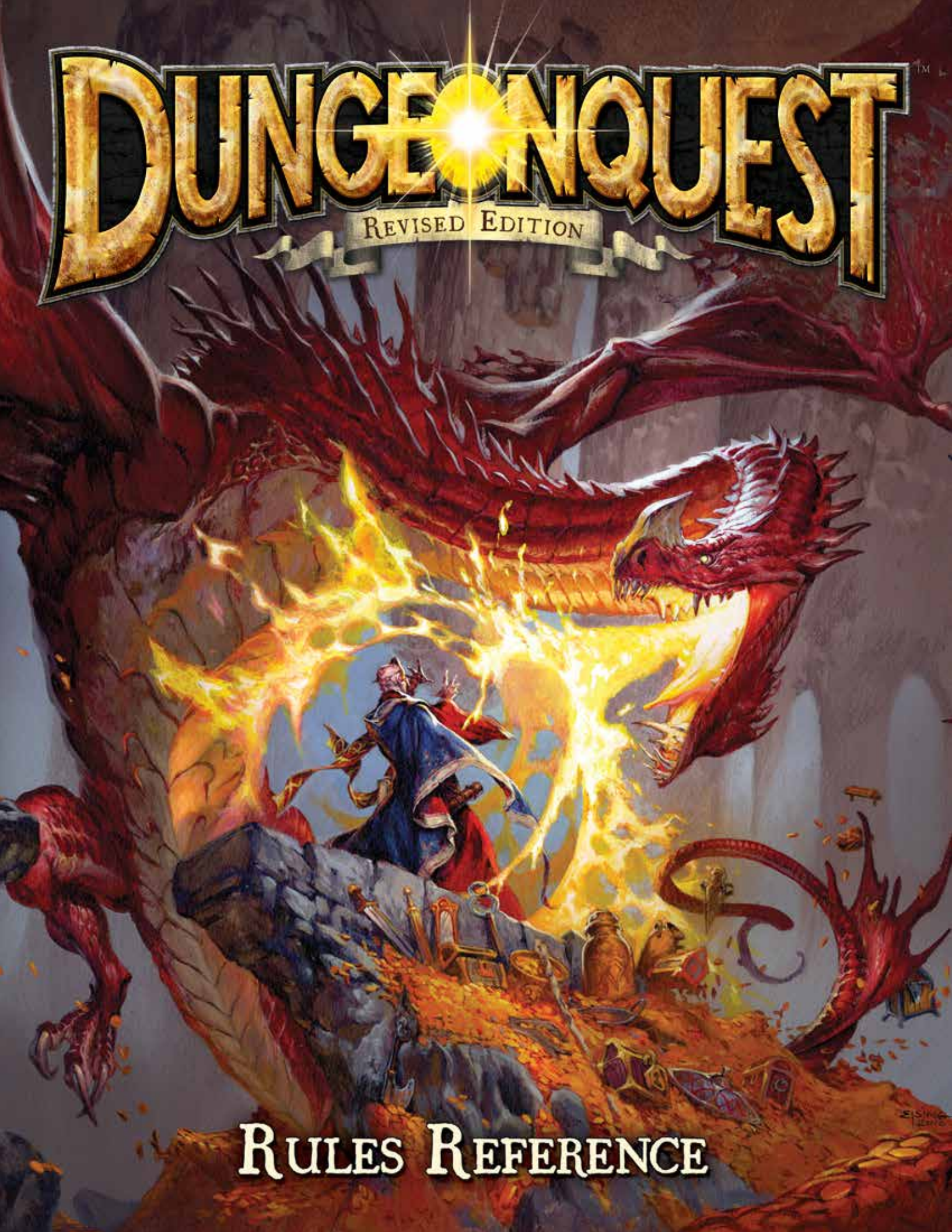
DUNGEONQUEST™

Revised Edition



Rules Reference

DUNGEONQUEST™
REVISED EDITION

This Rules Reference for ***DungeonQuest Revised Edition*** serves as a supplement to the game's Learn to Play booklet. If you have never played the game, read the Learn to Play booklet first. Among other things, the Rules Reference explains how to resolve unusual circumstances that may arise during a game.

The Rules Reference contains a few optional rules as well as a list of chamber effects, but the majority of this document is the glossary, which lists detailed rules clarifications in alphabetical order by topic.

Optional Rules

The following entries describe optional game rules that players can use during a game of ***DungeonQuest***. If all players agree, they can implement any number of these rules before playing a game.

Solo Play

This optional rule allows a player to play ***DungeonQuest*** alone.

All the rules previously explained in the Learn to Play booklet and the Rules Reference apply to a solo game of ***DungeonQuest***, except for those governing exiting the dungeon and encountering monsters.

In order to exit the dungeon while playing solo, a player **must** obtain at least one treasure card (not just a loot card).

If you encounter a monster, first draw a monster card without revealing it and place it facedown near your hero sheet. Then proceed to either attempt an escape or fight a combat.

Attempting an Escape

You have only one chance to escape and that is **before** combat.

If you choose to escape, test agility. If you succeed, discard the monster card, place a monster token in your current chamber, and exit the chamber through any unblocked hall, ignoring doors and portcullises.

If you fail, reveal the monster card you drew and suffer a number of wounds equal to that monster's escape penalty. Then, proceed to fight in combat.

Fighting in Combat

At the start of each round of combat, roll one die and consult the chart below.

- 1–2: You suffer one wound.
- 3–4: You and the monster each suffer one wound.
- 5: The monster suffers one wound.
- 6: The monster suffers two wounds.

Death Can Wait

This optional rule allows players to respawn after death and continue playing the game.

When a player dies, he returns all cards in his play area (including loot and rune cards) to their respective discard piles and returns all his wound and determination tokens to the token supply. Then, the player to his left places his hero figure on the tower chamber of his choice. The respawned player begins his next turn as if he were taking his first turn of the game.

Torchlight

This optional rule allows players to see a few chambers ahead after entering a chamber.

Immediately after a player enters a chamber, be it on an explored space or after placing a chamber tile when moving into an unexplored space, he chooses a hall on the chamber he entered that leads to an unexplored space and is not blocked by a door. Then, he draws one tile and places it so that its entry arrow is adjacent to the hall he chose. He does this for each hall in the chamber he occupies that is not blocked by a door. Then, he resolves the effects of the chamber he occupies.

When using this rule, each player places tiles adjacent to the tower chamber his hero figure occupies during step 10 of setup. The first hero to enter the treasure chamber places a chamber tile at each of the treasure chamber's halls that do not yet have an adjacent chamber tile.

Torchlight Example



Krutzbeck has entered a corridor chamber with two exit halls (A). He chooses a hall (B), draws a tile, and places it so the entry arrow is adjacent to the hall he chose. Then, he does the same for the other hall (C). Finally, Krutzbeck must resolve the effects of the corridor chamber he entered.

Glossary

Action Phase

The action phase is the second of the two phases a player has on each of his turns. During this phase a player must choose to either move, search, or enter the catacombs (if eligible).

Related Topics: Catacombs, Dead Ends, Game Turns, Moving, Searching

Agility

Agility is one of four hero attributes. Among other things, agility tests are used in the bridge and cave-in chambers and when attempting to escape a monster during combat.

Related Topics: Attribute Test

Armor

Armor is one of four hero attributes. Among other things, armor tests are used to avoid certain particularly deadly traps.

Related Topics: Attribute Test

Attribute Test

There are four different attributes listed on his hero sheet that a player can test: strength, agility, armor, and luck.



Strength *Agility* *Armor* *Luck*

To test an attribute:

- Roll two dice and add their results
- If the sum is equal to or less than the attribute being tested, the test succeeds
- If the sum is greater than the attribute being tested, the test fails

Each time a player fails an attribute test, he places one determination token on his hero sheet

Related Topics: Determination Token, Strength, Agility, Armor, Luck

Cards

- Each card type forms it own deck. A card's type is determined by the image on its back.
- Cards of the same name sometimes appears in more than one deck by design.
- When a player is instructed to draw a card, he draws the top card of the designated deck, follows the card's instructions, then normally discards it.
- There are, however, some cards that are **not** discarded after being drawn. Loot cards and cards that instruct a player to keep it are placed faceup in a hero's play area near his hero sheet instead of being discarded.
- Each deck has its own discard pile, located somewhere near it.
- Cards are always discarded faceup.
- If a deck runs out of cards, shuffle its discard pile and place it facedown to reform the deck.

Related Topics: Discarding Cards and Tokens, Loot

Catacombs

The catacombs are a labyrinth of vaults and passageways that twist beneath the dungeon, full of valuable loot and unspeakable foes.

A player can enter the catacombs in several ways by:

- choosing to enter the catacombs as one of his actions during his action phase;
  - » He may **only** choose this option if a catacomb entrance is present in that chamber.
- through a card effect; or
- through a forced chamber effect (such as the bridge).

When a player enters the catacombs:

- He places his travel marker on the chamber that his hero figure currently occupies and points the travel marker in the direction of his choice
- He removes his hero figure from the game board, places it on his hero sheet, and ends his turn
- His travel marker remains in its current chamber until he exits the catacombs



Catacomb Card

While a player is in the catacombs:

- He cannot move or search during his action phase
- On his turn, he draws one catacomb card, follows its instructions, and places it faceup next to his hero sheet forming a row of catacomb cards
- He cannot exit the catacombs until he draws a card from the catacomb deck that allows him to exit

Related Topics: Action Phase, Catacomb Entrance, Exiting the Catacombs, Travel Marker



Catacomb Entrance

Some chambers contain stairs leading down into the catacombs. Certain card effects can also create catacomb entrances in a chamber, and these are marked with a catacomb entrance marker.



Examples of catacomb entrances printed on tiles



Catacomb Entrance Marker

If a player begins his action phase in a chamber that has a catacomb entrance of either sort, he may choose to enter the catacombs instead of moving or searching.

Related Topics: Catacombs, Travel Marker

Chamber

A chamber is any space on the board that is not unexplored. The four tower chambers, the treasure chamber, and any space that has chamber tile are all considered chambers. All chambers are explored spaces.

Related Topics: Explored Space, Tower Chamber, Treasure Chamber

Combat

Combat occurs when a hero encounters a monster. During combat, the player taking his turn is the hero player, and the player to his left controls the monster and is called the monster player.

Combat takes place over a series of rounds which continues until the hero player escapes, or until either the hero player or the monster dies.

At the start of each combat round:

- The hero player secretly selects one hero combat card from his hand.
- The monster player secretly selects one monster combat card from his hand.
- Both players reveal their chosen combat cards simultaneously.
- Each player consults his card's damage table, and suffers a number of wounds indicated in the "Wounds Suffered" section.
  - » The hero player places his wound tokens on his hero sheet.
  - » The monster player places his wound tokens in front of him.
- If the hero player dies, the encounter immediately ends and the monster player discards his monster card.
- If the number of wound tokens in front of the monster player equals or exceeds the life value on his monster card, he announces that the monster has died and the encounter immediately ends; the monster player discards the monster card and the monster token, and the hero player ends his turn.
- If neither the hero player nor monster player dies after a round of combat, the hero player has an opportunity to escape combat. If he declines, or if he attempts to escape and fails, both players return the combat cards they played to their hands and begin another round of combat.

Related Topics: Death, Encountering Monsters, Escaping Combat

Component Limitations

Players are not limited by the number of determination/search tokens, catacomb entrance tokens, monster tokens, or wound tokens found in the game. If players run out of any of these components, they may use coins, beads, or any other suitable replacements. All other component types are finite and cannot be substituted for.

Death

A player can die in several different ways. A player dies if:

- he has wound tokens with a total value equal to or greater than his health;
- the instructions on a card cause him to die;
- the sun sets while he his still in the dungeon; or
- he has reached a dead end.

When a player dies:

- His turn immediately ends.
- He removes his hero figure from the game board, places all of his cards in their respective discard piles, returns all his tokens to their respective supply, and returns his hero sheet to the game box.
- He no longer takes his turn, and he cannot win the game.
- He continues taking the role of the monster player as normal during another player's combat.

Related Topics: Dead End, Sun Token and Track, Wounds

Dead End

If, on his turn, a player not in the catacombs cannot move, search, or enter the catacombs during his action phase, he has reached a dead end. If a player reaches a dead end he immediately dies.

Related Topics: Action phase, Catacomb Entrance, Death, Moving, Searching

Determination Token

Players acquire determination tokens by failing attribute tests. After a player rolls his dice during an attribute test, he may spend any number of his determination tokens by removing them from his hero sheet and returning them to the supply. Each determination token he spends subtracts one point from the total value of his dice roll.

The opposite side of determination tokens are used as a search tokens.

Related Topics: Attribute Test, Search Token

Discarding Cards and Tokens

Each deck of cards has its own discard pile. When a player discards a card, he places it faceup in the appropriate discard pile. When a player discards a token, he returns it to the supply.

Door



Door

Doors are barriers attached to halls that potentially prevent a player from moving through that hall. If a player attempts to move through a hall that contains one or more doors, he draws one door card and follows its instructions, only proceeding through the hall if the card specifies.

Related Topics: Hall, Moving

Dungeon Card and Icon

Many chambers require a player to draw and resolve the top card of the dungeon deck each time the chamber is entered. These chambers are marked with the dungeon icon as a reminder of this effect.



Dungeon Icon



Dungeon Card

Related Topics: Moving

Encountering Monsters

A player can encounter monsters by:

- drawing various cards that instruct him to encounter a monster; or
- by entering a chamber that contains a monster token. When a player enters a chamber with a monster token, **he does not resolve the chamber's effect.**

When a player encounters a monster:

- The player taking his turn is the hero player.
- The player to his left is the monster player.
- The monster player draws one card from the monster deck, announces **only the name** of the monster, and places a monster token in the hero player's chamber (if one does not already exist there).
- The hero player takes the three hero combat cards.
- The monster player takes the three monster combat cards.
- Both players now enter into combat.

Related Topics: Combat

Entry Arrow

Every dungeon tile has an entry arrow. When a dungeon tile is first placed on the board, the tile must be orientated so that the entry arrow is adjacent to the chamber the hero moved from.



Entry Arrow

Related Topics: Moving

Escaping Combat

At the end of each round of combat, the hero player can attempt to escape.

If the hero player chooses to escape, he tests agility.

- If he succeeds, the encounter ends.
  - » The monster player reveals his monster card and the hero suffers a number of wounds equal to the monster's escape penalty.
  - » Then, the hero player moves to an adjacent explored chamber ignoring any doors or portcullises.
- If he fails, he must fight another round of combat with the monster.

If there are no adjacent explored chambers, the hero player cannot attempt to escape combat.

Related Topics: Combat, Escape Penalty, Explored Space

Escape Penalty

A monster's escape penalty is the number of wounds a hero suffers when the hero successfully escapes combat with the monster.

Related Topics: Escaping Combat

Exiting the Catacombs

Some catacomb cards give players the option to exit the catacombs. When a player draws such a card, he must decide immediately whether or not to exit the catacombs. If he chooses to not exit the catacombs, he cannot exit on a later turn unless the card states otherwise or he draws another catacomb card that gives him the option to exit.

When a player exits the catacombs:

- He counts the number of catacomb cards he has in a row next to his hero sheet (including the card just drawn that gave him the option to exit) and moves his travel marker that number of spaces in the direction his travel marker is pointing.
  - » If this would move his travel marker past the outer wall of the dungeon, he moves his travel marker up to the wall and ignores any remaining movement allowed by his catacomb cards.
- Then, he rotates his travel marker 90° in the direction of his choice, rolls one die, and moves his travel marker in the direction the travel marker is facing a number of spaces equal to the die result.
  - » If this would move the travel marker past the outer wall of the dungeon, he moves his travel marker up to the wall and suffers one wound for each remaining movement afforded by his roll.
- Then, he places all ***Loot*** catacomb cards with his other ***Loot*** cards and discards his other catacomb cards.
- Then, he resurfaces in the dungeon by replacing his travel marker with his hero figure.

» If he resurfaces into an explored space, he resolves the effects of that chamber (or encounters a monster if one is present).

› A player **can** resurface in a chamber that is occupied by one or more other players.

» If he resurfaces into an unexplored space, he immediately draws a chamber tile and places it on that space, orienting it however he likes within the space. Then, he resolves the effects of that chamber.

» Do not place a catacomb entrance marker on the chamber you exit into.

Related Topics: Catacombs, Travel Marker

Exiting the Dungeon

To have a chance at winning the game, a player must exit the dungeon before the sun sets.

To exit the dungeon, a player must:

- have at least one ***Loot*** card;
- be in a tower chamber at the **start** of his action phase; and
- announce he is exiting the dungeon and remove his hero figure from the board.

After a player exits the dungeon:

- He no longer takes his turn.
- He cannot reenter the dungeon.

Related Topics: Loot, Sun Token and Track, Tower Chamber, Winning the Game

Explored Space

An explored space (not to be confused with a chamber that is considered "searched") is any space on the game board that contains a printed chamber (the four tower chambers and the treasure chamber) or a chamber tile.

Related Topics: Chamber

First Player

At the start of the game, one player is randomly determined to be the first player for the entire game. That player takes the first player token. Each time the first player begins his turn, he advances the sun token one space forward on the sun track.



First Player Token

Related Topics: Sun Token and Track

Game Turns

DungeonQuest is played over a series of turns beginning with the first player and proceeding clockwise. Each player completes his entire turn before the next player takes his turn.

A turn consists of two phases, which the player follows in this order:

1. **Status Phase:** The player resolves abilities on cards in his play area that are intended to occur at the start of his turn.
2. **Action Phase:** The player chooses **one** of the following actions:
   - » **Move:** He moves his hero figure into an adjacent space.
   - » **Search:** He searches the chamber his hero figure currently occupies (if eligible).
   - » **Enter the catacombs:** He follows the instructions for entering the catacombs (if eligible).

After a player has completed both of these phases, his turn ends, and the next player takes his turn.

Related Topics: Catacombs, First Player, Sun Token and Track

Hall

A hall is a passageway that leads from one chamber to another. A dungeon tile can have 1–4 halls.

A hall on one dungeon tile can be blocked by the wall of an adjacent dungeon tile, or by the outer wall. A blocked hall of this nature cannot be moved through and is not considered connected to the adjacent chamber.

Some halls have door or portcullis barriers attached to them that impede, but do not necessarily block, movement through them.

A hall is **not** the same as a corridor. A corridor is a specific type of dungeon tile.

Related Topics: Dead End, Door, Portcullis

Health

Health is how many wounds it takes to kill a hero or a monster.

- A hero's heath value is printed in the upper right corner of his hero sheet.
- A monster's health value printed on the right side of its monster card.
- When a hero or a monster has wound tokens with a total value that equal or exceed its health, it dies.

Related Topics: Death, Healing, Wounds

Healing

Some card effects and abilities allow players to heal. When a player heals, he removes a number of wound tokens from his hero sheet with a value equal to the specified amount being healed and returns them to the supply. If the value specified is greater than the number of wound tokens on his hero sheet, ignore an extra wounds healed.

Related Topics: Health, Wounds

Hero Abilities

Each hero has at least one special ability printed on its hero sheet. If an ability includes the phrase "you may" the ability is optional.

Loot

When a player draws a card with the "***Loot***" keyword, he places it faceup on the table in his play area.

Loot cards often have a gold value. At the end of the game, the surviving players add up their gold values to determine the winner.

Loot cards without a gold value are worth zero gold unless otherwise indicated by the loot card's instructions.

Related Topics: Winning the Game

Luck

Luck is one of four hero attributes. Among other things, luck tests are used in the bottomless pit chamber.

Related Topics: Attribute Test

Monster

When a player encounters a monster, the player to his left (the monster player) draws the top card of the monster deck, secretly look at it and announces the name of the monster. Then he places a monster token in that chamber (if one does not already exist there). If the monster is killed, the monster token is removed.



Monster Card



Monster Token

Related Topics: Encountering Monsters

Moving

Moving is one of the three actions a player can choose during his action phase. Moving allows a hero to progress further into the dungeon.

When a player moves:

- He places his hero figure in an adjacent space that is connected by a hall to the chamber he currently occupies.
  - » If the space is explored, he enters the chamber and resolves its effects.
  - » If the space is unexplored:
    - › He draws one chamber tile from any stack and places it faceup on the board so that the entry arrow on the tile he drew is adjacent to the chamber from which he moved.
    - › That space is now explored.
    - › Then, he places his hero figure in that chamber and resolves its effects.
- A player cannot choose to enter a chamber that is already occupied by another hero figure, with the exception of the treasure chamber.
- If there is a door or a portcullis in the hall between the hero and the space he wishes to enter, he must first overcome the barriers before he can move.
  - » If there are multiple doors and/or portcullises in the hall between the hero and the space he wishes to enter, he must overcome each of them **in order** before he can move.
- If a player is in the catacombs, he does not move normally. Instead, he draws a catacomb card on each of his turns.

Related Topics: Catacombs, Door, Portcullis, Treasure Chamber

Portcullis



Portcullis

Portcullises are barriers attached to halls that potentially prevent a player from moving through that hall. If a player attempts to move through a hall containing one or more portcullises, he must first test strength. If he succeeds, he continues his movement as normal and proceeds through the hall. If he fails, his turn ends.

Related Topics: Hall, Moving

Rune Cards

Each rune card can only be used once during the game. Each rune card specifies its conditions and effects. When a player wishes to use a rune, he follows the rune card's instructions. Then, he returns the rune card to the game box.



Searching

Searching is one of the three actions a player can choose during his action phase. By searching a chamber, players can discover loot, secret doors, monsters, and other elements of Dragonfire Dungeon.

In order for a chamber to be searched, it must fulfill all three of the following criteria:

- It must have a torch icon.
- It cannot have monster tokens on it.
- It cannot have a search token on it.

If a player chooses to search, he draws the top card from the search deck and places one search token on his current chamber. If a chamber has a search token on it, that chamber has already been searched and cannot be searched again by any player.

Related Topics: Action Phase, Search Token, Torch Icon

Search Token



Search Token

When a player performs a search action in a chamber with a torch icon, he places a search token in that chamber. The search token indicates that chamber has already been searched and cannot be searched again by any player.

The opposite side of search tokens are used as a determination tokens.

Related Topics: Determination token, Torch Icon

Status Phase

The status phase is the first of the two phases a player has on each of his turns. During this phase a player resolves abilities on cards in his play area that occur at the start of his turn. If it is the first player's turn, he advances the sun token one space on the sun track.

Related Topics: Game Turns, Sun Token and Track



Strength

Strength is one of four hero attributes. Among other things, strength tests are used to open portcullises and in the spider web chamber.

Related Topics: Attribute Test, Portcullis

Sun Token and Track

During each of the first player's status phases, he **must** advance the sun token one space forward (to the right) on the sun track.

Each time the sun token advances to one of the numbered spaces near the end of the sun track, the first player immediately rolls one die. If the number he rolls is **higher than** the number on the space, the game continues. If the number he rolls is **equal to or less than** the number on the space, the sun sets, the doors to the dungeon are sealed, and the game immediately ends.

Each player who has not exited the dungeon when the sun sets immediately dies.



Sun Token and Track

If the game continues after the sun token reaches the last space on the sun track, the first player no longer advances the sun token at the start of his turns, but he still rolls one die as per the instructions below.

Related Topics: Death, Status phase, Winning the Game

Timing Conflicts

In the event of a timing conflict between two or more players attempting to use abilities that arise simultaneously, the player who is currently taking his turn chooses the order in which the abilities are resolved.

Torch Icon



Torch Icon

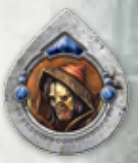
Chambers that can be searched have a torch icon. If a chamber does not have a torch icon, a player cannot perform a search action in that chamber.

Related Topics: Searching

Tower Chamber

See "Tower Chamber" on page 11.

Travel Marker



Travel Marker

Each hero has its own travel marker. A hero's travel marker is initially used to mark where the hero entered the catacombs, then later to determine where on the board the hero resurfaces when he exits the catacombs.

Related Topics: Catacombs, Exiting the Catacombs

Treasure Chamber

See "Treasure Chamber" on page 11.

Unexplored Space

A n unexplored space is any space on the game board that does **not** contain a printed chamber (the tower chambers or the treasure chamber) or a chamber tile.

Related Topics: Chamber, Explored Space, Moving

Wall

Walls appear on most dungeon tiles and block a hero's movement. The thick wall around the perimeter of the game board is called the outer wall. When a hall abuts a wall, that hall is blocked and cannot be moved through.

Related Topics: Hall, Moving

Winning the Game

The game ends when the sun sets or when each player has either exited the dungeon or died.

When the game ends:

- Each surviving player resolves end-of-game instructions on his loot cards (if any).
- Each surviving player totals the gold value on all of his loot cards.
- The surviving player with the **highest total gold value** on all his loot cards wins the game.

If two or more players tie for the highest total gold value:

- The tied player who has the **single loot card with the highest gold value** wins the game.
- If there is still a tie, the tied player with the **greatest number of loot cards** wins the game.
- If there is still a tie, all tied players win the game.

If there are no surviving players, then all players lose the game.

Related Topics: Death, Loot, Sun Token and Track

Wounds



Wound Tokens

Many rules and card effects instruct players to suffer wounds. Place wound tokens on a hero's sheet to track the wounds he suffers. If the total value of all wound tokens on a player's hero sheet equals or exceeds his health at any time, he dies.

Monsters can also suffer wounds during combat.

Related Topics: Combat, Death, Healing, Health

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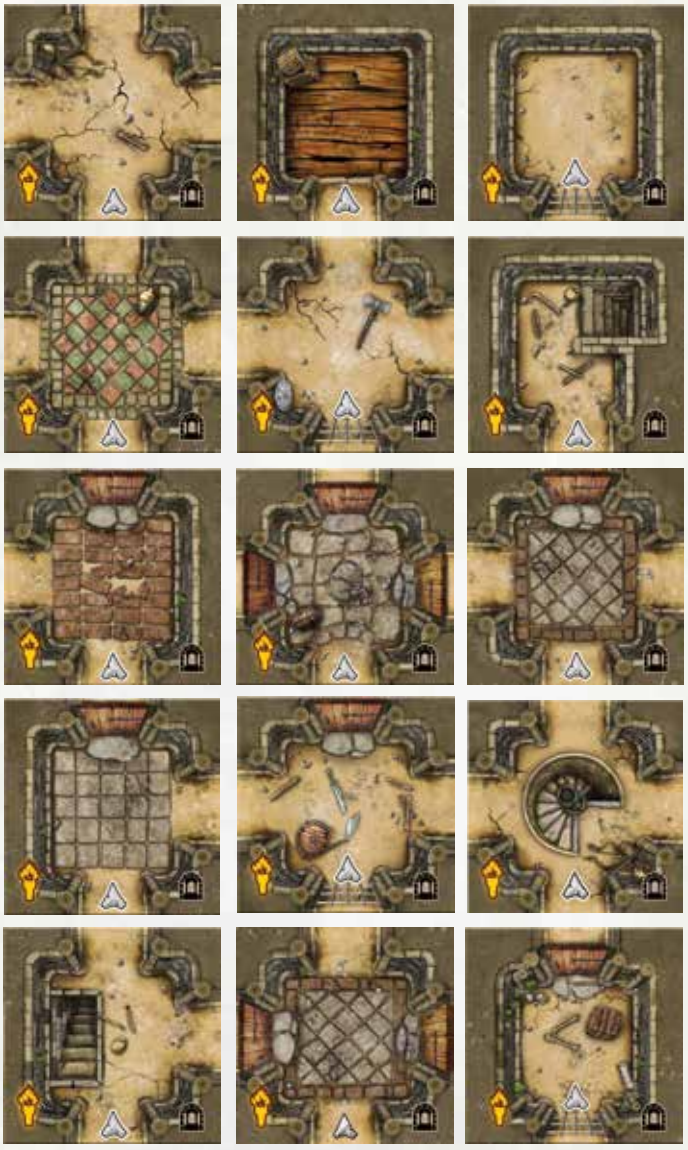
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Chamber Effects

Following is a comprehensive list of every chamber effect.

If a chamber description says "**Upon Entering:**" the effect following applies each time a hero enters the chamber regardless of whether the hero voluntarily moved into the chamber, was forced to move into that chamber by a card effect, or entered the chamber by exiting the catacombs. Note that some chambers effects function slightly differently depending on how a hero enters the chamber; these differences are specified in the chamber's description.

Dungeon Room



There is a wide variety of dungeon rooms. They often include one or more chamber features including catacombs entrances, doors, and portcullises.

Upon Entering: Draw a dungeon card.

Beginning Your Turn Here: If there is no search token in this chamber, you may perform a search action.



Bridge

Upon Entering from a Hall: Choose to either CROSS THE BRIDGE (see below) or end your turn.

Upon Entering from the Catacombs: Choose which side of the bridge you are on. Then, choose to either cross the bridge or end your turn.

When Exiting: Choose to either exit the chamber through the hall in which you entered this chamber, or cross the bridge.

Crossing the Bridge: Test agility and add 1 to your dice roll for each ***Loot*** card you have. You may discard any number of your ***Loot*** cards before you test agility.

- **Success**: Exit the chamber through the hall on the other side of the bridge.
- **Failure:** You fall off the bridge. Roll one die and suffer a number of wounds equal to the result. Then, enter the catacombs.



Bottomless Pit

Upon Entering: Test luck.

- **Success:** End your turn.
- **Failure:** You die.



Cave-In

Upon Entering from a Hall: Draw a dungeon card.

Upon Entering from the Catacombs: Choose which side of the cave-in you are on. Then, draw a dungeon card.

When Exiting: If you choose to exit through any hall that is on the other side of the cave-in, test agility.

- **Success:** Exit the chamber normally.
- **Failure:** End your turn.



Chamber of Darkness

Upon Entering: Immediately move again, ignoring doors and portcullises.

When Exiting: Roll a die; you must exit through the hall marked by the number that matches the result. If the hall you must exit through is blocked, reroll the die.

Chasm



The chasm in the center of this chamber cannot be crossed.

Upon Entering from a Hall: Draw a dungeon card.

Upon Entering from the Catacombs: Choose which side of the chasm you are on. Then, draw a dungeon card.

When Exiting: You can only exit the chamber through a hall that is on the same side of the chasm as the side you entered.

Corridor









There is a wide variety of corridors, but they all function the same.

Upon Entering: Immediately move again, ignoring doors and portcullises.

When Exiting: You cannot exit the chamber through the hall by which you entered unless all other halls are blocked.

Rotating Chamber



This chamber can create a dead end that traps a hero. See "Dead End" on page 4.

Upon Entering: Rotate the chamber 180° and end your turn.

Spider Web



Upon Entering from a Hall: Immediately move again, ignoring doors and portcullises. If you choose to exit through any hall other than the one by which you entered, you must STRUGGLE THROUGH THE WEBS (see below).

Upon Entering from the Catacombs: Choose which side of the webs you are on. Then, immediately move again, ignoring doors and portcullises. If you choose to exit through any hall other than the one by which you entered, you must struggle through the webs.

Beginning Your Turn Here: Before you can move, you must struggle through the webs.

Struggling Through the Webs: Test strength.

- **Success:** Exit the chamber normally.
- **Failure:** End your turn.

Trap Chamber



Upon Entering: Draw a trap card.

Tower Chamber



All four tower chambers are explored spaces.

Upon Entering: Choose **one** of the following.

- If you have one or more ***Loot*** cards, you may exit the dungeon.
- Immediately move again to an adjacent chamber or adjacent unexplored space.
- Move directly to any other tower chamber not occupied by a hero and continue your turn.

Treasure Chamber



Any number of heroes can be in the treasure chamber at the same time. Although the treasure chamber takes up two spaces on the game board, it is counts as a single chamber. The treasure chamber is an explored space.

Upon Entering: Draw a dragon card.

Beginning Your Turn Here: Choose one of the following.

- Draw a dragon card.
- Exit the chamber through any hall that is not blocked by a wall or another hero.

Combat Card Results Diagram

This diagram explains which player suffers damage in combat, the hero player or the monster player, and how much damage he suffers.



The number in white boxes indicates how many wounds are suffered by the **hero** player.



The number in gray boxes indicates how many wounds are suffered by the **monster** player.



Boxes that are split in half with a white side and a gray side indicate the number of wounds suffered by **both** the hero player and the monster player.



Quick Reference

Attributes

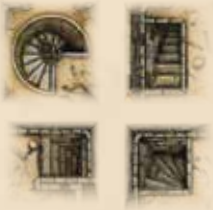


Strength *Agility*



Armor *Luck*

Chamber Features



Catacomb Entrances on Chamber Tiles



Catacomb Entrance Marker



Portcullis



Door

Chamber Icons



Dungeon Icon



Torch Icon



Entry Arrow