 4

COMPONENTS

212 Cards



10 Divider cards

57 Cards for Book 1



12 Scenario cards



30 Adventure cards



15 Threat cards



9 Spell cards for *Andôkai the Tempestuous*

9 *Élfar* expansion cards for Book 1



1 Scenario card



1 Adventure card



5 Threat cards



2 Equipment cards



22 Equipment cards for Books 1-5

29 *Combined Might* expansion cards for Book 1



14 Scenario cards



8 Adventure cards



5 Threat cards



2 Equipment cards

All *Élfar* expansion cards will have an **A** on the bottom right of the faceup side. All *Combined Might* expansion cards will have a **B**.

13 Cards for Book 2



1 *Blacksmith* card



12 Saga cards

14 Cards for Book 3



1 *Dispatches* card



1 *Hidden Shortcut* card



12 Saga cards

13 Cards for Book 4



1 *High King* card



12 Saga cards

21 Cards for Book 5



13 Scenario cards



8 Special Equipment cards



15 Threat cards for Books 2-4

THE ADVENTURE BEGINS: BOOK 1

COMPONENT DETAILS

Hero boards (*Details for individual Heroes can be found in the Glossary on page 15.*)

Your Hero is depicted on your Hero board. On the right side of the board there is a scroll showing your Hero's name and start location, their special ability, and the values for their Battle, Craft, and Speed Attributes. These Attribute values show the number of dice your Hero will use for battles, when moving, and when sending dispatches to the Dwarven Council, as well as for making various Attribute checks.

You can place an unlimited number of Equipment cards along the bottom of the Hero board. On the left are heart icons that show your Hero's current Health. If this value drops to 0, your Hero dies.

Important: As soon as even a single Hero dies, the game is lost, and evil has triumphed.



1. **Name and Start Location for your Hero**
2. **Special Ability**
3. **Battle Attribute**
4. **Craft Attribute**
5. **Speed Attribute**
6. **Health Points**
7. **Equipment card display area**

Cards (*Details for the cards can be found in the Glossary on pages 15-16.*)



Scenario Cards

Scenario cards have three levels: A, B, and C. You **must complete the quest** on each Scenario card before you can venture on to the next card. First, you must complete all the level A cards and then the level B card or cards. Finally, to win the game, you must successfully complete 1 level C card.

1. **Level**
2. **Title of the card**
3. **Quest**



Threat Cards

Threat cards are similar to Adventure cards, except they **don't provide any reward**. Instead, each of these cards reveals a threat that makes the game more difficult. You can only avert this threat by completing the depicted quest. Once you have averted the threat, discard the Threat card without further effect.

1. **Title of the card**
2. **Flavor Text**
3. **Quest**
4. **Threat (effect)**



Adventure Cards

Adventure cards provide a **quest that may be completed** by any Hero. The indicated reward will be granted once one of your Heroes has **completed** the quest. Then the Adventure card will be discarded.

1. **Title of the card**
2. **Flavor Text**
3. **Quest**
4. **Reward**



Equipment Cards

Equipment cards support your fight for *Girdlegard*. Some offer a permanent advantage, while others must be discarded for particularly strong advantages. Use them wisely.

1. **Title of the card**
2. **Abilty**

Important: The following pages will explain the general course of the game for Book 1. New rules for Books 2–5 can be found on pages 12–14. However, before you face the challenges of Books 2 through 5, we recommend you begin by playing a few games using the rules for Book 1 first.

SETUP

Game Boards

Place the large and small game boards in the play area within easy reach of all players. The large game board shows a map of *Girdlegard* divided into its 7 **kingdoms** (beginning in the north and continuing clockwise): *Gauragar*, *Urgon*, *Idoslân*, *Sangreîn*, *Rân Ribastur*, *Weyurn*, and *Tabaîn*.

In addition, several **locations important to the plot** are indicated, as well as the **Tunnel Entrances** for the Tunnel system, and the **Gates** through which the *Army of Evil* will invade *Girdlegard*.

Place the markers for the Doom track located in the north at the top of the map.

- Place the **Hero marker** in its **start space at the left end** of the track.
- Place the **Doom marker** in its **start space at the right end** of the track.

Important: These two markers will advance towards one another during the course of the game. If the 2 markers meet, the Heroes have immediately lost the game allowing evil to triumph.

Hero Boards

Players may choose a **Hero board** and the corresponding **Hero figure**, or they can be distributed randomly. When playing Andôkai, that player also takes Andôkai's Spell cards (see page 15). Next, each player places a **Health marker** on the top heart icon on their Hero board to track their Hero's Health.

Then, each player places their Hero figure in the listed start location (*Examples: the Gate for a clan, such as Tungdil at the Fourthlings' Gate; or, other Locations such as Furgas in Mifurdania*).



In addition, 3 supply areas for the *Army of Evil* troops are depicted at the top of the board: **Orcs** on the left, **Élfar** in the middle, and **Trolls** on the right. Place the troops for each type as a supply on these pictures. During the game, as the *Army of Evil* troops populate the map, the more the visage of each troop type will show and the more horrific the *Army of Evil* will become.

The small board shows the **Dwarven Council**: flanked on the **left side** by **Bislipur** and by **Balendilín on the right**. Place the **Council marker on the axe** in the middle of this area. The position of the Council marker in the Dwarven Council will influence your actions in the game. If you manage to move the marker in the direction of Balendilín, you will enjoy certain advantages. On the other hand, if the marker moves in the direction of Bislipur, your efforts to defeat the *Army of Evil* will be made more difficult.

Place the **Attribute Value Modification tiles**, the **Tunnel tile**, the **Number** and **Recruitment dice**, and the **Scenario markers** in easy reach of all players. Place the **Perished Land** tiles facedown and mix them together. Then place them in a pile next to the board ready for use.

Cards

Separate the cards into their 4 types:

Scenario Cards *(brown frame)*
Adventure Cards *(white frame)*
Threat Cards *(black frame)*
Equipment Cards *(red frame)*

First create the **Scenario deck** by **sorting the Scenario cards** (brown frame) **according to their level** (A, B, C). Next, shuffle the three level C cards and place them facedown to create the deck. Then place the single level B card (*or cards in later Books*) facedown on top of them. Finally, shuffle the level A cards and place them facedown on top to complete the deck (see illustration next page).

You may adjust the **level of difficulty** by removing level A cards from the Scenario deck as shown below and returning them to the box without looking at them. You won't need them for this game.

Easy	Remove 4 Cards
Normal	Remove 3 Cards
Challenging	Remove 2 Cards
Brave	Remove 1 Card
Heroic	Keep all Cards

When first learning the game or when playing with inexperienced players, we recommend playing the *Easy level* of difficulty.

Place the Scenario deck facedown on the left space of the small board. Then draw the top card and place it faceup on the deck.



Create the **Adventure deck**: Shuffle the **Adventure cards** (*white frame*) and place them as a facedown draw deck to the right of the small game board. Then **turn over 3 Adventure cards** and place them on the corresponding storage spaces on the small game board.

Create the **Threat deck**: Shuffle the **Threat cards** (*black frame*) and place them as a facedown draw deck next to the game board. Then **take the top 3 Threat cards** and shuffle **them into the Adventure deck** without looking at them.

Create a **common discard pile** for all of the **Adventure and Threat cards discarded** during the game. If the Adventure deck runs out, shuffle all discarded Adventure and Threat cards and use them to create a new Adventure deck.

Finally, create the **Equipment deck**: Shuffle the **Equipment cards** (*red frame*) and place them as a facedown draw deck next to the game board. If the Equipment deck runs out, shuffle all discarded Equipment cards and use them to create a new Equipment deck.

Setup Example



GOAL OF THE GAME

You all win as a team if you successfully complete 1 level C Scenario card.

You all lose as a team, if either:

- The Hero and the Doom markers meet one another on the Doom track,
  OR
- Any Hero dies.

COURSE OF PLAY

First, **agree on a start Hero**. The start Hero takes their turn first, and then **the other Heroes will each take their turns in clockwise order**. Continue play using this same Hero order for the entire game.

Throughout the game players should **discuss everything they want to do** so they can decide together what might be best for their Heroes and for achieving the goal of the game. However, the final **decision** for what to do is always made by the Hero whose turn it is.

When it's your turn, perform the following steps in the order given:

1. Advance the Hero Marker
2. Reveal New Cards
3. Perform 2 Actions

Important: Player and Hero are used interchangeably in the game. Whenever the game refers to players or Heroes, it always refers to all players or Heroes unless otherwise noted. This includes the player/Hero whose turn it is.

1. Advance the Hero Marker



Advance the **Hero marker 1 space** on the **Doom track** in the direction of the Doom marker. The icon in the space the Hero marker now occupies indicates which of the following 3 actions you must now take **immediately**:

① **Dwarven Council**: Move the **Council marker 1 step in the direction of Bislipur** (*to the left*). If the Council marker is already on the leftmost space, it remains there. The text in the space occupied by the Council marker is now in effect (*until the Council marker moves to a new space putting a new text space into effect*).

② **Threat cards**: Draw 2 cards from the **Threat deck** and shuffle them into the **Adventure deck** without looking at them.

③ **Place Army of Evil troops on the map: Roll all 3 Recruitment dice**. Take troops of the respective colors (**Élfar**, **Trolls**, **Orcs**) from their supply according to the number of skulls on the matching color Recruitment dice. Place these troops on the Gate indicated by the Roman numeral above the Hero marker. (*If there are no more troops of a color available in the supply, then no troops of that color are placed*)







Perished Lands and Troop Movements

① If there are **5 or more troops** in a hex on the map after moving armies or resolving a card, this hex **immediately** turns into ***Perished Land***. Randomly draw 1 *Perished Land* tile and place it faceup on the affected hex so that the direction of the large arrow in the center of the tile matches with the direction of the arrow of the same color in this space. (If all of the *Perished Land* tiles are already on the map, no further hexes can be converted into *Perished Land*. In addition, there can now be 5 or more troops in a hex.)

② The tile also depicts 2 troops (*colored squares*) on each side of the arrow. If available, **move the 2 troops matching that color** from **each hex side** to the corresponding adjacent hexes on the map. If there are not enough troops in the hex for a color, only move the matching troops that are available. If the movement would take the indicated troops to a *Perished Land* hex or beyond the edge of the map, those troops will remain in place and will only be moved in the next step ③.

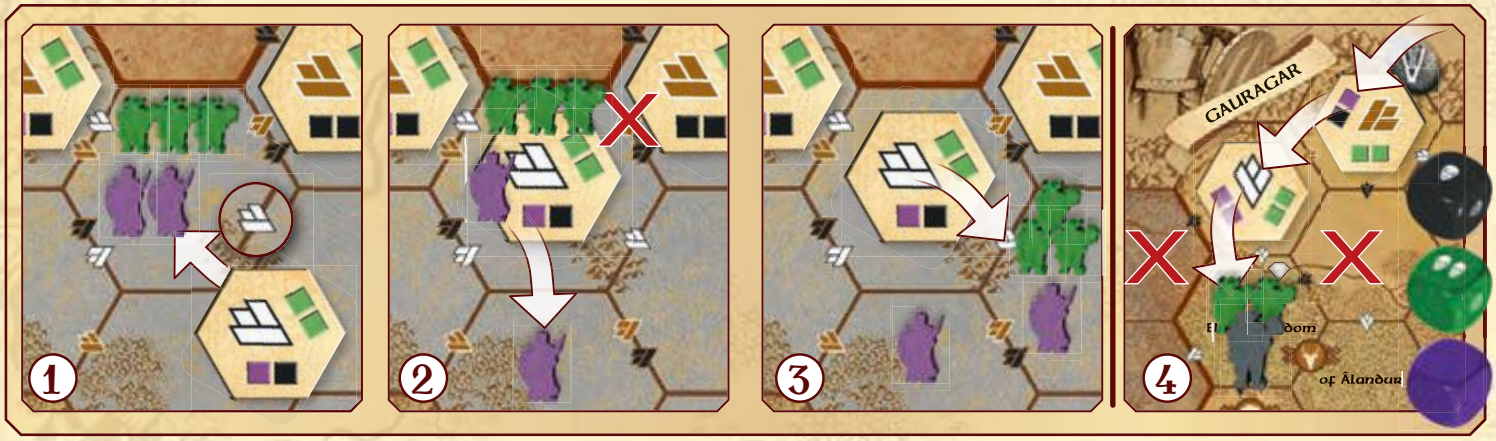
③ Now **move all remaining troops** to the hex indicated by the large arrow.

If this results in 5 or more troops on a hex, this hex also becomes a *Perished Land*. Repeat the process as described.

④ If **troops enter a map hex** that is already ***Perished Land*, continue moving these troops in the direction of the large arrow** to the next hex. If necessary, repeat this until the troops **reach a hex without *Perished Land***. (If there are 5 or more troops there, this hex also becomes *Perished Land*.)

Blacksaddle

Eventually, all *Perished Land* tiles lead to the *Blacksaddle* hex. After moving all of the *Army of Evil* troops, **if 5 or more troops have accumulated in the *Blacksaddle* hex**, remove all of these troops and return them to their respective supply. In addition, immediately advance the **Doom marker 1 space in the direction towards the Hero marker**. (The **Doom marker doesn't** activate icons on the Doom track.) The *Blacksaddle* hex **never** turns into *Perished Land*.



2. Reveal New Cards

A. Scenario Cards

If there is **no faceup Scenario card**, reveal the top card of the Scenario deck. If the quest for the new Scenario has already been completed, discard it and immediately reveal the next Scenario card. If you are required to place troops on the new card and there are not enough in the supply, take the necessary troops from hexes of your choice on the map.

Some level C Scenario cards have a **condition**. If this condition is not met, discard it and reveal the next card from the deck. There will always be at least 1 level C Scenario card whose requirement will be met when drawn. Carry out the preparations described on the card.

Important: After you have revealed a new Scenario card, the effects for all of the Threat cards in the display must be resolved. Follow the text under the ☠.

☠ If a Threat card turns a map hex into a *Perished Land*, any troops in that hex must immediately move per the usual rules.

Once all of the Threat cards have been resolved, discard them along with any unresolved Adventure cards to the discard pile (maximum of 3).

B. Adventure and Threat Cards

If there are now fewer than 3 Adventure and/or Threat cards in the display, you must reveal new cards from the Adventure deck one-by-one until there are 3 cards in the display. If a Threat card requires troop placements and there are not enough of the necessary troops in the supply, you must first resolve any effects on the card and then discard it and reveal a new card. If you reveal a Threat card with an **IMMEDIATE** effect, resolve the immediate effect and discard it. Then reveal another card from the Adventure deck.

3. Perform 2 Actions

You may take **2 actions** each turn. You may **choose the same action twice**.

A. Move on the Map
B. Fight the Army of Evil
C. Send Dispatches to the *Dwarven Council*
D. Make an Attribute Check

A. Move on the Map

Roll Number dice equal to the **Speed Attribute value** on your Hero board. Then, **using the highest number rolled, move your Hero figure** up to that many hexes on the map.

If your Hero enters a hex with *Army of Evil* troops, you must immediately end your move there. In your next, or a later action, you may continue your movement from this hex. You are not required to fight troops when you are in the same hex with them. Troops on cards do not end your movement.

Moving on the map is **not** a Speed Attribute check.

Movement through *Perished Land*

For each *Perished Land* hex your Hero **enters(!)**, you must decide to either lose **1 Health point** or to **advance the Doom marker 1 space in the direction of the Hero marker**. For each hex, as usual, discuss your choice of penalty with your team. (***NOTE**: The **Doom marker doesn't** activate icons on the **Doom** track.*)
These same penalties apply whenever a Hero is moved to a *Perished Land* by a card effect. There is no effect if a Hero begins their turn on *Perished Land* or if their current hex is turned into *Perished Land*.

Tunnel System

On the map of *Girdlegard*, there are several entrances to an underground Tunnel system.

During movement your Hero can move to a Tunnel entrance hex with one movement point and can then continue their move from any other Tunnel entrance hex with their next movement point, all in the same turn.

During the game, once you have successfully completed a quest on certain Adventure cards, you can create an additional Tunnel entrance through the use of the *Tunnel* tile.

Important: Tunnel entrance hexes located on *Perished Land* hexes no longer provide access to the Tunnel system. (**Note**: the *Tunnel* tile can still be moved.) You should protect Tunnel entrance hexes as best as you can. All other Location hexes can still be visited even if they have been turned into *Perished Land*.



Example: Your movement ends after 3 hexes because there are troops on the 3rd hex. During your movement you entered 2 *Perished Land* hexes. You must now decide for each of these hexes whether you will lose 1 Health point or whether you will advance the Doom marker 1 space closer to the Hero marker.



B. Fight the Army of Evil

If your Hero is in a hex with one or more troops, they may fight them in battle. Roll Number dice equal to the value of the Battle Attribute on your Hero board. Depending on your dice results, you will defeat a specified number of troops:

- For each **6** rolled, defeat 1 troop of your choice: **Élfar**, **Troll**, or **Orc**.
- For each **5** rolled, defeat 1 troop of your choice: **Troll**, or **Orc**.
- For each **4** rolled, defeat 1 **Orc** troop.

Remove all defeated troops from the hex and return them to their respective supplies on the board. Rolls of 3 or less will not defeat any troops (unless otherwise specified).

Important: Your Hero **must lose 1 point of Health** if they were **unable to defeat any troops with your** *Fight the Army of Evil* **action**. Decrease your Hero's Health marker by 1 point on your Hero board.



Example: Using the dice rolls shown, you can remove 2 troops: the 6 allows you to remove 1 troop of your choice (probably the **Élf**) and the 4 allows you to remove the **Orc** troop. The second 4 is ignored as there aren't any more **Orcs** in the hex. To successfully fight a **Troll** troop, you would have needed at least a 5. Since you successfully defeated at least 1 troop, you won't lose a Health point.

Troops on Cards

Some Scenario, Adventure, and Threat cards will require you to place *Army of Evil* troops on them. In order to fight these troops, your Hero must be in the Location indicated on the card. (*To make this clear on the map,* ***place a scenario marker on this Location hex.***) Fight the battle as described above. (*Keep in mind that if you don't defeat at least 1 troop, you will lose 1 Health point*). If there are also troops on the Location hex, you fight all of the troops at the same time: both those on the map hex and those on the card.

Fighting *Army of Evil* troops is not a Battle Attribute check.

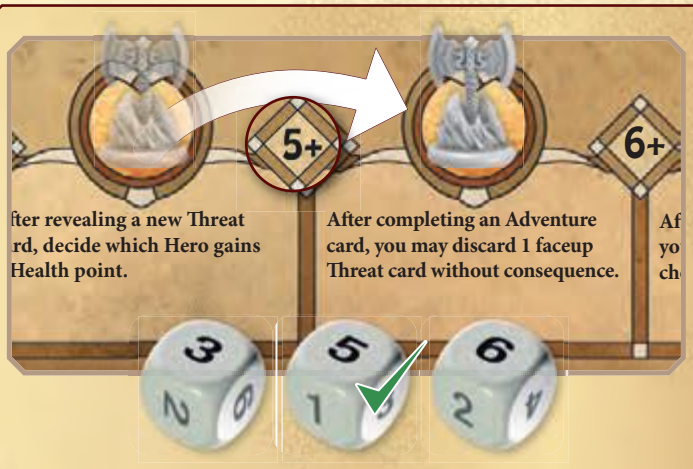
C. Send Dispatches to the Dwarven Council

You may *Send Dispatches to the Dwarven Council* from any hex on the map to influence the election of the new king. Roll Number dice equal to the value of the Craft Attribute on your Hero board. If at least 1 of the dice rolled is equal to or greater than the number to the right of the Council marker (*in the direction of Balendilín*), move the Council marker 1 space to the right.

If the value of your highest die is lower than the required number, your attempt fails, and your action is over without further effect.

Send Dispatches to the Dwarven Council is not a Craft Attribute check.

Important: You can only move the Council marker by 1 space per action. The text in the box where the Council marker is currently located is now in effect until the Council marker is moved to another space which would put that new text into effect instead.



Example: To successfully *Send Dispatches to the Dwarven Council*, you need at least a 5 (indicated by 5+ to the right of the Council marker). Even though you rolled a 6 in addition to a 5 as shown, you can still only move the Council marker 1 space. The text in the new space with the Council marker is now in effect.



D. Make an Attribute Check

If an Adventure, Threat, or Scenario card on display requires the completion of 1 or more Attribute checks (Craft, Speed, or Battle), roll Number dice equal to the value of the corresponding Attribute for the check as shown on your Hero board. Each die with the required value or higher counts as 1 successful check. This means you can complete several successful checks with a single *Make an Attribute Check* action. You can only use successful checks for 1 card per action. If you complete more successful checks than required, the excess checks have no effect. (For example, the box on the far right of the Dwarven Council only allows you to take 1 Equipment card no matter how many successful checks you rolled because it only requires 1 successful Craft check.) If you succeed in all the checks required on an Adventure card, you gain the reward shown below the, and then you discard it. If you have not successfully completed all of the required checks during your turn, the card remains in place, and these checks must all be completed again on another turn by any Hero.

Important: New cards are only revealed by the next player!

If you make a **Speed Attribute check**, you do not move your Hero. If you make a **Battle Attribute check**, you do not fight the *Army of Evil* and you don't lose a Health point if you fail. If you make a **Craft Attribute check**, you are not performing S*end Dispatches to the Dwarven Council*.



Example: To complete this Adventure card, you must make a Craft Attribute check by rolling 4 or more three times during your turn (maximum of 2 actions). With your current Craft Attribute value of 4, you roll 4 Number dice. For your 1st action, you roll 2 successful checks (a 4 & 6). Then for your 2nd action, you manage to make the third check (a 5). You may not use the remaining successful checks (a 5 & 6) from your 2nd roll to complete an Attribute check on another card. With your success, you now gain the reward described on the card and discard it.
If you had not rolled another 4+ with your 2nd action you would have failed. Then, any Hero on a subsequent turn can try again, but they will still need three 4+ rolls to complete the Attribute check (and hopefully with only 1 action).

THE *ÉLFAR* AND *COMBINED MIGHT* EXPANSIONS

These two expansions allow you to experience new adventures in *Girdlegard* by providing more variety to your Book 1 games either as individual additions or all together. You can also use the Equipment cards from both expansions for games in all 5 Books. The expansion cards are all marked on the front with a letter on the bottom right: A for the *Élfar* expansion and B for the *Combined Might* expansion.

A. *Élfar* Expansion

Girdlegard *faces a terrifying new threat: a portal to the kingdom of* ***Phondrasôn*** *has opened and horrible things are emerging from it.*

During setup, shuffle the expansion cards into the corresponding decks. Place the new level C Scenario card *Seal the Élfar Portal* facedown in the Scenario deck in place of all previous level C cards. Place the *Élfar Portal* tile 3 hexes south of Gate I. Return the *Tunnel* tile back in the box; you won't need it for this game. The *Portal* tile provides the same abilities as the *Tunnel* tile. It can be used as a Tunnel entrance and you can move the *Portal* tile with Adventure cards that can move the *Tunnel* tile. If the *Portal* tile is on a hex that has been turned into *Perished Land*, it can no longer be used as a Tunnel entrance. However, the *Portal* itself still remains active and cards related to the *Portal* still have their effect.

B. *Combined Might* Expansion

The **Army of Evil** *has taken advantage of the quarrels in* **Girdlegard** *and have invaded with renewed strength. You will need to support one another to withstand them.*

During setup, shuffle the expansion cards into the corresponding decks. Create the Scenario deck: first, shuffle the 9 level C cards and place them facedown. Then place 1 randomly drawn level B card facedown on top. Finally, shuffle the level A cards and place them facedown on top of the deck. Depending on the level of difficulty you want to play, remove level A cards from the deck and return them to the box without looking at them; you won't need them in this game.

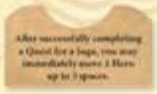
Easy	Remove 10 cards
Normal	Remove 9 cards
Challenging	Remove 8 cards
Brave	Remove 7 cards
Heroic	Remove 6 cards

NEW ADVENTURES: BOOKS 2–4

New adventures await you in *Girdlegard*: the stories from Books 2–4 bring you back to fight powerful dragons, search for magical diamonds, and crush the *Army of Evil*.

CHANGES IN GAME SETUP

Leave all of the cards from the base game in the box except for the Equipment cards. Place the Equipment cards and all other materials in your playing area as usual. Place the new *Council* tile in the second space to the right in the *Dwarven Council*. It replaces the text for this space.



Decide which Book you want to play and take the Saga cards with the corresponding Book number on their back. For now, put aside the *Blacksmith* card from Book 2, the *Dispatches* and *Hidden Shortcut* cards from Book 3, and the *High King* card from Book 4. They will only come into play when indicated by a Saga card. Then sort the Saga cards by letter (A, B, C). First, shuffle the 3 level C cards, draw 1 of them and place it facedown to start the Saga deck. Return the rest to the box without looking at them. Then shuffle the 2 level B cards and place them **both** facedown on top of the deck. Finally, shuffle the level A cards and place them facedown on top to complete the deck.

Depending on the desired level of difficulty, remove level A cards (as described on page 5) and return them to the box without looking at them. You won't need them for this game.

Now, place the Saga deck facedown on the left space of the small game board. Then turn over 3 cards and place them on the 3 spaces to the right of the Saga deck. (*The Saga cards replace the Scenario and Adventure cards from Book 1.*) Shuffle all of the Threat cards for Books 2–4 and place them facedown as a Threat deck to the right of the small game board. Unlike Book 1, don't shuffle any of these cards into the Saga deck.

RULE CHANGES

All rules from Book 1 apply with the following exceptions:

Saga Cards

As soon as you have completed the **quest** for a Saga card, gain the reward shown, if any, and then discard the card. During the next Hero's *Reveal New Cards* step, draw 1 card from the Saga deck for each card that was discarded. If the new card you draw has the next letter, don't reveal it, but place it **facedown** in the display instead. Once all **faceup** level A Saga cards have been completed during the *Reveal New Cards* step, then the level B cards can be revealed.

Once both level B cards have been completed, then the level C card can be revealed. Once you complete it, you've won the game!

IMPORTANT: Revealed Threat cards do not count as Saga cards. Display them faceup next to the small game board!

Threat Cards

When the Hero marker on the Doom track moves to the *Threat cards* icon, Reveal 2 Threat cards from the Threat deck.

As a team, decide which of the 2 cards you will face as your new threat and place it faceup next to the small game board. Return the other card facedown to the **bottom** of the Threat deck. If you decide on a card with an **IMMEDIATE** effect, resolve it immediately and then return the card to the box as it will not be used again in the game. Unlike with Book 1, do **not** draw another Threat card.

Threat cards without an **IMMEDIATE** effect still have an **effect** that applies immediately and for as long as the card is faceup. If there is a quest on the card and you manage to resolve it, you may return the card to the box as it will not be used again in the game

SPECIAL FEATURES FOR EACH BOOK

Book 2

Girdlegard *is threatened with new dangers.* Keenfire *has fallen into the hands of the* Élfar *and numerous conflicts have made* Girdlegard *vulnerable. You must fight side-by-side against the invaders!*

You will need the following additional game components for this Scenario:



Blacksmith



12 Saga Cards for Book 2



***Hammer* tile**



***Élf* bearing *Keenfire* tile**

Book 3

To prevent the Mighty Diamond *from falling into the wrong hands, ten copies were made and then all 11 were hidden in* Girdlegard. *Now the* Army of Evil *has set out to find the* Mighty Diamond. *You must find it first!*

You need the following additional game components for this Scenario:



11 *Diamond* tiles



Dispatches



Hidden Shortcut



12 Saga cards for Book 3



***Mine Cart* tile**

Special Setup

Mix all 11 *Diamond* tiles and place them facedown in the map hexes with the diamond icon .

Special Rules

If a hex with a diamond is occupied by an enemy troop or if it is turned into *Perished Land*, the diamond is immediately revealed and placed on *Bislipur* in the *Dwarven Council*. Then, roll 2 Number dice and sum their values. If the result is **equal to or less than the sum of the values** of all diamonds that have been collected on *Bislipur*, the *Army of Evil* has found the *Mighty Diamond*. This will make the level B and C cards more difficult for you (as noted on effects on cards). Remove all of the remaining diamonds from the map when this happens.

If you are in a hex with a diamond, you may immediately use 1 action to make a Craft check 4+. If successful, reveal the diamond and place it on *Balendilín* in the *Dwarven Council*. Then roll 2 Number dice and sum their values. If the result is **equal to or less than the sum of the values** of all diamonds that have been collected on *Balendilín*, the heroes have found the *Mighty Diamond*. This will make the level B and C cards easier for you (as noted on effects on cards). Remove all of the remaining diamonds from the map when this happens.

Of course, it's also possible that neither side will find the *Mighty Diamond*. If so, continue following the usual directions for the level B and C cards.

Book 4

Leaders have spurred the Army of Evil *to greater power and powerful dragons roam the skies of* Girdlegard. *Fearlessly face these new dangers and vanquish your enemies!*

You need the following additional game components for this Scenario:



High King



12 Saga cards for Book 4



***Lohasbrand* Dragon tile**



***Kordrion* Dragon tile**



***Ramparts* tiles**



5 *Catapult* tiles



Orc Leader tile



Élfar Leader tile



Troll Leader tile

Special Rules

Army of Evil Leaders

There are now Saga cards that will bring leaders into play. Leaders follow normal troop movement rules, which means they wander in the direction of the big arrow on *Perished Land* tiles. However, they count as 2 troops when converting hexes into *Perished Land*. This means a hex with 1 leader and 3 troops would now convert into *Perished Land*. In all other respects, leaders are not treated as troops. Cards or other effects related to troops do **not** apply to leaders. To remove a leader, a Hero needs **2 die results** for that troop type during a single *Fight the Army of Evil* roll. For example, you will need 2 dice with 4+ on your roll to remove an **Orc** leader. As usual, your Hero loses 1 Health point if they fail to remove at least a leader or any other troop as a result of a battle. When counting troops at *Blacksaddle*, each leader counts as 2 troops. If troops are removed, any defeated leaders will remain on *Blacksaddle* instead of being removed. In this case, the Doom marker will advance 2 spaces in the direction of the Hero marker (*instead of the usual 1 space*).

Dragons

There are now Saga cards that bring dragons into play. A dragon is not considered a troop in any way and therefore does not affect the conversion of hexes into *Perished Land*. Cards or other effects related to troops do **not** apply to dragons. At the **end of each turn**, each dragon moves 3 spaces in a random direction as shown on the Dragon tile. Roll 1 Number die to determine the direction the dragon will move. Dragons may move through hexes with Heroes, troops, and *Perished Land* without restriction. They don't use the Tunnel system. If a dragon encounters the edge of the map while moving, their move will **end** there. Heroes who are on or adjacent to the dragon's destination hex lose 1 Equipment card or 1 Health point (*their choice*). If a Hero decides to lose 1 Health point, another Hero may take this damage instead.

TRIUMPH OF THE DWARVES: BOOK 5

*Prepare yourself for a decisive battle. It is imperative that you win your final triumph over the **Army of Evil**!*

This expansion is based on the rules for Book 1, but also takes individual elements from the rules for Books 2–4. We recommend playing all of the first 4 books before taking on this challenge.

Changes for Setup

Setup all of the components for Book 1 as usual except for the Scenario cards. The Scenario cards for Book 1 and the components for Books 2–4 will not be required.

Place the special Equipment cards from the expansion as an faceup deck next to the normal Equipment deck. The 2 decks should not be mixed together.

Now create the Scenario deck from the Scenario cards for Book 5: Sort the Scenario cards by letter (A, B, C) and shuffle the respective stacks. Then randomly draw 1 level C and 1 level B Scenario card and place them facedown with the level C card on the bottom. Then shuffle the 8 level A Scenario cards and place them facedown on top of the other 2 Scenario cards. For an easier game, remove 1 or 2 level A cards from the game. Return all unused Scenario cards back to the box without looking at them. You won't need them for this game. Place the Scenario deck facedown on the left space of the small game board. Then turn the top card over and place it faceup on top the deck. To win the game, you must play through the entire Scenario deck and successfully complete the level C card at the end.

The New Cards

The Scenario cards for Book 5

All level A Scenario cards have a direct effect on the difficulty of level B and C Scenario cards. The following 5 terms may appear on the cards: Effect, Quest, Reward, Time, and Penalty.

Effect: Similar to the Threat cards in Books 2–4, Effects on these cards apply as long as the card is faceup.

Quest: As usual, this is what the Heroes must do to complete the Scenario card.

Reward (*only on level A Scenario cards*): When you have completed a quest, you gain the specified special Equipment card. Decide which Hero will take it.

Time (*only on level A Scenario cards*): Place a number of Scenario markers on the card as required. At the start of each Hero's turn (*before moving the Hero marker*), remove 1 Scenario marker. The quest must be completed before the end of the turn when the last Scenario marker is removed. If not, you must immediately advance the Doom marker 3 spaces towards the Hero marker. If you complete the quest in time, return the card back to the box and take the indicated reward. During the game, place any unfulfilled level A Scenario cards facedown next to the game board.

Penalty (*only on level B & C Scenario cards*): These cards will apply negative effects for any unfulfilled level A Scenario cards.

If there isn't a faceup Scenario card, a new one will only be revealed on the next Hero's turn (regardless of whether the Scenario card was fulfilled or not).

Special Equipment Cards

The Special Equipment cards are treated like normal Equipment cards. However, they only come into play through successfully completed level A Scenario cards and therefore are kept in a separate deck. When you reveal one of these level A Scenario cards, you can look for the Special Equipment card and place it on top of its deck faceup so everyone can read the benefits it provides.

VARIANT FOR EXPERT PLAYERS

Once you have beaten the heroic game, you can increase the level of difficulty even further with the following small rule modification:

If there are 4 or more *Army of Evil* troops on a map hex, it immediately turns into *Perished Land*.

CREDITS

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Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany, under license from Markus Heitz www.mahet.de. © 2021 Pegasus Spiele GmbH. All rights reserved. Based on the novels by Markus Heitz: *The Dwarves*, *The War of the Dwarves*, *The Revenge of the Dwarves*, *The Fate of the Dwarves*, The *Triumph of the Dwarves* © 2003, 2004, 2005, 2008, 2015 by Markus Heitz, represented by: AVA international GmbH Author and Publishing Agency, Germany www.ava international.de *We want to thank our hard-working play testers who, with a lot of patience and good ideas, helped develop this game. We especially thank Demian, Thilini, Babs, Arne, Philipp, Thomas, Sigrun & Christoph. We also want to thank Markus Heitz for his extensive and cordial cooperation. Thank you, Mahet, for allowing us to playfully bring Girdlegard to life.*

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HERO SPECIAL ABILITIES

Andôkai the Tempestuous

We recommend playing Andôkai only after you become familiar with some other Heroes.

When playing Andôkai, take the Spell cards in addition to the Hero board and the figure during setup. Use the Spell cards to create your Magic deck: Shuffle the Spell cards and place them facedown next to your Hero board.

As an action during your turn, you can draw 1 spell and put it in your hand. If you ever have more than 3 Spells in hand, you must immediately discard down to 3 cards and return the discards facedown to the bottom of the Spell deck. You can play spells at any time – even during other heroes' turns – and they don't require taking an action. Discard played spells facedown to the bottom of the Spell deck so that you can draw and cast them again later. The *Spell Book* card counts as equipment. If you draw it, immediately place it faceup in front of you. If you discard it as the result of a card, return it facedown to the bottom of the Spell deck.

Balyndis Ironfinger

Balyndis may re-roll all dice once after a *Make a Craft Check* action, even after re-rolling a single die using the *Dwarven Council* box that allows you to re-roll 1 die. After the second roll, the *Dwarven Council* box can be used again.

Bavragor Hammerfist

Bavragor can move through *Perished Land* without effect.

Boëndal Pinnhand

Boëndal may increase 1 die result of his choice by 1 point when using the action *Fight the Army of Evil*. He may use his special ability before or after using the *Dwarven Council* box that allows you to re-roll 1die, but only once per action.

Boïndil "Ingrimmsch" Two Blades

Boïndil may re-roll all dice during a *Fight the Army of Evil* action once, even after re-rolling a single die using the *Dwarven Council* box that allows you to re-roll 1 die. After the second roll, the *Dwarven Council* box can be used again.

The Fabulous Rodario

Rodario may increase 1 die result of his choice by 1 point when using any *Make an Attribute Check* action. He may use his special ability before or after using the *Dwarven Council* box that allows you to re-roll 1die, but only once per action.

Gandogar Silverbeard

When using the action *Fight the Army of Evil*, Gandogar may fight troops in his hex as well as any troops in adjacent hexes by allocating his successful rolls into several hexes. All hexes directly adjacent to the hex with his Hero count as adjacent.

Narmora

Narmora may only remove an additional troop from the hex in which her Hero is standing. She can't use her special ability when fighting troops on a card.

Tungdil Goldhand

Tungdil may increase 1 die result of his choice by 1 point when using the action *Send Dispatches to the Dwarven Council*. He may use his special ability before or after using the *Dwarven Council* box that allows you to re-roll 1die, but only once per action.

Xamtys II The Stubborn

Her special ability is used when Xamtys completes Adventure cards in Books 1 & 5 and Saga cards in Books 2–4.

THE CARDS

General Information for Cards

Some cards introduce new action choices. These will be available to you in addition to the usual actions A-D.

Equipment Cards

Heroes can have any number of Equipment cards, but never 2 of the same card. **You may never transfer an Equipment card to another Hero** during the game. If all Heroes already have a copy of a newly drawn Equipment card, return it facedown to the bottom of the Equipment deck and draw a new card.

Scenario Cards

At any point during your turn, you may complete the quest for a faceup Scenario card and then immediately discard it. New Scenario cards are not revealed until the next player's turn. **Exception**: If the quest on a Scenario card is already fulfilled when it is revealed, it is immediately discarded, and the next Scenario card is revealed.

Adventure Cards

Adventure cards can be completed during your turn. In order to complete some Adventure cards, it is sufficient to simply enter their specified location during the action *Move on the Map*. You don't have to end your movement there, unless the card requires you to perform a specific quest in that location (such as making an Attribute check or meeting up with another Hero). If an Adventure card requires that you travel from one gate or location to another gate or location, the following rule applies: You may not perform any other actions or complete any other Adventure card during this movement as you must complete your travel first.

Threat Cards

If you must place troops on a card, take them from their respective supply. If there are not enough troops in the supply, first apply any effect on the card and then discard it. Then reveal a new card in its place. Once you have defeated all of the troops on a card, the threat is averted, and the card is discarded without any further effects.

GLOSSARY

Individual Card Explanations

Equipment cards

Deceptive Disguise: In Books 1 and 5, discarding this card allows you to discard 1 Threat card with no effect as soon as the threat occurs. In Books 2–4 discarding this card allows you to prevent the effect of the respective Threat card for the duration of 1 Hero's turn. Discarding this card also allows you to prevent any **IMMEDIATE** effects on Threat cards, which are then discarded with no further effect.

Book 1

Persuade the Kings of Mankind / Hold the Gates: The *Craft checks* can be completed in different turns and by different Heroes.

Forge Keenfire: The card can be given to any of the Heroes. (It doesn't have to go to one of the two Heroes in the *Dragonsfire location*). Also give that Hero the necessary Attribute Value Modifier tile.

Vanquish Nôd'onn: If the condition of this card is met, immediately move all of the Hero figures to the *Blacksaddle* hex (except for any Heroes affected by the *Sinthoras' Assassination* card or the *Élfar Ambush* card).

Midnight Assault by the Élfar: Decide which Hero will lose 1 Health point for each Health point a Hero must lose.

Protective Shield: If another Hero must lose 2 Health points, your Hero can take 1 or 2 points of the damage instead.

A Never-ending Nightmare / Defeat the Overwhelming Power of the Orcs / The High King's Last Battle: If the mentioned Location has already been. converted into *Perished Land*, move the troops according to the usual rules.

The Forest Fights Back / Tion's Minions Attack the Secondlings / Surrounded!: The hexes with 1+ troops are converted into *Perished Land*. Then the troops are moved. This effect does not repeat. Then, any hexes that now have 5+ troops are converted into *Perished Land*.

Combined Might Expansion

To the Death!: see *Midnight Assault by the Èlfar* (Book 1)

A Trap for Nôd'onn: You are not allowed to transport more than 1 Scenario marker at any time. However, once you have delivered a Scenario marker to Blacksaddle, you can pick up another one. You don't have to transport the Scenario marker that your Hero brought into play.

Book 2

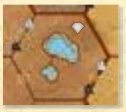
Save King Glaïmbar / Blacksmith: Place the *Hammer* tile on the Fifthlings' Gate even if it is already *Perished Land*. You can also travel to the *Hammer* tile and make a *Craft check* if it is on *Perished Land*. You must still follow the rules for entering *Perished Land*.

The New Realm of the Fifthlings: The 3 Craft checks must be successfully completed in 3 separate turns.

Defeat the Élf Bearing Keenfire / Banish the Thirdlings: Never place the **Élf** or the Scenario markers on the *Tunnel* tile – ignore it.

Book 3

Forgotten Lore / Hidden Shortcut: You can travel to the *Mine Cart* tile even if the corresponding hex has been converted into *Perished Land*. You must still follow the rules for entering *Perished Land*.



Rescue the Son: Lakes are depicted in light blue on the map.

Book 4

High King: If you have met a condition, the Scenario marker remains even if the condition is no longer met. When you have collected 12 troops on the card, mark the condition with a Scenario marker and return the troops back to their supply.

Threat Cards (Books 2-4)

Keenfire is Lost!: All Equipment cards now provide no effects as long as this card is on display. Remove all Attribute Value Modifier tiles for Equipment as well as any Increased Health tiles you have for Chainmail Masterpiece and/or Tionium Armor. If your Health marker was currently on an Increased Health tile, place it on your top Heart icon on your Hero board instead. Once the threat has been averted, your equipment is restored to power and you can return your tiles back to your Hero boards. You do not gain any Health back from the return of your Increased Health tile.

ICONOGRAPHY



Increased Health tile: If a card increases your total Health points, place an Increased Health tile on the top left of your Hero board above the heart icons.



Attribute Value Modifier tiles: If a card increases the value of one of your attributes, place the corresponding Attribute Value Modifier tile on your Hero board. If the card is discarded during the the course of the game, re-adjust your corresponding attributes accordingly.



Kingdom: To complete a kingdom quest on a card, you must travel to any hex of your choice in the specified kingdom.



Important Map Locations: *Porista* (depicted), *Dsôn Balsur*, Toboribor, *Dragonsfire*, *Blacksaddle*, *Green Haven*, *Roodacre*, *Elven Kindgdom of Âlandur*, *Mifurdania*, *Lot-Ionans Vault* (see Map Legend), *Queen Xamtys II*.



Gates I, II, IV, V: These icons represent the Gate spaces on the map.



Battle Check



Craft Check



Speed Check



Tunnel Entrance



Tunnel tile



Hero marker



Doom marker



Council marker



Reward



Threat



Number Die Result (*6 depicted*)