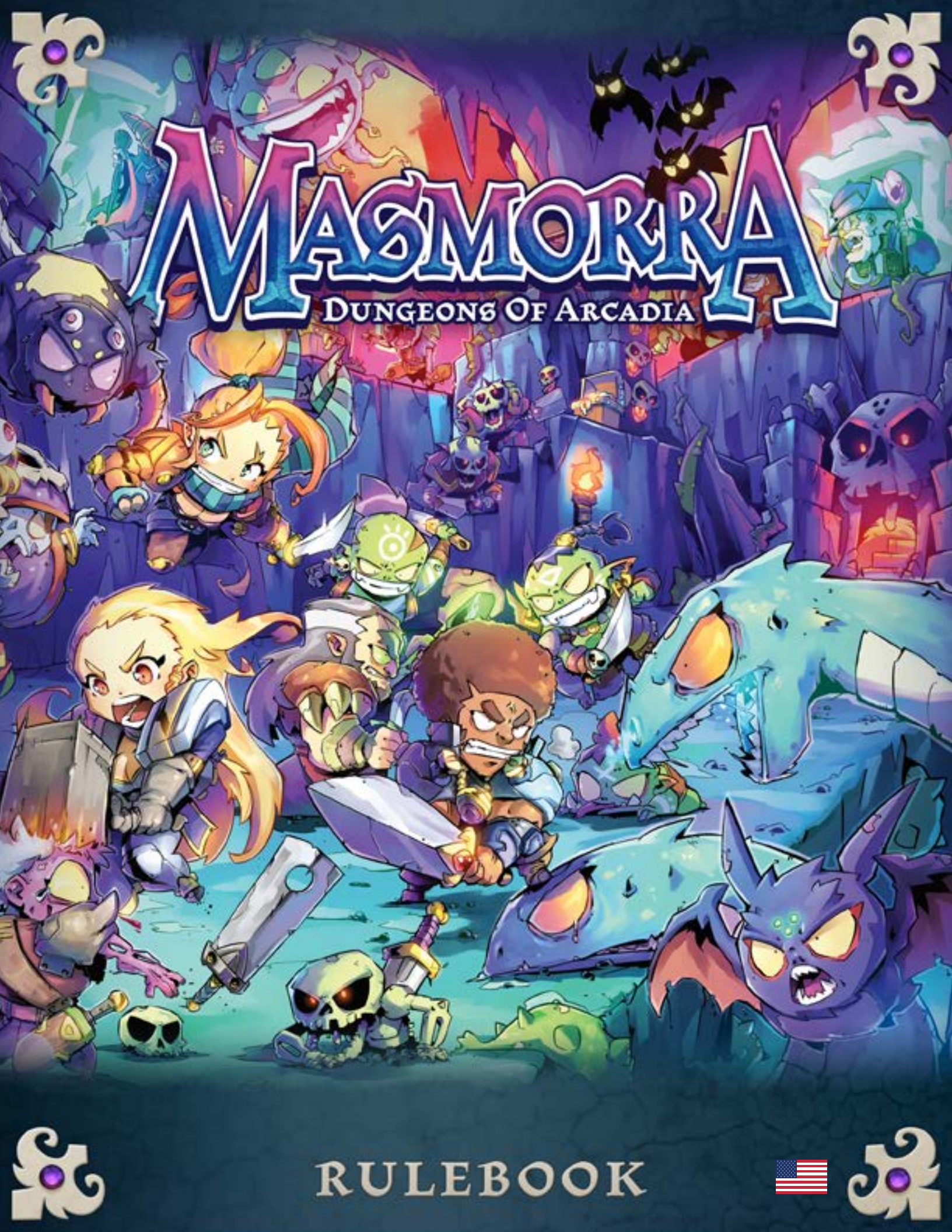

MASMORRA
DUNGEONS OF ARCADIA
RULEBOOK

MASMORRA: DUNGEONS OF ARCADIA

Beneath the streets of the great city of Arcadia, far from the eyes of its citizens, lies the Masmorra: a magic dungeon created to train and test those brave Heroes who seek to join Arcadia's powerful guilds. But during the latest crisis to shake the city, the terrible wizard Malaphyas took the dungeon by storm, turning it into his personal lair of doom. Now, the Heroes must delve deep into this perilous, monster-infested dungeon to free the city from another major threat!

CONTENTS

GAME COMPONENTS 3

GAME OVERVIEW 4

STANDARD GAME RULES 4

GAME SETUP 5

- Prepare Tile Stack 5
- Place the Starting Room 5
- Prepare Game Components 5
- Deal Starting Treasure 5
- Choose Heroes 5
- Set Experience Markers 5
- Enter the Dungeon 5
- You're Ready to Begin! 5

PLAYING THE GAME 6

- Taking Your Turn 6
- Hero Phase 6
- Roll the Action dice 6
  - Action Dice Results 6
- Take Actions 7
  - Spending and Docking Dice 7
  - Use an Ability 8
  - Take a Room Action 8
  - Take a Step 8
  - Fight a Monster 10
  - Drink Elixir 11
  - Use Magic 11
- Collect Bounties 12
- Dungeon Master Phase 12
  - The End of your Turn 13
- Hero Abilities 13
- Leveling Up 14
- End of the Game 14
- The Dungeon Master Guide 15
  - Dungeon Rooms 15
  - Random Monsters 15
  - Bosses 15
  - Trap Activation 16
  - Disarming Traps 16
- Monsters 18
  - Minor Monsters 18
  - Major Monsters 19
- Bosses 19
  - The Bosses 20
- Treasure Cards 21
- Epic Game Rules 22
  - Malaphyas 22
  - The Evil Wizard's Throne Room 22
  - The Sewers of Arcadia 23
- Alliance Game Rules 24
- Credits 27
- Rules Summary 28



GAME COMPONENTS



1 Rulebook



8 Minor Monster dice



6 Hero Action dice



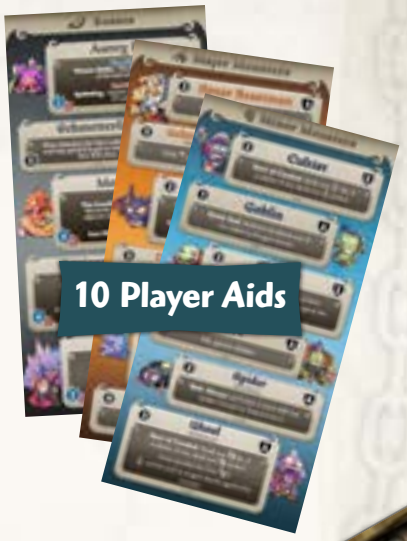
1 Pet Action die



30 Gold tokens



4 Major Monster dice



10 Player Aids



30 Treasure cards



5 Free Step tokens



47 Small dungeon tiles



1 Large dungeon tile



5 Boss tokens



12 Medium dungeon tiles



GAME OVERVIEW

In ***Masmorra: Dungeons of Arcadia***, the players control brave Heroes who will explore a challenging dungeon underneath the city of Arcadia, fighting monsters and gathering treasures. There are three ways to play:

· In the **Standard Game**, the Heroes compete to accumulate the most experience and become the undisputed champion of Masmorra—while doing all they can to disrupt their opponents' carefully laid plans!

· In the **Epic Game**, the Heroes must fight their way into the lair of Malaphyas himself to confront the evil wizard, while still competing with the other Guilds for fame and glory!

· In the **Alliance Game**, the Heroes face the greatest threat Arcadia has ever seen—one so terrifying that the Guilds must set aside their differences and (gasp!) work together! Can they reach the lair of Malaphyas and stop his dark and unholy ritual in time?

STANDARD GAME RULES

Most of the Standard Game rules apply for all three play styles. For more details about the Epic Game, see page 22. For the Alliance Game, see page 24.

THE GOAL OF THE GAME

The Heroes will explore Masmorra, fighting monsters and collecting treasures, but most importantly earning experience! The game ends at the *end* of the round when any player reaches 16 or more Experience Points (abbreviated "XP"). The player with the most XP at the end wins the game!

You can earn XP in four ways:

- Defeating monsters
- Opening treasure chests
- Disarming traps
- Exploring medium rooms

If there is a tie for the most XP at the end of the game, the tied player with the most gold wins. If they are still tied, the tied player with the most Life Points left wins. If there is still a tie, they share the victory!

GAME SETUP

1. Prepare Tile Stacks

First, sort the dungeon tiles by size. You can return the large dungeon tile and Entrance to the Third Level tile (marked with a "⚔" in the back) to the box—they are only used in the Epic and Alliance games. Depending on the number of players in the game, you will only use some of the tiles, as indicated by the numbers on the backs:

- In a 2-player game, remove all "3+", "4+", and "5+" tiles;
- In a 3-player game, remove all "4+", and "5+" tiles;
- In a 4-player game, remove "5+" tiles;
- In a 5-player game, use all the tiles.

Take the *Starting Room* and the *Second Level Entrance* tiles and set them aside for now (they're double sided to make them easier to find). The full list of tiles can be found on pages 16-17.

Next, separate the two sizes of dungeon tiles into two stacks each: Level 1 and Level 2. Shuffle the four stacks separately and place them face down within easy reach. Turn over the top tile from the small Level 1 stack and place it face up on top of the stack. If you reveal a trap tile, shuffle it back into the deck and draw again until you reveal a tile that is not a trap.

Place the *Second Level Entrance* tile on top of the small Level 2 tile stack.

Do not turn over any of the medium dungeon tiles yet.

2. Place the Starting Room

Set the *Starting Room* in the center of the table. Make sure to leave plenty of space around it.

3. Prepare Game Components

Shuffle the Treasure Cards and create a face-down deck near the dungeon tiles. Set the gold, dice, and tokens nearby.

4. Deal Starting Treasure Cards

Deal 2 Treasure Cards to each player. *Keep your Treasure Cards secret from the other players.*

5. Choose Heroes

Each player chooses a Hero and takes the miniature, Hero board, and 2 Hero cards for that Hero. Place your Hero board in front of you and tuck your Hero cards under your Hero board so that only the top part of the cards are visible. Choose a Hero base and attach it to your Hero miniature. Take the Free Move token of the same color and place it near your Hero board. Take a Wound token of the same color and place it on the "6" space of your Hero board's Wound Track.

6. Set Experience Markers

Take the Experience markers for all the Heroes in play and place them on the "0" space of the Experience Track.

7. Enter the Dungeon

All players place their Hero miniatures in the *Starting Room*.

8. You're Ready to Begin!

The youngest player will be the First Player. Give them the 6 action dice and the First Player token. They will take the first turn.



Not Working Together?

If you are not playing the Alliance Game, return the 25 Evil Cards and the 25 Alliance Treasure Cards (you can tell them apart by the card backs and the green background) to the box.

PLAYING THE GAME

Masmorra: Dungeons of Arcadia is played in rounds. During each round, every player takes one turn, starting with the First Player and proceeding to the left.

On your turn, you can move your Hero and use the action dice and action symbols to take actions such as attacking monsters and opening treasure chests. When you have taken all your actions, your turn ends: pass the dice to the player on your left who will take the next turn.

TAKING YOUR TURN

Your turn is split into two phases, which you must play in order:

- **Hero Phase**—where your Hero can move and take actions.
- **Dungeon Master Phase**—where you move and spawn monsters to thwart your opponents' plans.

Hero Phase

During your Hero Phase, follow these three steps in order:

1. Roll the Action Dice
2. Take Actions
3. Collect Bounties

Step 1: Roll the Action Dice

At the beginning of your turn, you must roll all 6 action dice. After you roll the dice, you *may* choose to re-roll any number of the dice, *once*. You must accept the result of any re-rolled dice.

Playing Hint: *The results of your dice roll will define your actions and strategies for the turn, so consider your re-rolls carefully!*

Example: *Valerie is hoping to fight a monster this turn. She rolls the dice and gets . She can see that she won't have enough attacks to defeat the monster, so she re-rolls the . This time she gets . She would love to reroll the in hopes of getting something better, but she only gets to reroll once.*



The Free Step Token

Each turn, you can use your Free Step token once to get a Step symbol.

At any point during your turn – even before you roll the action dice – you may flip your Free Step token to receive a free Step symbol to spend immediately. You can even spend it at the very start of your turn to move and explore! Your Free Step Token is flipped back to its active side at the start of your next turn.

Playing Hint: *If you use your Free Step before you roll the dice, you might be able to explore a new room and see what monster lurks within before you commit to your re-roll.*

Action Dice Results

The action dice show six possible results. Each result can be docked on a card or dungeon tile, or it can be used to pay for an action or effect:

STEP results are used to explore and move around the dungeon. Each STEP symbol gives you 2 Move Points (see "Take a Step" on page 8).

RANGED results are used to fight a monster in the same room as your Hero and kill it from a safe distance, so it can't damage your Hero back (see "Fight a Monster" on page 10).

MELEE results are used to fight a monster in the same room as your Hero up close, which means that your Hero may take damage from the monster (see "Fight a Monster" on page 10).

DEFENSE results are used when fighting a monster to reduce the amount of damage the Hero suffers (see "Fight a Monster" on page 10).

ELIXIR results are used to heal Wounds and purge undead monsters (see "Fight a Monster" on page 10 and "Drink Elixir" on page 11).

MAGIC results can be used to change another die's result or as an attack spell against some monsters (see "Fight a Monster" on page 10 and "Use Magic" on page 11).

Step 2: Take Actions

After you roll (and possibly re-roll) the action dice, your Hero can perform actions. You can take any of the following actions, in any order and as many times as you wish, as long as you have the action dice or action symbols to pay for them.

When you use action dice to take an action, you must place them in the "Used Dice" box of your Hero board. Those dice won't be available for the rest of your turn.

DICE vs. SYMBOLS

"Dice" and "symbols" are the two ways that you can pay for actions that you want your Hero to take.

When the rules mention "dice" by specific dice results, such as "Melee dice" or "Ranged dice", it refers to a die showing that result.

When the rules mention a "symbol", such as "Melee symbol" (or sometimes simply "Melee"), it refers to that symbol itself, which could be on a die or generated by some other effect or ability. Basically, a symbol is a temporary "virtual" resource that you can use, but it does not count as a die.

For example, a Melee die could be docked in a room to trigger an effect, but a Melee symbol cannot be docked, so it can't be used to trigger that effect.

You can use your action dice at any time during the Hero Phase of your turn. Symbols can only be used in the same room where they were generated. If your Hero leaves that room, any unspent symbols are immediately lost.

Example: *Jay plays a "Swift Strike" Treasure Card to generate 2 Ranged symbols so he can fight a monster, but he only uses 1 of them. Then, Jay moves on to the next room, looking for another monster to fight. But since he moved, he loses the unused Ranged symbol.*



Spending and Docking Dice

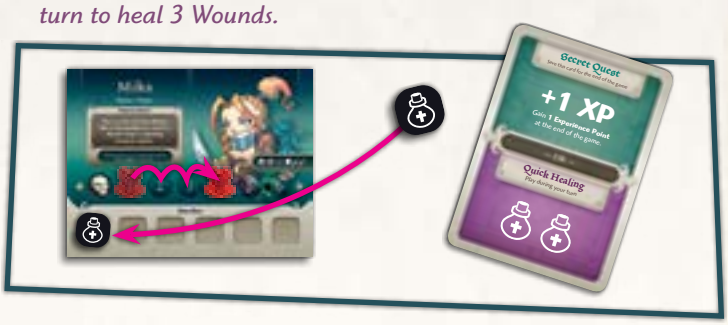
There are two kinds of actions that you can take: Spending Actions and Docking Actions.

Spending Actions require that you "spend" specific dice and/or symbols in order to pay the action's cost. **Spending** a die means placing that die on one of the Used Dice spaces of your Hero board. Dice on your Used Dice spaces cannot be used again that turn.

You can use both dice and symbols generated by other game effects in any combination to pay for Spending Actions.

You can repeat the same Spending Action as many times each turn as you want, as long as you can pay the cost.

Example: *Mika is badly hurt and wants to cure her Wounds. She plays a "Quick Healing" Treasure Card to generate 2 Elixir symbols and adds them to the Elixir die she rolled earlier in the turn to heal 3 Wounds.*

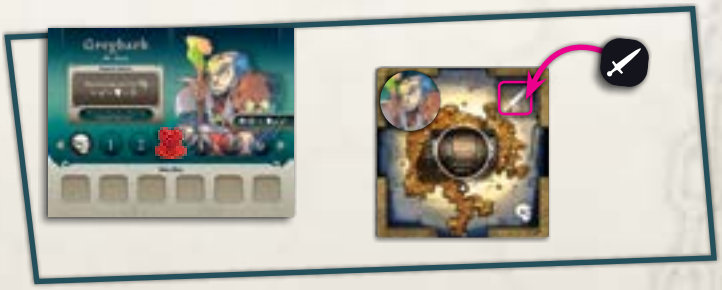


Docking Actions require that you "dock" specific dice (*not* symbols) on a space, either on a dungeon tile or a Hero card. A die that has been docked is used, and cannot be used again that turn.

Only action dice can be used to pay for a Docking Action.

You can use each Docking Action only *once* per turn (after that, the space is blocked by your die).

Example: *Greybark is in a room with a treasure chest that has a ⚔ next to it. In order to open the chest, he must place a Melee die on that tile.*



Hero Actions

Your Hero can perform any of these actions during your Hero Phase, in any order and as many times as you wish:

• *Use an Ability*

All Heroes have abilities that they can use to help them in the dungeon. Every player begins the game with one starting ability, which is shown on your Hero board. During the game, your Hero can learn new abilities, represented by your Hero cards.

Using Your Hero's Starting Ability

Usually, you must dock a die on your Hero board to use your Hero's starting ability. After placing the die, resolve the ability.

Example: *Algus can dock any Action die to generate 1 Magic Symbol.*



Note: *Greybark's ability is not a normal Docking Ability: instead of docking a die on his Hero board, you must flip your Free Move token to get the symbol. Then, Greybark can replace that with your choice of , , or .*

Using an Ability on Hero Cards

Once your Hero has earned the use of an ability on your Hero cards, you can use that ability. Most abilities require you to dock one or more dice on the Hero card.

Example: *Jay can dock a Melee die on his Preemptive Strike ability to generate 2 .*





Some abilities, however, require you to spend gold in order to receive the benefits of your ability.

Example: *Greybark must spend 2 gold to use his Animal Form ability.*

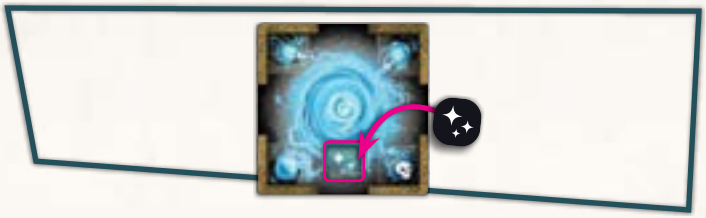


See "Hero Abilities" on page 13 for more details on how these abilities are used in the game.

• *Take a Room Action*

Some rooms have actions that you can take by docking the right kind of action dice on the dungeon tile, such as opening locked treasure chests, disarming traps, or activating a portal.

Example: *Algus can dock a Magic die on this dungeon tile to activate the portal.*



Engaging Monsters

If your Hero is in a room with one or more monsters, the actions you can take are restricted. You may only choose these actions:

- Use an Ability
- Fight a Monster
- Use Magic
- Play a Treasure Card

After you fight all the monsters in the room, you can then choose any of the Hero actions.

Important: *Since you cannot Drink Elixir until after you fight the monsters, any you get from an Ability or Treasure Card can only be used* ***after*** *combat is resolved.*

• *Take a Step*

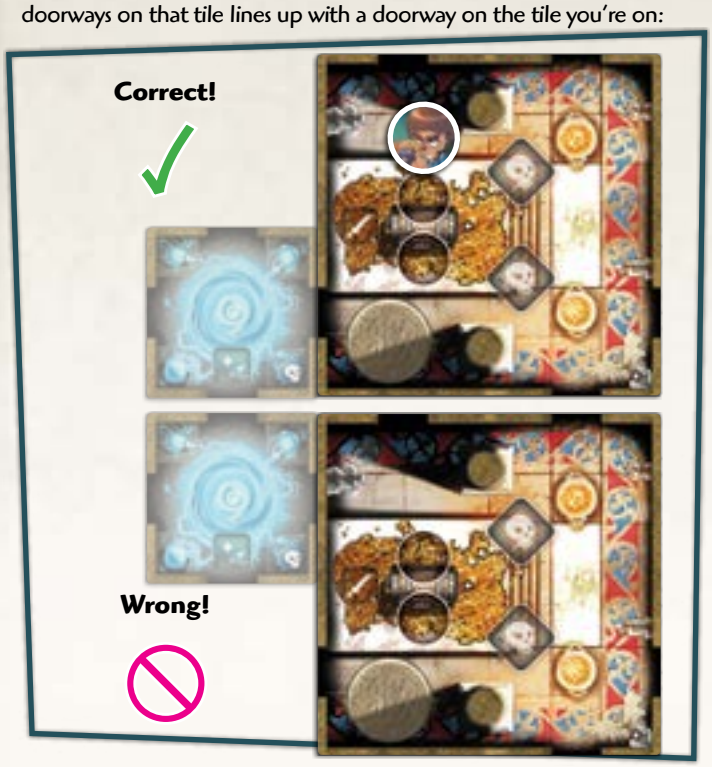
You can spend a to explore and move your Hero. Each gives you **2 Move Points** to spend. But, you must spend *both* Move Points *before* taking any other actions. If you want to do something else after spending your first Move Point (such as fighting a monster), your second Move Point is lost.

Each Move Point can be used to **Explore** *or* **Move**:

Explore

If there is at least one empty space adjacent to the room your Hero is in, you can explore. Take the top small dungeon tile for the level of the Dungeon your Hero is in and place it next to the room your Hero occupies.

When you place a dungeon tile, you must place it so one of the doorways on that tile lines up with a doorway on the tile you're on:



Important: You *cannot* explore if there are no more small dungeon tiles left for the level your Hero is on or if there are no empty spaces adjacent to the room your Hero is in.

After placing the new room tile, you **must** immediately move your Hero onto the new tile (for free). Then, turn over the top dungeon tile on the stack:

- If you turn over a room tile, place it face up on top of the dungeon tile stack.
- If you turn over a trap tile, you *must* place it in an empty space next to the new room, if possible. It doesn't matter if there is a door connected to that space or not. If there are no empty spaces, place the trap tile in *any* empty space next to a room on this level of the dungeon. The trap will *immediately* take effect (see "Traps" on page 16).
- You must continue turning over tiles until you reveal a room tile.
- If you explore a room with monster spaces and/or spawn icons, you must immediately place those monsters in the room (see "Spawn Monsters" on page 13).

Adjacent Rooms

Rooms in the dungeon are "adjacent" if they share a common edge and there is an open door between them. Diagonal rooms are never adjacent, nor are rooms separated by a wall (exception: Traps have no doors, and are always adjacent to all rooms that share a common edge with the trap tile).

Exploring Medium Rooms

After you explore a medium room (and move your Hero into it), your Hero gains 1 XP.

Move

For one Move Point, you can move your Hero into an adjacent, previously explored room. Your Hero can only move through doors: you cannot move through walls unless an ability or effect says you can. You can never move diagonally.

Important: *You cannot leave a room with a monster (either by exploring or moving) until after you have fought a combat against them (see "Fight a Monster" on page 10). After the combat is over (whether your Hero defeated the monster or not), you can move.*



Example: *Algus spends 1 to get 2 Move Points. He uses the first Move Point to move into the empty room to the north. Then, he spends his second Move Point to explore, taking the face up tile from the Level 1 stack and placing it next to his room. After placing the tile, he moves into the new room for free, rolls and places a Minor monster, and turns over the next tile. Fortunately for him, it's not a trap!*



• *Fight a Monster*

If your Hero is in a room with one or more monsters at any point during your turn, you **must** fight all of those monsters—even if you cannot defeat them (by not having any more dice to use, for example). You can use abilities or play Treasure Cards to generate the symbols you will need in combat, of course, but you can only move, Drink Elixir, or perform Room Actions *after* combat has been resolved. This applies whether you begin your turn in a room with a monster, or if you later move into or explore a room with monsters in it (see "Monsters" on page 18).

Playing Hint: *"Fighting" the monsters simply means that you have resolved your and the monsters' attacks. You don't even have to try to defeat the monsters: you could simply have your Hero suffer the monster's Payback without spending any dice or symbols. Then you're free to take other actions, assuming you survive...*

MELEE vs. RANGED COMBAT

A Hero can only fight a Monster if they are both in the same room. There are two ways to fight: Melee or Ranged.

Melee Combat: If you use at least one sword during a fight, it is melee combat, and your Hero is subject to the monster's Payback.

Ranged Combat: If you use **only** bow during a fight, it is ranged combat, and your Hero is *not* subject to the monster's Payback. Against some monsters, potion or magic can also be used in ranged combat.

In order to defeat a monster, your Hero has to deal damage *equal to or greater than* the monster's Defense Value. Combat is all or nothing: either the Hero defeats the monster, or the monster remains in the room, unharmed. Damage dealt to a monster that is not enough to defeat it *does not* remain on the monster.

Damaging a Monster

You can use *any* combination of bow and sword to inflict damage to a monster. Each symbol inflicts **1 point** of damage. In order to defeat the monster, you need to do at least as much damage as the monster's Defense Value.

Purge Undead: If you are fighting an undead monster, you may also use potion. This is called "Purging Undead". Elixir symbols used against an undead monster count as ranged attacks.

Attack Spells: Some monsters are also vulnerable to magic, such as the Gelatinous Cube. Against these monsters, you may also use magic as a ranged attack. This is called an "Attack Spell".

Example: *Jay is fighting against an Orc, which has a Defense Value of 2. If Jay can get at least two sword or bow, he can defeat the Orc.*



Ranged Attacks

If **all** of the symbols you use are ranged attack symbols (bow, potion against undead, and/or magic against vulnerable monsters), then you are making a ranged attack. If your ranged attack does enough damage to defeat the monster (equal to or great than its Defense Value), then the monster is defeated and your Hero *does not* suffer Payback. But, if your ranged attack does not defeat the monster, your Hero *does* suffer Payback.

Example: *If Jay has 2 bow, he can defeat the Orc from across the room and he won't suffer any Payback!*

Melee Attacks

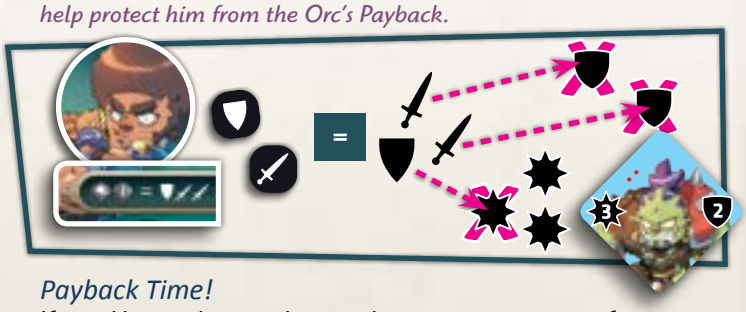
If **even one** of the symbols you use is a sword, then you are making a melee attack. After your attack, your Hero suffers Payback from the monster—even if you do enough damage to defeat it!

Example: *Jay only has 1 bow and 1 sword. It's still enough to defeat the Orc, but he has to make a melee attack, which means he's going to suffer Payback.*

Sword-and-Shield Fighting

A Hero making a melee attack can gain an advantage by combining attack and defense. If you spend a sword die and a shield die (not symbols) at the same time, your Hero gains three symbols: sword sword shield (basically, you get a free sword). You may even benefit from this combo more than once on the same turn. So, if you spend 2 sword and 2 shield dice, you would get 4 sword sword sword sword and 2 shield shield symbols.

Example: *Jay rolled a sword and 1 shield, by spending them together he is able to defeat the Orc with his melee attack, and also has a shield to help protect him from the Orc's Payback.*



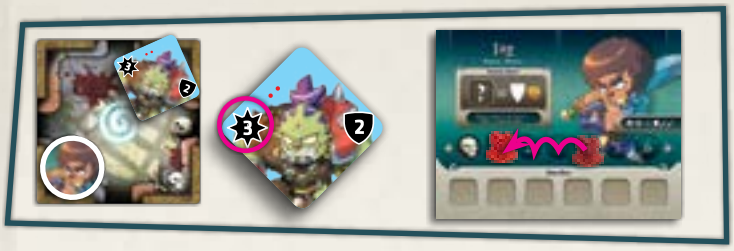
Payback Time!

If your Hero makes a melee attack against a monster, or if your ranged attack does not do enough damage to defeat it, the monster gets Payback.

Each monster has a Payback Value, which is the number of Wounds your Hero suffers when the monster gets Payback. Move your Wound token down on the Wound Track of your Hero board to reflect your new Life Point total.

Using Defense: Each ⛊ can be used to prevent **1** point of damage from the monster's Payback.

Example: *The Orc has a Payback Value of 3, which means Jay is going to take 3 Wounds, since he had to fight the Orc in melee.*



Important: *You cannot take a heal action until after all combat is resolved. So, if your Hero suffers enough Wounds to reduce their Life Points to zero, your Hero is defeated—even if you have 🧪 available to heal with!*

Ganging Up

Monsters are not so noble as Heroes, and they are quite happy to team up on a Hero to inflict more damage. If there is more than one monster in the same room as your Hero, you must fight **all** of them, one after the other, in any order you choose. But, **all** of the monsters' abilities (see 'Monsters' on page 18) are active until they are defeated!

You only receive the rewards for fighting—such as Treasure Cards or XP—after your Hero has fought all of the monsters in the room and only if you have defeated at least one of the monsters and your Hero survives the fight!

Using Treasure and Abilities in Combat

Treasure Cards and abilities can only be used before or after combat, *unless* the card generates a symbol that can be used during the fight, such as 🗡, 🏹, or ⛊.

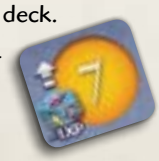
Example: *When the Orc got its Payback on Jay, he could use his starting ability to dock 1 action die and generate 1 ⛊. This way, he would only suffer 2 Wounds instead of 3.*

Round Two—Fight!

If you want, you *may* continue fighting in a room where you have already fought that turn, by taking another Fight Monster action.

The Sweet Smell of Victory

If your Hero defeats a monster, you gain the XP indicated on the monster die. You also draw 1 Treasure Card from the deck.



But, after you have passed the 7 XP mark, any minor monsters your Hero defeats give you **one XP less** than normal.

The Agony of Defeat

If your Hero is reduced to **zero Life Points** (or less), they are **defeated**.

Place the defeated Hero's miniature on its side. Your XP marker is moved *down* the Experience Track to the last Level Up arrow you reached. You must discard **one** Treasure Card from your hand (chosen randomly by another player), if you have any, and you will not receive the rewards for killing monsters.

As long as the defeated Hero is on their side, that Hero is treated as if they aren't even there: monsters can move out of that room, newly placed traps don't affect them, they cannot be affected by Treasure Cards, etc.



Your defeated Hero loses the rest of their turn. You cannot take any more actions and any unused symbols or dice are lost. At the *beginning* of your next turn, stand your Hero miniature back up. Your Hero is fully healed to their full Life Points, and you take your turn as normal.

• *Drink Elixir*

You can use 1 🧪 to heal 1 Wound on your Hero. Move your Wound marker up on the Wound Track of your Hero board to reflect your new Life Point total.

Important: *Your Hero can never have more than* **six** *Life Points!*

Remember: *Healing can only take place after combat or the effects of a trap. Therefore, Elixirs cannot be used to prevent damage, only to heal the Wounds afterwards.*



• *Use Magic*

You can use ✨ to "change your fate". Each ✨ you use in this way allows you to choose **one die that you have not yet used this turn** and change it to show the face of your choice.





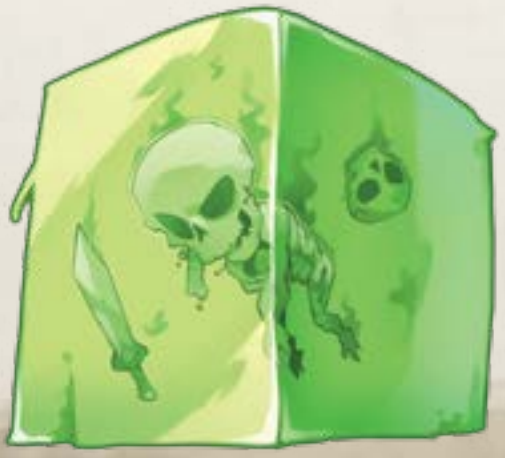
A	The Hero's Name
B	Race / Class *(for flavor only)*
C	Slots for Hero cards
D	Starting Ability
E	Quote *(for flavor only)*
F	Sword-and-Shield Ability *(reminder)*
G	Wound Track
H	Used Dice Area

Step 3: Collect Bounties

If you have any unused action dice after you are done taking actions you can exchange them for one gold each.



After collecting bounties (if possible), your Hero Phase is over. Now it's time for the Dungeon Master Phase



Gold Limit

You can never have more than **6 gold** at a time. Do not take gold beyond this limit. Note that you can spend 5 gold at any time during your turn to buy a Treasure Card.



Dungeon Master Phase

During the Dungeon Master Phase of your turn, you get to take control of the dungeon for a moment, moving and spawning monsters.

Move Monsters

You receive **two Move Points** for the monsters each turn. Each Move Point can be spent to move any *one* monster *one* room. So, you could move a single monster two rooms or move two monsters one room each, the choice is yours.

You do not have to spend both of your Move Points (or any at all). You may choose to leave the monsters where they are.

Monster **cannot** move out of a room that is occupied by a Hero. You must stop moving a monster if it enters a room with a Hero.

Just like Heroes, monsters can only move through doors, not walls, and can never move diagonally.



Spawn Monsters



After you are done moving monsters, you **must** spawn new monsters in all rooms that have a monster spawn symbol, and which have no Heroes or monsters in them.

For each room where monsters spawn, take a monster die that matches the spawn symbol in that room—either minor monsters or major monsters—roll them, and place them on the dungeon tile (see "Random Monsters" on page 15).

If there are no monster dice left of the type needed to be spawned, take a monster die of that type from anywhere on the board you choose and roll to spawn it. The die you take cannot come from a room containing a Hero.

Monster Limits in the Rooms

Monsters don't really get along very well, so there is a limit to the number that can be in a room at a time: There cannot be more than **three** minor monsters in a room at a time, or **four** minor monster in a medium-sized room. A major monster counts as **two** minor monsters.

This limit *only* applies to the monsters in a room. Any number of Heroes can share the same room.

A Monster cannot move into a room that is already at its limit. If a game effect forces a monster to spawn in a room that exceeds the monster limit, remove the monster from that room that awards the **least** XP. Repeat if necessary, until the limit has been satisfied. If there is a tie for the monsters worth the least XP, the player whose turn it is decides which one to remove.



Defeated Heroes

If your Hero was defeated during your turn, you still take a Dungeon Master Phase.

The End of Your Turn

Once you are done spawning monsters, your turn is over. Pass the 6 action dice to the player on your left—that player now takes a turn.

Hero Abilities

Heroes have abilities to aid them in the dungeons of Masmorra. All Heroes begin the game with one starting ability. Each time you Level Up, your Hero learns one additional ability. Hero abilities come in two types:

• **Ongoing Effects**: These abilities grant a passive benefit to your Hero. It becomes active as soon as you gain the ability.

• **Activated Effects:** These abilities only take effect when you take a Use an Ability action.

In order to use an Activated Effect, you must "pay" some kind of cost. These abilities can be Dice Activated, Gold Activated, or both:



Ongoing Effects | Activated Effects

Dice Activated Abilities

In order to use one of these abilities, you must dock the required dice on the card that grants the ability. Any symbols generated by the ability must be used in the room your Hero currently occupies. If you leave that room, these symbols are lost. This kind of ability can only be used *once* per turn.

Example: *Algus can use his "Fireball" ability by docking two Magic dice onto his Ability card. If he does, he gains 3* .

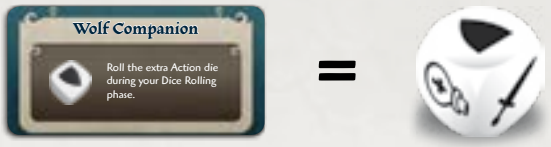


Companions and Pets

Some Heroes have companions, such as an apprentice or a pet. A companion gives the Hero an additional action die: the pet die. This special die functions just like a normal action die, and can be used in all of the same ways. But if your ability is cancelled by an effect somehow, you lose the use of this extra die for the turn.

If you have already rolled the action dice for your turn, and then gain a companion later, you get to roll the pet die right away, but you *do not* get to reroll it if you don't like the result!

Example: *Greybark's "Wolf Companion" ability allows him to roll the pet die during the Roll Action Dice step of his Hero Phase every turn. Algus must pay 1 gold to use his "Wizard's Apprentice", but he can use his ability at any point during his turn.*



Dice Rolling phase ONLY



ANY TIME during your turn

Gold Activated Abilities

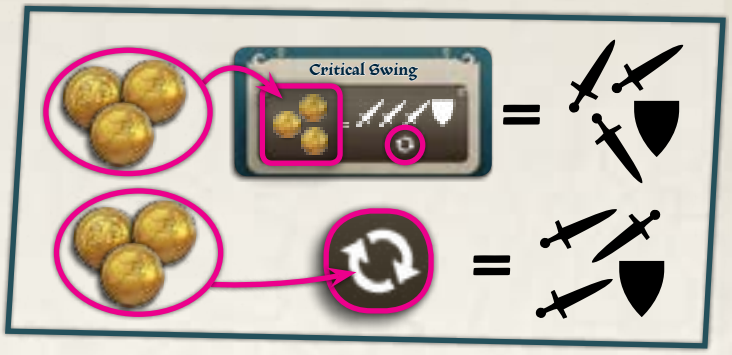
In order to use one of these abilities, you must pay the indicated number of gold (by returning them to the reserve). Then you get the listed effect.

Example: *Algus can spend 1 gold to activate his "Wizard's Apprentice", which generates 1 Action Die.*



Gold Activated Abilities can only be used once per turn, unless it has a REFRESH icon on the card. If it does, then you may use that ability as many times as you wish each turn, but you must pay the full gold cost *each time* you use the ability.

Example: *Jay's "Critical Swing" ability allows him to spend 3 gold to generate ⚔ ⚔ ⚔ ⛊. Since it has the REFRESH icon, he can use this ability twice on the same turn, if he has 6 gold to spend.*



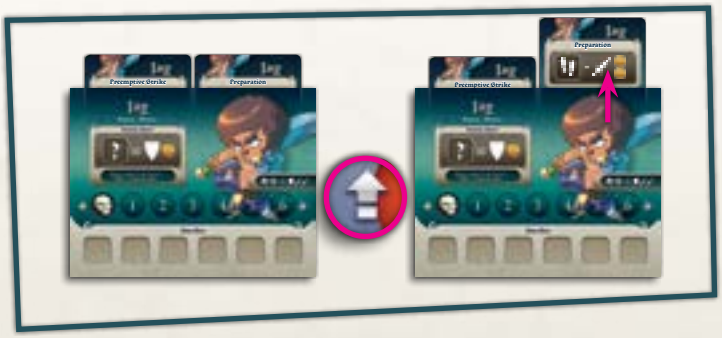
Dice and Gold Activated Abilities

These Abilities work just like Dice Activated Abilities, except you must *also* pay the Gold amount listed. This kind of Ability can only be used *once* per turn.

Leveling Up

When you reach a space on the Experience Track (at 3, 7, 12, and 17 XP), you **Level Up**! Each time you Level Up, your Hero gains a new ability. Choose one of your Hero cards (tucked below your Hero board at the beginning of the game) and slide it up so that your newly acquired ability can be seen. You can even use your new ability this turn!

Each Hero card shows *two* abilities that your Hero can learn. When you Level Up, you can only uncover *one* ability at a time. The first time you choose a Hero card, you can only get the *top* ability on the card. If you want the lower ability on a card, you'll have to Level Up again!



End of the Game

Once a player reaches 16 XP, play proceeds until the last player has taken their turn, and then the game ends. Then, players compare their final XP total to determine the winner. It's possible that other Heroes may surpass the one that first reached 16 XP, either by gaining XP during their subsequent turns, or by revealing Treasure cards with bonus XP.

THE DUNGEON MASTER GUIDE – YOUR GUIDE TO THE MASMORRA!

Dungeon Rooms

The dungeon tiles represent the many and varied rooms that make up the Masmorra. Each room has one or more doors that connect it to other rooms.

The monsters that call Masmorra home spend their time hanging out in rooms, waiting for some Heroes to show up so they can try to kill them. If your Hero is in a room with one or more monsters, you **must** fight the monsters before you can take any other actions (except for using abilities or playing cards that will help you fight). After the combat has been resolved, you may perform other actions, such as healing Wounds, disarming traps, and so on—even if some of the monsters in the room survived the combat.



Spawning Monsters

Monsters come into play in two ways:

Exploration

If you explore a room with monster spaces and/or spawn icons, you must *immediately* place those monsters in the room.



Specific Monsters

Some rooms show a specific type of monster. When one of these rooms is played, take a die of the matching type (minor or major), find the face that shows that specific monster, and place it in the room.

Random Monsters

Spawn icons generate random monsters. When one of these rooms is played, take a die of the matching type (minor or major), roll it, and place it in the room.

These icons cause random monsters to spawn in the dungeon:

Minor Monster Spawn Icon *Major Monster Spawn Icon*



Bosses

Some rooms are the home to particularly powerful monsters called "bosses". They are represented on the dungeon tiles by round spaces. When one of these rooms is played, find the matching boss token and place it in the room , with the blue side facing up (see "Bosses" on page 19).



Dungeon Master Spawning

During the Dungeon Master Phase of your turn, you **must** spawn new random monsters in every room that has a spawn icon if there are no Heroes or monsters in that room (see "Spawn Monsters" on page 13).



Small-Sized Dungeon Rooms



The Starting Room

At the beginning of the game, this is the only room in the dungeon, and all Heroes start here. This room is double-sided so it's easier to find.



Rune Room

When a rune room enters play, immediately replace it with a medium-sized dungeon tile (discard the small rune room tile), taken from the stack for the matching dungeon level. Beware! Larger rooms offer greater challenges—and rewards!



Trap

A trap tile is treated a little differently than a room tile. As *soon as* a trap tile is revealed at the top of a dungeon tile stack, it is *immediately* placed adjacent to the room that the active Hero is in (after they move into the newly-explored room). Then the trap activates!

After the trap is resolved, turn over the next tile. If that is also a trap, this new trap also comes into play and activates right away.

If there is no empty space next to the active Hero's current room, place the trap tile next to *any* other room on that level of the dungeon, of your choice.

Trap Activation

Traps activate immediately when they are placed *and* every time a Hero **enters** or **leaves** any room adjacent to the trap by using a Step symbol.

Whenever a Trap activates, **all Heroes** in **all adjacent rooms** each suffer one Wound. This Wound cannot be blocked or prevented by any means (though it can be healed normally).

Exception: Heroes that use a *teleport* effect to leave a room *do not* take damage from the trap.

Monsters are never affected by traps.

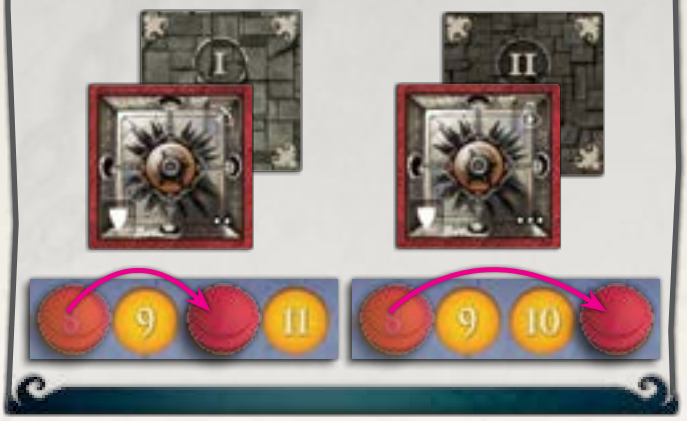
Disarming Traps

A Hero can disarm a trap adjacent to the room they are in by docking the two dice indicated on the trap tile (after fighting any monsters in the room, of course). If you disarm a trap on the first level of the dungeon, you earn 2 XP. A trap disarmed on the second level awards 3 XP. After you disarm a trap, flip the trap tile face down. That trap no longer activates, but it still blocks that space of the dungeon.

Note that trap tiles have walls on all four sides: no Hero or monster can enter a trap tile, whether it is disarmed or not.

Disarming a Level 1 Trap grants 2 XP.

Disarming a Level 2 Trap grants 3 XP.





Treasure Room

When a Treasure Room is added to the dungeon, place the number of gold indicated on the tile. A Hero may dock the required dice on the Treasure Room to open the treasure chest, which grants the Hero 1 XP, 1 Treasure Card from the deck, and any gold from that treasure chest.

Opening a treasure chest gives the Hero 1 XP, 1 Treasure Card, and the gold on the treasure chest.



Portal

Portals allow Heroes to move quickly around the dungeon. A Hero in a Portal Room may dock the indicated die to *teleport* to **any** previously explored room on *any* level of the dungeon.



Minor Monster Room

When this room is added to the dungeon, you must roll a minor monster die and place it on the tile. If there are no more minor monster dice available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight that monster before taking any other actions.

If a Minor Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new minor monster will spawn here.



Stairs to the Second Level

Heroes and monsters can move directly to/from this room to the *Second Level Entrance* room for free.

Second Level Entrance



This room begins the game on top of the stack of small second level rooms. It is placed on the table separate from the Level 1 rooms the first time a Hero or monster moves here from the *Stairs to the Second Level* room. The second level of the dungeon can then be built around this room in the same way that the first level was built around the *Starting Room*.

A Hero or monster can move directly from this room to the *Stairs to the Second Level* room for free.

Major Monster Room



When this room is added to the dungeon, you must roll a major monster die and place it on the tile. If there are no more major monster dice available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight the monster before taking any other actions.

If a Major Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new major monster will spawn here.

Mixed Monster Room



When this room is added to the dungeon, you must roll a minor monster die **and** a major monster die and place them both on the tile. If there are no more monster dice of either type available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight the monsters before taking any other actions.

If a Mixed Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new minor monster **and** a new major monster will spawn here.

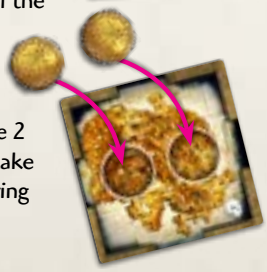
Web Room



When your Hero enters this room, you immediately lose 1 (die or symbol). Your Hero must stop moving when they enter this room. Monsters in this room must spend 2 Move Points to leave.

Spiders and Ghosts are immune to the effects of the Web Room.

Gold Room



When this room is added to the dungeon, place 2 gold on the tile. On your turn, your Hero can take this gold (after fighting any monsters and resolving any traps, of course).

Note that this room gives no XP.

Healing Fountain Room



A Hero in this room can dock the dice indicated to generate . You may only dock dice here after fighting any monsters and resolving any traps.

Pit Room

A Hero that enters this room must either spend 1 (die or symbol) or take 1 Wound.

Medium-Sized Dungeon Rooms



As mentioned on the previous page, when a Rune Room enters play it is replaced by the top medium-sized dungeon tile from the stack for that dungeon level. Place the medium room into the dungeon with at least one doorway connected to the room your Hero is exploring from, then move into the room as normal. The Hero gains 1 XP for exploring the medium room.

If there is not enough space to place the medium room adjacent to your tile, you cannot explore the Rune room. You'll need to move elsewhere to do it.Traps can connect to a medium room as usual, but there is a limit of **three traps** that can be connected to a new room when it is explored. If you reveal additional traps, place them next to any other room on this level of the dungeon where there is an empty space.

A Hero in a medium room can explore through any of the open doorways.

When you place a medium room, place monster dice and boss tokens as indicated in the room. Remember that random monster dice do not spawn on spaces that show specific monsters.

> **The Monster Limit in Larger Rooms**
>
> In medium and large rooms, the Monster Limit is increased to 4 minor monster dice. Major monsters still count as 2 minor monsters.

Dark Ritual Room



When this room is added to the dungeon, place 3 Cultists (minor monster dice) in the indicated spaces. At the *end* of your turn, if there is at least 1 Cultist left, replace 1 Cultist with a Dark Watcher (major monster dice). This ritual only happens one time.



Monsters

The monsters that live in Masmorra are represented by the monster dice. There are two kinds of monster dice: minor monsters and major monsters.

A Monster Die

Each face of a monster die shows two combat numbers, Payback and Defense, as well as the number of XP you earn if you defeat it, shown as a line of dots. Some monsters also have a special ability, indicated by a star (✻).

- The number in the burst icon is the monster's Payback Value—the amount of damage it inflicts on a Hero that attacks it in melee or that fails to defeat it.
- The number in the shield icon is the monster's Defense Value—the amount of damage a Hero must inflict to defeat the monster. Remember: If you don't do enough damage to defeat the monster, it stays in play with its full Defense Value!
- XP Value—the number of dots shows how many XP a Hero earns by defeating the monster. The Hero also receives one Treasure Card for each monster they defeat.

Defeating Monsters

A Hero defeats a monster if they inflict damage equal to or greater than the monster's Defense Value. When you defeat a monster, you gain XP equal to the XP Value shown on the monster die and draw 1 Treasure Card from the draw deck **after combat is resolved**. Note that if a Hero dies in combat, he does not get the rewards listed above!

Exception: Powerful Heroes just aren't impressed by weak monsters any more. Once you pass the 7 XP space on the Experience Track, you receive **one less XP** than normal when you defeat a minor monster. You still get the normal XP value for major monsters.

Example: *Mika just defeated a Goblin in ranged combat by inflicting 2 damage. Normally, she would get 2 XP for her trouble, but since she already has 10 XP, she only gets 1 for the Goblin.*

The Bestiary

Here are all of the monsters that can be found in the Masmorra:

Minor Monsters

Goblin



Payback: 1 / **Defense:** 2
Type: Humanoid
Special Abilities:
- **Quick Stab**—Performs Payback even if he's killed by a ranged attack.

2 XP

Cultist



Payback: 2 / **Defense:** 2
Type: Humanoid
Special Abilities:
- **Corrupting Touch**—At the start of combat, the Cultist "steals" 1 die if available (place it in your Used Dice area), otherwise it steals 1 symbol, when available.

2 XP

Skeleton



Payback: 2 / **Defense:** 2
Type: Undead
Special Abilities:
- **Dead Man Walking**—Immune to damage from symbols.
- **Undead**—Purge Undead can be used for ranged attacks against Skeletons.

2 XP

Orc



Payback: 3 / **Defense:** 2
Type: Humanoid
Special Abilities: None.
2 XP

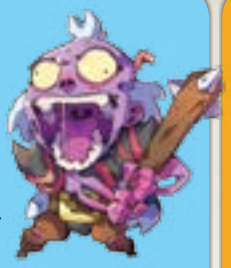
Spider



Payback: 2 / **Defense:** 4
Type: Animal
Special Abilities:
- **Web**—Heroes can't leave a room with any Spiders (except by teleportation).

3 XP

Ghoul



Payback: 3 / **Defense:** 3
Type: Undead
Special Abilities:
- **Corrupting Touch**—At the start of combat, the Ghoul "steals" 1 die if available (place it in your Used Dice area), otherwise it steals 1 symbol, when available (including the Free Step).
- **Undead**—Purge Undead can be used for ranged attacks against Ghouls.

3 XP

Major Monsters

Spear Beastman



Payback: 3 / **Defense:** 3
Type: Humanoid
Special Abilities:
- **Superstitious**—May be defeated with + + .

3 XP

Giant Bat



Payback: 2 / **Defense:** 3
Type: Animal
Special Abilities:
- **Sonar**—At the start of combat, the Giant Bat "steals" 1 die if available (place it in your Used Dice area), otherwise it steals 1 symbol, when available.
- **Quick Stab**—Performs Payback even if he's killed by a ranged attack.

3 XP

Gelatinous Cube



Payback: 3 / **Defense:** 3
Type: Ooze
Special Abilities:
- **Vulnerable to Magic**—Attack Spells can be used for ranged attacks against Gelatinous Cube.
- **Squishy**—Gelatinous Cube is immune to all forms of damage except .

3 XP

Ghost



Payback: 3 / **Defense:** 3
Type: Undead
Special Abilities:
- **Terrifying Moans**—Steals 1 XP from the Hero unless it is defeated with + + .
- **Undead**—Purge Undead can be used for ranged attacks against Ghostx.
- **Incorporeal Body**—Ghost is immune to .

3 XP

Dark Watcher



Payback: 3 / **Defense:** 4
Type: Aberration
Special Abilities:
- **Unholy Gaze**—Heroes can't use any abilities while in a room with a Dark Watcher.

4 XP

Young Dragon



Payback: 4 / **Defense:** 4
Type: Dragon
Special Abilities:
- **Iron-Tough Hide**—Ignores the first damage point it suffers in combat.

4 XP

Bosses

Some rooms are home to special, powerful monsters: the **bosses**! These monsters are so mighty, they must be defeated twice before they are eliminated! When a room with a boss is added to the dungeon, place the matching boss token in the indicated space **with the blue side facing up**.



Bosses are immune to all abilities and cards that affect monsters. They count as 2 minor monsters towards the Monster Limit. Bosses can move as normal during the Dungeon Master Phase.

Fighting Bosses

Fighting a boss works the same as fighting a regular monster. The first time a Hero defeats a boss, they receive 1 Treasure Card and gain the XP shown, as normal. Then, the boss token is flipped over so the **red side** is face up. You **cannot** attack the red boss token on the same turn that you defeated it the first time. Any Hero can defeat the red boss token in a later turn.

The second time any Hero defeats the boss, they again receive 1 Treasure Card and gain the XP shown. Finally, the boss token is removed from the game.

The two sides of a boss Token can have different Special Abilities, Payback, and Defense Values.

The Bosses

Aunty Bitsy



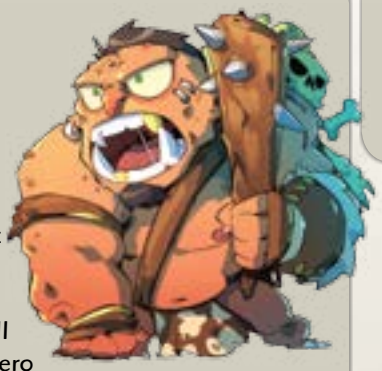
Blue Side
Payback: 2 **/ Defense:** 3
Type: Animal
Special Abilities:
- **Venom Strike**—The Hero takes 1 Wound at the start of combat.

3 XP

Red Side
Payback: 2 **/ Defense:** 4
Type: Animal
Special Abilities:
- **Spiderling**—Aunty Bitsy spawns 1 spider at the start of combat.

4 XP

Schmetterling



Blue side
Payback: 3 **/ Defense:** 4
Type: Humanoid
Special Abilities:
- **Capture**—The first time a Hero defeats Schmetterling, they collect his token. This token may be discarded for an extra re-roll during the Roll Action Dice step of your Hero Phase.

2 XP

Note: *Unlike other bosses, Schmetterling's token only has one side. You only have to defeat this boss once! But his lair is really nasty, so good luck with that...*

Mortiferous



Blue side
Payback: 4 **/ Defense:** 4
Type: Dragon
Special Abilities:
- **Fire Breath**—When Mortiferous is revealed, he deals 1 Wound to *all* Heroes in his room and all adjacent rooms.
- **Iron-Tough Hide**—Ignores the first damage point it suffers in combat.

3 XP

Red Side
Payback: 5 **/ Defense:** 4
Type: Dragon
Special Abilities:
- **Iron-Tough Hide** - Ignores the first damage point it suffers in combat.

3 XP

Ancient Hydra



Blue side
Payback: 4 **/ Defense:** 3
Type: Aberration
Special Abilities:
- **Dread Aura**— symbols can't be used in the room where the Hydra is in.

3 XP

Red Side
Payback: 3 **/ Defense:** 4
Type: Aberration
Special Abilities:
- **Two Shall Take Its Place** - If the Hydra is not killed with only, it goes back to the Blue side.

3 XP

Treasure Cards

Treasure Cards represent the various magical and mundane goodies that a Hero might discover while exploring the dungeon. You can collect Treasure Cards in three ways:

- 1 card for each monster you defeat;
- 1 card for each treasure chest you open; *and*
- 1 card in exchange for 5 gold at any point during your turn.

Treasure Cards are kept secret in your hand until you play them. You can never have more than **six** Treasure Cards in your hand. If you draw a seventh card, you must choose one to discard.

A Treasure Card

Each Treasure Card has two parts:

- Playable as an interrupt (orange); *and*
- Playable during your turn (purple)



Interrupt

Playable during your turn.

Playing Treasure Cards

You can play a Treasure Card to gain the benefit shown in the purple part of the card at any point during your turn. Resolve the effect described, then discard the card.

You can play a Treasure Card for the interrupt effect (orange) *at any time* during the game, but only if you fulfill any requirements listed on the card. After resolving the effects, discard the card.

If more than one interrupt effect is played in response to the same trigger, the effects are resolved backwards—the last card played is the first to take effect.

If the Treasure deck runs out, re-shuffle the discard pile and form a new draw deck.

Example: *This card can be played during an opponent's turn, right after they get a Treasure Card to take that Treasure Card from them. Or, you could play it during your turn to swap your Hero's location with any other Hero or monster in the dungeon.*



EPIC GAME RULES

Facing Malaphyas

Are you ready for the ultimate Masmorra experience? Then you're ready for the Epic Game Rules!

In the Epic Game, you're still racing the other players to collect XP, but the game only ends when the terrible wizard Malaphyas is defeated! That crafty villain knows that the Heroes are out to get him and he has some tricks up his sleeve! Will you be forced to confront him in his throne room? Or will you catch him trying to escape through the infamous sewers of Arcadia? You won't know until you get there!

All of the rules from the Standard Game are used when playing the Epic Game, except for these changes:

No XP Limit

There is no limit to the amount of XP you can collect. If you reach the "21" space on the Experience Track, move it back to the "0" space and keep adding to your final score.

Setting Up the Dungeon



Before the game begins, shuffle the *Stairs to the Third Level* room into the **bottom half** of the Level 2 dungeon tile stack. Heroes can move from this room to the third level of the dungeon following the same rules as the *Stairs to the Second Level*. Level 3 is made up only of the large-sized dungeon tile.



Malaphyas

As befits a powerful wizard, Malaphyas does not follow the normal rules for monsters. Instead, he takes his own actions at the beginning of **each player's turn**. The actions Malaphyas will take depends on where the Heroes encounter him (see below).

In addition, Malaphyas is treated as a boss:



Malaphyas

Blue Side
Payback: 2 / **Defense:** 2
Type: Humanoid
Special Abilities:

- **Dark Ritual**—Summons a major monster at the start of combat.

2XP

Red Side
Payback: 4 / **Defense:** 6
Type: Demon
Special Abilities:

- **Iron-Tough Hide**— Ignores the first damage point it suffers in combat.

4 XP

Choosing the Battleground

The first time a Hero uses the *Stairs to the Third Level* to descend to Level 3, that player must choose where to encounter Malaphyas: in his Throne Room or in the Sewers. This will determine which side of the large-sized dungeon tile you will use, as well as the challenges you will face!

Place the large-sized dungeon tile with the chosen side up and place your Hero in the room with the stairs. *All* the other Heroes *immediately* teleport to the third level of the dungeon, also appearing in the room with the stairs. As a bonus, the first player to move to the third level gains 3 XP.

After the Heroes teleport to Level 3, teleportation no longer works in the dungeon, due to the mystic wards Malaphyas has put into place there.

Each option has its own special rules:

The Evil Wizard's Throne Room

This part of the dungeon is divided into five rooms. Each of these rooms follows the rules for medium dungeon rooms (i.e., the Monster Limit is 4, monsters don't spawn on the shaded spaces in the Dungeon Master Phase, etc.). Heroes and monsters can move from room to room by spending Move Points, just like normal.

As soon as the large tile enters play, place 4 Cultists in the spaces indicated. Do not place the Dark Watcher in the center room at this point. Then, roll 2 minor monster dice and 1 major monster die and

place them on their spaces. Finally, place the Malaphyas token on its space in the Throne Room with the blue side up.

The Cultists and Malaphyas *do not* move. The other monsters move normally.

Dark Ritual

As soon as **only 1** of the 4 Cultists is left undefeated, it is *immediately* removed and replaced with a Dark Watcher in the center room.

The Bottomless Pit

A Hero in the room with the pit—the room in the top right corner—can automatically defeat any minor monster by spending 1 👣, or a major monster by spending 2 👣.

Malaphyas Attacks

At the start of every turn, before the Hero Phase, Malaphyas attacks the Heroes.

Roll 2 action dice:

- The first roll determines which type of monster (minor or major) will spawn this turn in Malaphyas' Throne Room—the room in the top left corner—as shown in the icons in the top right part of the Throne Room—this monster spawns regardless of the presence of other monsters in the Throne Room!
- The second roll determines where Malaphyas conjures his deadly Grimbolts: the spell strikes *all* Heroes in the rooms that match the symbol rolled. The Grimbolts inflict one Wound on each Hero hit, which cannot be blocked or prevented in any way.

Second Roll



The Sewers of Arcadia

Any wizard worthy of the title always has a backup plan (or two) in case things don't go his way, and Malaphyas is no exception. When he learned that the Guilds of Arcadia sent their best Heroes to destroy him, he arranged a backdoor exit from the dungeon: the unmappable sewers of the city. And he filled it with all kinds of nasty surprises for the Heroes if they should follow him in!

This part of the dungeon is divided into four rooms. Each of these rooms follows the rules for medium dungeon rooms (i.e., the Monster Limit is 4, monsters don't spawn on the shaded spaces in the Dungeon Master Phase, etc.). Heroes and monsters can move from room to room by spending Move Points, just like normal.



As soon as the large tile enters play, roll a minor monster die and place it in the lower right room, a major monster die in the lower left room, and two minor monster dice in the upper right room. Choose two bosses at random and place them on the round spaces in the upper left room. Do not place Malaphyas yet.

This icon indicates that a random Boss token must be placed here when this tile is explored.

The two bosses and Malaphyas do not move. The other monsters all move normally.

Toxic Miasma

As one can imagine, the sewers of Arcadia are filled with all manner of unspeakable things, and let's just say that the stench is tremendous. So hideous, in fact, that even the most stalwart Heroes are going to lose their balance as soon as they descend to this level.

As soon as each Hero enters Level 3, they must toss the Malaphyas token: If it lands blue-side up, the Hero must immediately discard all their gold; If it lands red-side up, the Hero must immediately discard all their Treasure Cards.

The Wizard's Henchmen

The two bosses on Level 3 are Malaphyas' most trusted lieutenants. They are so loyal, that they will fight the Heroes to the death before they will allow their master to come to harm. The Heroes **cannot** face Malaphyas until **both** of the bosses have been killed.

As soon as the second boss is killed, place the Malaphyas token in his space on the Level 3 board with the **red side** face up—leaving his throne room has forced Malaphyas to reveal his true, demonic form. The good news is that this means that the Heroes only have to defeat him once, instead of twice!

The Vile Curse

At the beginning of every turn in the Sewers, before the Hero Phase, Malaphyas will cast a vile curse. You must roll the white action die: For the rest of your turn, your Hero **cannot** use *any* dice or symbols that match the result of Malaphyas' Curse roll. For example, if you rolled a 🛡, you cannot use any dice, abilities, or Treasure Cards that give you 🛡—you can't use them for defense and can't combine them into the sword-and-shield fighting combo!

ALLIANCE GAME RULES

The Guilds of Arcadia have been worried about Malaphyas and his plans for the Masmorra for some time, but the aspiring heroes they sent have not yet put an end to him. And now that nasty wizard has commenced some kind of unspeakable ritual that is certain to spell doom for the city! Or at least, seriously disrupt the plans the Guilds have worked so hard to implement...

Now, for the first time since the Golden Age, in an unexpected turn of events, a truce has passed among the Guilds which will allow heroes to band together for the greater good.

That is, until Malaphyas is gone. After that, well... we'll cross that bridge when we get there...

Working Together

When you're playing the Alliance Game, the dungeoneers either win or lose as a team! Each Hero has been entrusted with one part of an artifact that can counter Malaphyas' ritual, and all of the pieces must be used together. The Heroes must delve all the way down to Level 3 of the dungeon and defeat Malaphyas before he manages to complete his unspeakable ritual—and without any of the Heroes dying along the way.

Each player still controls their own Hero figure as they venture through the dungeon. But now there is a time pressure on the group to find and defeat Malaphyas—they must defeat his *second* form before **the end of Turn 21** in order to win the game and save the day! (The white plastic Time token is used to keep track of how many turns have passed.)



Table talk in the Alliance Game is not only allowed but encouraged! You don't have to hide your cards, intentions, or plans. You must band together if you're going to defy the evil sorcerer!

Solo Play: *You can also play Masmorra solo if you want, by using the Alliance Game rules. Pick a Hero to play (or a group, if you wish), and see if you can beat the wizard.*

All of the rules from the Standard Game and the Epic Game are used when playing the Alliance Game, except for these changes:

Setting Up the Dungeon

Before the game begins, separate the Stairs to the Second Level room and the Stairs to the Third Level room before you shuffle the tiles and form stacks. Then, take the top 10 small tiles from the Level 1 stack, put the Stairs to the Second Level on the top of the rest of the stack, then place those 10 tiles back on top. Finally, take the top 6 small tiles from the Level 2 stack, place the Stairs to the Third Level on top of the rest of the stack, then place those 6 tiles back on top. In this way, the Stairs to the Second Level will be the 11th tile in its stack and the Stairs to the Third Level will be the 7th in its stack.

Return the normal Treasure cards to the box—they are not used in the Alliance Game. Use the Alliance Treasure cards instead. All of the normal rules for Treasure cards also apply to the Alliance Treasure cards, except that in the Alliance Mode, the players start with no Treasure Cards in hand.

Shuffle the Evil cards and place them in a face down draw pile. Place the Time token on the "1" space of the Experience Track.



The Game Turn

In the Alliance Game, your Hero Phase has an additional step, which takes place right at the beginning:

1. Draw an Evil Card
2. Roll the Action Dice
3. Take Actions
4. Collect Bounties

There are also some changes to the Dungeon Master Phase.

Evil Cards



Evil cards represent Malaphyas' growing power in the dungeon. Each player must draw and immediately play one Evil card as the first step of their Hero Phase each turn. The effects of the card lasts until the end of the Hero Phase.

Evil cards do all sorts of fun things (did I say fun? Sorry, I mean terrible things...). Follow the instructions on the card and then discard it.

The Dungeon Master Phase

Instead of spending 2 Move Points for the monsters during your Dungeon Master Phase, you must move **all** monsters one room towards the nearest Hero. Monster limits in the rooms and movement rules still apply as normal. If there is a tie for the closest Hero, the players decide as a group which Hero the monster will move towards.

At the end of your Dungeon Master Phase, advance the Turn token **one space** up the Experience Track to show that a turn has passed.

Healing Elixirs

When playing the Alliance Game, the Heroes must work together and protect each other from harm. Heroes may spend to heal themselves as normal, or to heal Wounds on any other Hero that is in the same room.

Alliance Treasure Cards



Since the Heroes are working together in the Alliance Game, the regular Treasure cards would not be very helpful (after all, most of them involve hampering the efforts of the other Heroes). Instead, the Alliance Treasure cards are used. These cards can be used to help other Heroes, instead of harming them.

Like regular Treasure cards, the Alliance Treasure cards each have an orange ability that can be used at any time and a purple ability that you can only use during your own turn. Many of these cards have similar effects for both abilities, but the purple version will be slightly stronger. You'll have to decide if you should play your cards out of turn to help your friends, or wait until your turn to use the stronger version!

The Unspeakable Ritual

Nobody really knows what the result will be if Malaphyas completes his ritual, but it's a safe bet that it won't be pleasant!

If the players have not defeated Malaphyas in his second form (the red side) before the end of Turn 21, he completes his ritual—all of the players (and the city of Arcadia) lose!

If any Hero dies (i.e., runs out of Life Points), a piece of the artifact will be lost—even if the Hero is killed by Malaphyas' Payback during the attack that kills the evil wizard! Since it will then be impossible to stop the Unspeakable Ritual, all of the players lose!

Playing Hint: *This means that, when playing the Alliance Game, the Heroes of Masmorra have to band together to protect each other and efficiently explore the dungeon.*

Adjusting the Difficulty Level

Finding it too easy to stop Malaphyas? You can adjust the difficulty level of the Alliance Game by starting with the Stairs rooms lower in the tile stacks at the beginning of the game—which means you'll have to cover more ground before reaching the wizard's lair. 10 tiles for Level 1 and 6 tiles for Level 2 is the "standard difficulty". How much further can you and your group of Heroes push and still be victorious?!

Note that there is no need to adjust the difficulty for different numbers of players. The game lasts exactly 21 turns, regardless of the number of Heroes. Having more Heroes means that each player will have fewer turns, but more Heroes will help you explore the dungeon faster and makes it more likely that you'll be able to get healing when you need it.

The Ultimate Victory

If the Heroes are able to completely defeat Malaphyas, they are victorious! The Masmorra is made safe for would-be Heroes everywhere. At least until Malaphyas returns...





Credits

Game Designers: Daniel Alves, Eurico Cunha, Patrick Matheus

Additional Game Design & Development: Guilherme Goulart, Fel Barros

Producers: Guilherme Goulart, Carolina Negrão, Thiago Aranha, Sergio Roma

Illustrator: Andrea Cofrancesco, Nicolas Fructus

Sculptor: Benjamin Maillet

Writer: Eric Kelley

Graphic Design: Luis Francisco Baroni Coutinho, Júlia Ferrari, Peter Wocken Design LLC, Mathieu Harlaut

Rules: William Niebling

Publisher: David Preti

Playtesters: Bruno Malhado, Carlos Sampaio, Estela Camargo, Fernando Celso Jr., Flavio Furquim, Guilherme Garcia Vares, Juliana Picolo, Kadu Araujo, Leonardo Kume, Lucas Martini, Rafael Sales, Ricardo Almeida

SPAGHETTI WESTERN GAMES

COOL MINI OR NOT

For more information, visit:
www.CMON.com

© 2016 CMON Productions Limited. No part of this product may be reproduced without specific permission. Masmorra: Dungeons of Arcadia, Arcadia Quest and Spaghetti Western Games are trademarks of CMON Productions Limited. CoolMiniOrNot and the CoolMiniOrNot logo are registered trademarks of CMON Productions Limited. All rights reserved. Actual components may vary from those shown. Made in China.

RULES SUMMARY

PLAYER TURN

Hero Phase:

1. Roll Action Dice: May Reroll any dice once

2. Take Actions:

Remember: You must fight all monsters in the room before taking other actions.

Use an Ability by paying or docking dice and/or symbols and possibly paying gold.

Take a Room Action by docking the required dice.

Take a Step by spending a for 2 Move Points. Spend Move Points to explore or move into an adjacent room.

Fight a Monster.

Drink Elixir: Spend to recover a Wound.

Use Magic: Spend to change 1 die to any face.

Free Step Token: At any point during the turn, a Hero may flip his Free Step token to generate a (even before rolling dice).

3. Collect Bounties: Take 1 gold for each unspent die left.

Dungeon Master Phase:

1. Move Monsters: Spend up to 2 Move Points to move monster dice into other rooms.



2. Spawn Monsters: Roll and add monster dice to any empty rooms that have a spawn symbol.

Monster Limits: Small rooms can only hold 3 minor monsters. Medium/large rooms can only hold 4 minor monsters. Major monsters count as 2 minor monsters.

To defeat a monster, Hero must inflict damage equal to or greater than monster's Defense Value.

Purge Undead: may be used as ranged attacks against undead monsters.

Attack Spells: may be used as ranged attacks against vulnerable monsters.

Payback: If monster is attacked in melee or not killed by a ranged attack, it inflicts wounds on the Hero equal to its Payback. These wounds can be prevented by spending .

If the Hero is victorious, he gains the XP shown on the monster die and 1 Treasure Card. Heroes over 7 XP receive 1 XP less from minor monsters.

TRAPS

Traps are placed immediately when they are revealed, adjacent to the newly explored room (if possible—otherwise anywhere on that dungeon level).

Traps are triggered when placed and when any Hero enters or leaves an adjacent room, inflicting 1 Wound on **all Heroes** in all adjacent rooms (exception: Teleport).

Traps can be disarmed by docking the dice shown. 1st level traps award 2 XP, 2nd level traps grant 3 XP.

LIMITS

6 Gold



6 Treasure Cards



BOSSES

Must be defeated twice: Enter play blue side up. Flip them when defeated the first time. Remove from game when defeated a second time. Award Treasure Cards and XP each time they are defeated. Count as major monsters toward the room's monster limit.

SETUP

1. Prepare Tile Stacks: Sort by size and dungeon level
2. Place Starting Room tile
3. Shuffle Treasure Cards
4. Deal 2 Treasure Cards to each player
5. Choose Heroes
6. Set Experience Markers to "0"
7. Enter the Dungeon