

Tiny Epic® Dungeons

Adventurers' Manual

GAMELYN GAMES

Scan for an instructional video, additional rules clarifications, and to learn more about the characters in *Tiny Epic Dungeons*!

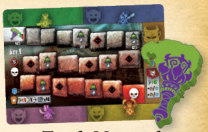
Components



8 Hero Miniatures



8 Hero Mats



1 Torch Mat and Torch Marker



28 Dungeon Cards



26 Loot Cards



14 Spell Cards



6 Goblin Cards



8 Minion Cards



6 Boss Mats



4 Goblin Tokens



8 Minion Tokens



1 Boss Token



3 Hero Dice and 1 Enemy Die



12 Health and Focus Markers



7 Disarm Markers



5 Altar Markers

Prologue

The Goblin's Coast is under siege by an evil that lurks in the nearby hills. A heroes' call is sent out for a party of adventurers to cleanse the region of corruption. Delve deep into the dungeon to clear the catacombs of vile minions, evade magical traps, and defeat the evil's source. But time is of the essence! Your heroes must move quickly through the ever-dimming corridors and complete their quest before the darkness consumes them... and envelops the world completely!

Tiny Epic Dungeons is a cooperative game split into two acts. In both acts, your heroes struggle against the waning torchlight as it decreases each turn. When the torch goes out, the heroes are forever lost in the darkness. In *Act 1*, explore the dungeon, fight enemies, and evade traps in your quest to find the boss's lair. In *Act 2*, engage in an epic battle against the boss. Can you brave the dungeon and overcome the boss's fury?

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Game Setup

Start by setting up the **Dungeon Deck**: Separate the **Entrance** (), **Rooms** (), **Encounters** (), and **Lair Door** () Cards, and shuffle each deck. Then:



A. Draw cards from the **Room deck** based on hero count: 2 heroes: 9 cards, 3 heroes: 7 cards, 4 heroes: 5 cards (**Deck A**).

B. Draw **1 card** per Hero from the **Encounter deck** and 3 cards per hero from the Room deck, shuffling them together without revealing them (**Deck B**). *For example, for 4 heroes, draw 4 cards from the Encounter deck and 12 cards from the Room deck.*

C. Draw **3 cards** from the **Room deck** and shuffle them with the **Lair Door Card**, forming a deck of 4 cards. (**Deck C**)

D. **Stack the 3 decks** facedown: Deck C on bottom, B in the middle, and A on top. Place this combined Dungeon Deck on the table.

E. Return all unused Room and Encounter cards to the box.

F. Place the **Entrance Card** faceup in the center of the table.

G. Draw **4 cards** from the top of the Dungeon Deck, placing them facedown on all 4 sides of the Entrance. *Note: there should be enough space for a 7x7 grid of cards centered on the Entrance called 'the grid.'*

H. Place **1 Altar Marker** onto its matching symbol on the Entrance Card.

I. Set aside **additional Altar Markers** equal to the number of heroes (return any unused markers to the box).



J. Place the **Torch Mat** on the table outside of the grid, **Act 1** side up. Leave space around the mat to place cards into the Goblin () and Minion () slots.

K. Place the **Torch Marker** on the space at the top of the mat's track with the number that matches the number of heroes. *For example, in a 4-hero game place it on the '4' space.*

L. Shuffle the **Goblin** and **Minion Cards**, forming 2 separate facedown decks near the Torch Mat.

M. Place the **4 Goblin Tokens** next to their matching numbers on the Torch Mat.

N. Place **Enemy Health Markers** equal to the number of heroes near the Minion Deck (return any unused markers to the box).

O. Shuffle the **Boss Mats**, draw one without revealing it, and place it **Act 1** side up, outside the grid (return unused mats to the box without revealing them).

P. Place the **Boss Token** next to that Boss Mat.

Q. Shuffle the **Loot Cards** and **Spell Cards**, forming 2 separate facedown decks outside of the grid. *Note: there should be an area next to each deck for a row of cards to be placed that won't overlap the grid.*

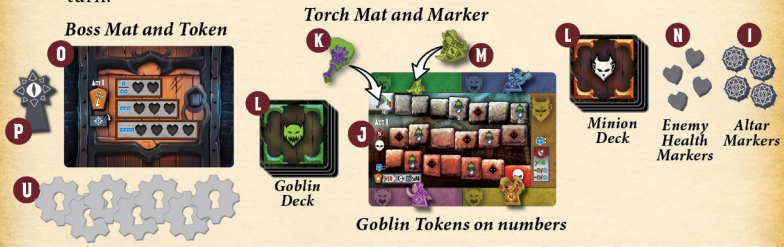
R. Give each player a **Hero Mat**: Players may choose a specific hero, be randomly dealt one, or be dealt several and choose one (returning all unused to the box).

S. Each player places their hero's **Miniature** onto the Entrance Card.

T. Each player takes **1 Health Marker** (❤) and **1 Focus Marker** (⚡), placing them onto their tracks on their Hero Mat at the highest-numbered spaces.

U. Place the **7 Disarm Markers** in reach of all players.

V. Give the **3 Hero Dice** and **1 Enemy Die** to the youngest player to take the first turn.







Winning and Losing Conditions

The game consists of two Acts, with players taking turns in clockwise order. Players win by defeating the Boss in *Act 2*, or lose if one of these **three situations** occurs:

1. A fifth Goblin must be placed but four Goblins are already in the dungeon (pg 8).
2. The torch reaches the skull (💀) at the end of its track (pg 15).
3. The dungeon cannot be explored any further (no open corridors) and the Lair Door Card (pg 17) has not been revealed.

Hero Attributes

Health tracks the damage a hero suffers in the dungeon. If you go below 1 Health (❤), then your Health Marker is placed on the **zero** space on the track and your hero falls **unconscious** (pg 13).

Focus is used to perform special actions with your hero, loot, or rooms in the dungeon, or to adjust a die roll. If you go below 1 Focus (⚡), then your Focus Marker is placed on the **zero** space on the track. There is no negative effect, but it limits your abilities until you get more.

Speed is the maximum number of dungeon rooms you may move into on your turn (see next page).

Defense is the amount of damage you can negate from an enemy Counter-Attack (pg 12).



Strength, **Agility**, and **Intellect** are **Skills** used for Skill Checks (pg 9). Your proficiency with each is indicated by the number of cubes shown next to it, representing how many dice you roll for a check. You may never have more than 3 dice for any Skill, or less than 1 (loot and spells cannot provide a 4th die to any check).

On Your Turn

On your turn, your hero may perform any or all of the following actions in any order (however, none are mandatory):

- **Move** (see next page)
- **Perform One Heroic Action** (pg 9)
- **Perform Any Number of Free Actions** (pg 14)

At the end of your turn (even if you do nothing), the torch **must move down one space** on its track, resolving any effect on the space on which the torch lands (pg 15). Then it is the next clockwise player's turn.



Move



Your **Speed** ( ) determines how far you may move. You spend **1** each time you move into a room. **Pathways** are formed when two corridors on Dungeon Cards connect. Movement is always along a corridor unless you use a portal, and heroes may either move into and explore new dungeon rooms or move into already revealed dungeon rooms. Performing a Heroic Action will end your movement. **Free Actions** (pg 14) may be performed at any time during your turn, including during movement (performing a Free Action does not end movement).

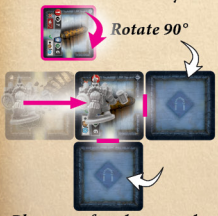
Additional Movement Rules:

- **Enemies in a Room:** When moving into a room with an enemy, you cannot move any farther this turn. Heroes cannot 'pass through' enemies unless they have the ***Stealth*** ability (, see the *Icon Refence* on the back cover).
- **Heroes in a Room:** Heroes in no way affect the movement of other heroes. In fact, any number of heroes **and** enemies can be in a room at the same time.
- **Trap ( ):** If a trap has not been disarmed, the hero must *Check for Danger* (see next page). If it has been disarmed, heroes ignore its negative effect and do not need to perform a Skill Check.
- **Portal ( ):** Heroes may perform a Free Action (pg 14) to spend 2 and teleport to **any revealed Dungeon Card**. This may come **during** your movement (since it is a Free Action), and you may continue moving from your destination, so long as you have the available remaining. You cannot teleport out of a room if enemies would prevent you from moving out of it. A portal may be used to teleport to the Lair Door Card **but not** onto the Boss Mat itself.

Revealing New Dungeon Rooms



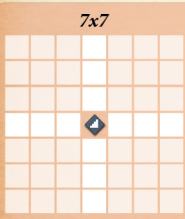
If there is a facedown Dungeon Card next to your room, on your turn when you move you may spend **1** **to flip** that card and move into it. After flipping the card, it may be **rotated** 90 degrees as many times as you want, as long as a pathway is created between the new room and the room you started in.



Place new facedown cards on open corridors.

After flipping, check if there are any **open corridors** on the new room that lead to an empty space on the grid. If so, draw and **place new facedown cards** from the Dungeon Deck to connect to all open corridors. These are future rooms that can be revealed. If there are no cards left in the deck then ignore this step. Then you ***must*** **move into the new room**, and *Check for Danger* (see next page).

Note: Skills with a icon negate the requirement that you move into the room after revealing it (pg 14).



Dungeon Size Limit

The dungeon may not extend further than 3 cards from the dungeon's Entrance in any direction. This effectively creates a 7x7 grid that will contain the dungeon with the Entrance being the center of that grid. No card can be placed outside of these limits. If there are no open corridors available and the Lair Door Card has not been revealed, **the heroes lose the game.**

Check for Danger

Certain rooms have icons that represent encounters or traps that must be resolved immediately when a hero first enters it:



Goblin Encounter: (**A**) **Take 1 damage** (only if you are in the room) and your movement ends for the turn. (**B**) Draw a card from the top of the Goblin Deck, placing it faceup in the lowest unoccupied slot on the Torch Mat. (**C**) Place the Goblin token that matches the card's slot in the newly revealed room. If there are no cards left in the deck, shuffle the discarded cards to create a new deck. **If all 4 slots are full and a *fifth* Goblin must be placed, the game ends and you lose!**





Minion Encounter: (**A**) **Take 2 damage** (only if you are in the room) and your movement ends for the turn. (**B**) Draw a card from the top of the Minion Deck, placing it faceup to the right of the Torch Mat and any other Minion Cards currently active. (**C**) Place an Enemy Health Marker on the highest-numbered space on the card's track. (**D**) Place the Minion's token on the newly revealed Encounter Card.



Trap (each time a hero enters this room): You must attempt to evade by immediately performing the trap's Skill Check listed on the *left side* of the card (see next page). If your check is successful, there is no effect. If you fail, trigger the trap and take the amount of damage shown in the ✕'s box. After resolving the Skill Check (regardless of the outcome) you may continue your movement or attempt a *Disarm a Trap* action (pg 10).

Exploring Further

After revealing a new dungeon room, you may continue to move and possibly explore additional dungeon rooms until you run out of Speed (2) or you have an enemy encounter.



Perform One Heroic Action

On your turn, you may perform one Heroic Action, noted by an icon in a blue plaque ( ). Most require performing a Skill Check, by rolling the Hero Dice.

Skill Checks

Anytime a Skill icon is pointing to a number, a Skill Check must be performed to attempt that action. To succeed, your result must meet or exceed the number shown on the check. *For example, to successfully Search this room on the right, it requires a Intellect Check of 5.* The green check ( ) shows what the outcome will be if you are successful, while the red X ( ) shows what will happen if you fail. There is no fail effect if there is no listed. After succeeding, if the 's box has a cost (such as Focus for a spell), you **must** be able to pay it to gain the box's effect. If you cannot, then there is no effect.





Cost of 4



The Skill required for the check determines how many Hero Dice you roll (as listed on your Hero Mat). You can **never** roll more than 3 Hero Dice (even if abilities grant more) and always roll at least one die, if negative effects cause your Skill amount to be zero or a negative number.

After rolling, **select a single die** to use as the result for determining success or failure. The Hero Dice have faces numbered 1-6, with 1 and 2 having a 'plus' ( ). These two lowest die results may be used to modify the result die, increasing the check's final result. A ' die' may also be used as the result die, with its basic value of 1 or 2.



Gain 3

Faces '1-4' also have icons below their numbers. After rolling a **successful** Skill Check, any **unused dice** for the check's result may be used to increase your Focus. Each symbol shown on the dice not used will increase Focus by 1 on your track. Focus from unused dice can only be added to your total and used **after** you have completed a successful Skill Check.

In this Skill Check example, you roll a 4, a 3, and a +1. You use the '4' as your result die, and the +1 makes your result ***5, which means the check succeeds.*** *Therefore you may discover a Spell Card and gain 2 as a reward. Because the check was successful, after resolving the roll you may also gain 1 from the unused 3 die.*





Face '6' on a Hero Die, has a icon rather than a icon. After resolving a check, **gain 1 Health** for each unused 6 die.

Modifying a Skill



Skills may be boosted or reduced by modifiers. Add or subtract these modifiers when totaling the result for a Skill Check. *In the first example on the left, during Melee Attacks you get +1 to your Strength Checks. The second example shows a -1 on your Strength Checks.*

Types of Heroic Actions:

Rest: All heroes can Rest; when you Rest, immediately **gain 3** ❤ **and 5** ⚡ (moving both markers up on your mat's tracks). If your hero is unconscious at the start of your turn, you **must** perform a Rest Action, after which you may move and then your turn is over (see Unconscious Hero, pg 13).



Rest and gain 3 ❤ *and 5* ⚡

Search a Room: Some of the rooms have a special feature in them, such as a chest to open, a lever to pull, or a witch's brew in need of tasting. While in that room you may Search, usually by performing a Skill Check or paying a cost. Sometimes failing a check (✗) results in a Goblin Encounter (👹) or other negative effects. You cannot perform a Search if there are enemies in your room unless there is at least one other conscious hero present.



? There are many icons throughout the game; see the *Icon Reference* on the back cover of this manual for a key to all of them.

Disarm a Trap: After you have performed the trap's evasion Skill Check (on the left side of the Dungeon Card), you may attempt to Disarm it by resolving the check on the right side. You cannot perform a Disarm if there are enemies in the room unless there is at least one other conscious hero present.



In this example, you must succeed with an Agility Check of 6 to disarm this Trap.

✓ **If successful:** Place a **Disarm Marker** on this Dungeon Card. Heroes entering this room **ignore** the evasion Skill Check for the rest of the game. As a reward, you **discover 1 Loot or Spell** (pg 16). Once disarmed, a trap can't be disarmed again.

✗ **If failed:** No effect.

Cast a Spell: Spells deal damage, heal, and grant special abilities to heroes. To Cast a Spell, the target(s) of the spell (there may be more than one) must be within its listed range (see next page). You must perform the Skill Check listed for the spell, **meeting or exceeding its number**. If the check is successful, any Focus from unused dice is **gained immediately** and can be used to perform the spell's effect (✓). Focus from unused dice is gained **before** the spell's effect is resolved, not after. There are additional rules for performing **Spell Attacks** on the next page.



In this example, you must succeed with an ***Intellect Check of 7****, and the target must be in a pathway no more than 2 rooms away. If successful you must* ***spend 6*** ⚡ *to deal* ***4 damage*** *to the target.*

Attack: These Heroic Actions are found on your hero's loot, spells, and equipment and can be used to perform attack actions against enemies. There are three types of attacks:

Melee Attacks must target an enemy in the **same room** ( ).

Missile Attacks must target an enemy that is in another room (not in the same room) in **line-of-sight** ( ) of the hero, within its listed range (see below).

Spell Attacks target an enemy (or enemies) within the listed range of the spell (see below). **Spell Damage also ignores the enemy's Defense, dealing direct damage.**

When performing any Attack where the target is in **line-of-sight** (can see you through a corridor) or is in the same room as you, you **must** also **roll the Enemy Die** in addition to your Skill Check roll, in case the enemy is able to Counter-Attack (see next page).



Melee and Missile attacks require Skill Checks against the enemy's Defense ( ). The weapon you use determines which Skill is needed. Typically, Strength is used for Melee and Agility for Missile, but some weapons test different Skills. *In this example, you use a Hammer to perform a Melee Attack with a Strength Check, which in this case grants 3 dice (plus the Enemy Die).*





To deal damage to an enemy, the check's result ***must* be higher than the enemy's** , which can be found on its card. Also note that some Minions have bonus Defense against certain types of attacks. *For instance, the Minotaur has 4 , with +2 against Melee Attacks, totaling* **6** **.**

If successful (higher than): Deal damage to the enemy equal to the difference between the result's total (with all modifiers) and the enemy's Defense. *For instance, your Skill Check result is 8 and the Minotaur's Defense is 6* **: *8 minus 6 equals 2 total damage*** *to the Minotaur.* When dealing damage, check to see if this kills the enemy (pg 13).



If failed (lower than or meets): No damage is dealt to the enemy.



In either case, if the enemy is still alive and in the same room or in line-of-sight of you, it now Counter-Attacks (see next page).

Range

For any attack or spell, the attacker must be within range of the target:



Same Room: Target must be in the same room as the attacker.

Line-of-Sight: Target must be in a straight line through pathways and must be within the listed number of rooms away. **Target cannot be in the same room.**

Any Path: Target must be within the listed number of rooms, following a pathway, or in the same room as you.

All Heroes/Enemies: Targets all heroes or enemies within the listed range of rooms, following pathways from the attacker. May be in the same room.

Note: Heroes and enemies *do not* block or obstruct any form of attack.

Enemy Counter-Attack

If the enemy you attacked is still alive and is in the same room or in line-of-sight of you after the attack, then that enemy Counter-Attacks. Use the result on the **Enemy Die** that you rolled during the Skill Check:



Faces '2-5': The enemy attacks with this number plus the **enemy modifier** listed on the enemy's card (see below). *For instance, the Minotaur rolls a '5' and gets '+3' because you performed a Melee Attack.*





Shield Match: The die face equals your Defense, including all of your Defense modifiers. In short, it deals damage equal to the enemy modifier. *For the Minotaur against a Melee Attack, it deals 3 damage.*



Torch: This is considered a miss for the enemy. You do not take any damage, but the torch moves 1 space down on the Torch Mat (pg 15).

Enemy Modifiers

Listed on each enemy's card are modifiers that add to the Enemy Die based on the type of attack the hero uses:

For all **Goblins** against any attack, the modifier is **the number of Goblins** currently in the dungeon. *For instance, if 2 Goblins are in the dungeon each one has a +2 modifier.*



Minions each have different modifiers for Melee Attacks and Missile/Spell Attacks.



Bosses have a modifier for each type, as well as other special effects (pg 20).





Hero Taking Damage

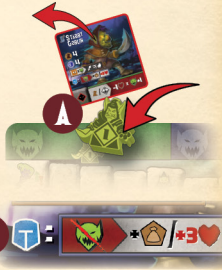
After totaling the result for the Counter-Attack, check if the hero takes damage. Compare the enemy's total to the hero's Defense (including all modifiers). If the enemy's total is higher, subtract the hero's Defense from the enemy's attack and deal that much damage to the hero. *For example, your Defense is 4 and you spend 2 to use the ability 'Stone Stance,' granting +2 for Melee Counter-Attacks, totaling 6 . The Minotaur's total attack is 8 (5 die + 3 modifier):* ***8 minus 6 equals 2 damage*** *to you.*



Note about Spell Attacks: If the hero is not in line-of-sight with the enemy, the enemy **does not Counter-Attack**. However, if multiple enemies are targeted with a single attack and can then Counter-Attack, only one of those enemies Counter-Attacks — you choose which.

Damage and Kill Enemies

If an enemy is reduced to zero Health, it is killed and cannot perform a Counter-Attack (so ignore the Enemy Die result):



A **Goblin** has only 1 Health, so if it is dealt 1 or more damage it is killed. (**A**) Return its token to its number on the Torch Mat and discard its card to the Goblin Discard Pile. (**B**) For killing it, you may gain the reward listed on the Goblin Card: taking loot is always optional (pg 16), but the reward may offer a spell, or Health/Focus, or some other benefit. If there is a '/' between two icons, you choose which to take ('or'). If there is a '+' you may take both ('and'). *For instance, this Goblin's reward is a loot or gaining 3 Health.*

A **Minion** tracks its Health on its card. Damaging it moves its Health Marker down; taking it to zero or below kills it. (**A**) Remove its token and Minion Card, returning both to the game box. (**B**) Place its Health Marker on the Boss Mat, onto one of the 'hearts' in the section matching the hero count. *The party is one step closer to opening the door* (pg 17). (**C**) As a reward (listed on the Torch Mat), you may take 1 loot or 1 spell **twice** (pg 16), and (**D**) you also **move the torch up** on the Torch Mat six spaces (pg 15), but not past its original starting space.



A **Boss** has special rules for how it takes damage and how its multiple markers move down its Health track (pg 19).

Unconscious Hero



If your Health is reduced to zero or below, then you have fallen unconscious and your turn ends. Immediately place your Health Marker on the **zero** space on your track and lay your miniature on its side in its current room to show this.

On your next turn you ***must* perform a Rest Action** (pg 10) to become conscious and stand your miniature up. After you Rest, you may move and then your turn is over. You ***cannot* perform Free Actions** if you started your turn unconscious.



Other heroes may perform healing spells or abilities to heal an unconscious hero; **this immediately makes you conscious!**

Perform Free Actions

During your turn, you may perform any Free Action at any time. These actions are indicated by orange plaques ( ). They can be performed in between movement, before or after your Heroic Action, or before or after dice are rolled. **You can only perform Free Actions on your turn.** Some notable Free Actions are:

Modify a Hero Die by 1: This is listed on each Hero Mat. During any Skill Check, spend 2 to change the die face result of a single Hero Die (not the Enemy Die) by 1. You can do this as many times as you have to spend. *For example, you can change a 3 to a +2.* This **cannot** change a die face above 6, below 1, or go from 6 to 1 or from 1 to 6.





Enter the Boss's Lair: Listed on the Lair Door Card. Once the heroes have killed enough Minions, they will be able to enter the Lair and attempt to defeat the Boss. Though it's a Free Action, the hero still needs to spend 1 to move from the Lair Door Card to the Boss Mat's Entrance space (pg 17).

Reveal Adjacent Unexplored Rooms: This is listed on the Act 1 side of the Torch Mat. Move the **torch down one space** on the Torch Mat (see next page) to reveal all unexplored rooms immediately adjacent to your current room. If this reveals any Goblin/Minion Encounters, those tokens and cards are added to their respective rooms, but the hero does not lose Health. *For example, an ideal time to use this is when you are looking for a minion and cannot afford to lose Health by exploring to find it.*





Research: Listed in a Hand slot ( ) for most spellcasting Heroes. Spend 4 to either discover a new spell, drawing it from the Spell Deck, or to take a faceup spell from the Spell Discard Row (pg 16). If Research is covered up by a Hand Loot Card, then the hero cannot use this ability.

Increasing Modifiers/Stats: Listed in the abilities on some Hero Mats and on some loot and spells. These Free Actions allow the hero to gain additional modifiers to Skill Check results or an increase to a stat like Speed or Defense. Usually, these cost Focus but can sometimes cost Health.





Trigger Abilities: Though these are not marked with orange plaques, some abilities are only accessible when you are performing a specific Heroic Action. These are shown with the action's blue plaque following ':' (a colon). *For example, this ability allows you to spend 3 to modify any Skill Check result +2 when you're performing either a Melee or Missile Attack.*

Act I: Torch Mat



The torch represents your fight against the darkness. If the torch ever reaches the final skull space on the track, **you lose and the game is over**. Some effects can move the torch back up the track, but not past the start space for your hero count. When moving down (but not up), the torch landing on (or passing) certain spots triggers these immediate actions:

Add a Goblin to the Entrance: Place the lowest-numbered Goblin Token from the Torch Mat onto the **Entrance Card**. Then draw a Goblin Card, revealing it and adding it to its corresponding slot on the Torch Mat. ***If this is the fifth Goblin currently in the dungeon, then you lose and the game is over.***

Trigger Enemy Actions: All enemies in the dungeon perform the actions listed on their cards **in order**, attacking **ALL heroes** within range (unconscious heroes are unaffected). **Note: Heroes' Defense or abilities do not block damage.**



1.) Goblins (in order from 1 to 4): Resolve the actions listed on the bottom of each Goblin Card. Note if the Goblin moves or attacks ***or*** if the Goblin moves ***and*** attacks (see below). *This Goblin moves or attacks, and since it is currently in a Hero's room it deals (total Goblins +1) damage. Since there are 2 Goblins in the dungeon, it* ***deals 3 damage (2+1)****.*



2.) Minions (in order from left to right)/The Boss: Resolve the actions listed on the bottoms of the Minion Cards (in Act 1), or the Boss performs its action (in Act 2). Minions/Bosses move ***and*** attack (see below). *This Minotaur moves into the room of the closest hero. It then* ***deals 3 damage*** *to each hero in the room.*

Move *or* Attack: First check if there are heroes within range for each Goblin to attack. If so, the Goblin will immediately attack and will not move. If not, the Goblin will immediately move (see below) and will not attack.

Move *and* Attack: First check if the nearest conscious hero to the enemy is in its room. If so, the enemy will immediately attack and will not move. If not, the enemy will move (see below) and then attack.

Enemy Movement



When enemies move, they target the closest conscious hero, and then move their Speed ( ) following the **shortest** pathway. If multiple heroes can be targeted, the active player chooses which hero is targeted. If there are no conscious heroes, enemies do not move. Enemies move through rooms up to their Speed, stopping in the first room with a conscious hero. *For example, the Minotaur moves up to 5 rooms to attack.* It is unaffected by Traps and other enemies, but it cannot walk through walls. If there are multiple shortest pathways the enemy can take to reach a target, the active player chooses which.

Discover Loot and Spells



To defeat strong enemies, you will need more powerful loot and spells. You can find these items in the dungeon by searching rooms, disarming traps, and defeating enemies. Loot is found in three forms: **Hand** (), **Garb** (), and **Trinket** (). All **Spells** () are of the same form.



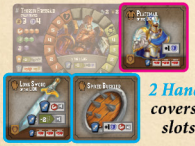
Discover a Loot/Spell Card: Getting the 'full-color' icon of **Loot** () or **Spells** () means that you may draw a card from the top of the respective deck. Alternatively, you may instead pick up a faceup card from the appropriate row(s) if you wish (see below). When drawing a new card, you may choose to keep it or to discard it to its appropriate discard row (see below).



Pick Up a Discarded Card: Getting a gray Loot/Spell icon with a green arrow means that you can pick up a card from the appropriate discard row. Loot and Spell Cards are placed into these rows when discarded (see below). This gray icon does not allow you to draw a new Loot or Spell Card from its deck.

Equip Loot and Spells

Loot and Spells can only be equipped (placing the card on or around your Hero Mat) when you are resolving a 'discover' effect (/) or a 'pick up' effect (/). On the other hand, you can always discard a card from your mat as a **Free Action** on your turn, placing it into its appropriate discard row. You cannot give a card directly to another hero. Equipping loot will cover one of the starting items or abilities listed on the bottom of the Hero mat; discarding that loot allows that item/ability underneath to be available for use again. Note that there are limits to how many Loot and Spell Cards you can have on your Hero Mat at one time:



1 Garb limit

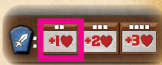
2 Hand limit which covers up the hand slots on the mat





2 Spell and 2 Trinket limit

Sets of Legendary Items



Some loot are parts of Legendary Sets that have been separated, and reuniting them unlocks their full power. An animal icon is noted at the bottom of each item in a set along with the bonus effect they grant when multiple items in the set are equipped together. There is no set bonus for having only one item of a set, but having even two unlocks the first level of effect. Each extra piece increases the bonus. *For example, having 2 items in the Lion set heals yourself +1 each time you make a Melee Attack.* Equipping all four set items unlocks the highest bonus. *With the complete Lion set: heal +3 for each Melee Attack.*



Enter the Boss's Lair



Once the Lair Door Card is revealed and all Minions have been defeated (1 per hero in the game) then the door is unlocked and the heroes can enter and fight the Boss. When any hero performs the '***Enter the Boss's Lair***' **Free Action** at the Lair Door Card:









1. Immediately flip the **Boss Mat** to its Act 2 side, revealing the secret Boss. Stack all Health Markers (one from each Minion) on the '8' space of the track (this represents a Boss's great Health).
2. Place the **Boss Token** on the Boss Mat (this shows its current location is in the Lair).
3. Flip the **Torch Mat** to its Act 2 side, placing the torch at the highest space at the top of the track based on the number of heroes. This is the side that is used for the rest of the game. Make sure that any Goblin Cards and tokens on the mat are aligned with their previous side's positions.
4. Place an **Altar Marker** on the symbol of each Minion Encounter Card in the dungeon.

The heroes are now engaged in *The Final Battle* (see next page).

Solo Play

Tiny Epic Dungeons can be played solo. You must use at least two heroes, tracking each one's stats, loot/spells, and location in the dungeon separately. However, you can also control three or four heroes! Regardless of how many players are participating, the number of heroes used is the player count.

Credits

Designer: Scott Almes

Illustrators: Ian Rosenthaler, Nikoletta Vaszi

Graphic Designer: Benjamin Shulman

Game Developers: Michael Coe, Sam Aho

3D Designer: Chad Hoverter

Editors: David Ladyman, Dylan Phillips

Honorary Producers: Stephen B. Eckman, Robert Corbett, Nathan P. Butler, Brian Kirchhoff, Steven Langan, Randy Martin, Ruben Diaz, David Williams, Bradley Zadrozny, Rolf Schäfer, Aaron Price, Raphael Martinez, Rigo A Contreras, Sean Tallerday, Ramon van Hal, Brannon & Maddox Moore, Josh Blick, Nikolai, Kristin, Mark and Hobbes and North Texas RPG Con.

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The Final Battle

The time has come to meet your destiny and face the Boss. In Act 2, your goal is to reduce all of the Boss's Health Markers to zero. However, damaging the Boss with weapons and spells will not be enough—the heroes must draw the Boss out from its lair to various altars in the dungeon in order to dispel the wards that protect it. But work quickly and be on your guard because these Bosses hit hard!

Using the Boss Mat

You must spend **1** on your turn to enter the Boss Mat from the Lair Door Card. The Boss Mat is considered one large room! All forms of attack and range are allowed: all heroes and enemies are both in the **same room** ( ) and in **line-of-sight** ( ) of each other. The room has **six Hero Spaces** marked with Hero icons ( ). These are where you can stand to make attacks against the Boss. The space with black arrows is the '**entrance**,' and when you enter you must move onto this space first.



Entrance Space

- You can use any remaining movement after entering to move to adjacent Hero Spaces, as if they are rooms with connecting pathways linking them.
- Some spaces are marked with **modifiers** (see next page) or **additional effects** (see below) that affect actions that you perform. Keep note of them when choosing a space.
- You can move past other heroes on spaces, but you cannot share the same space once movement is complete for a turn. If a hero has only **1** remaining to move onto the Boss Mat from the Lair Door Card, but a hero is already on the entrance space, then that hero cannot move to the Boss Mat.
- You can also leave the Boss Mat by moving through the entrance space and back to the Lair Door Card, and continue your turn.



Additional effects: these include +/- / or + or + . These effects only trigger when a hero ***ends*** their movement on one of these spaces. It does ***not*** trigger if a hero ***starts*** their turn on the space.

Goblins on the Boss Mat

Goblins continue to appear in the dungeon and move/attack like normal. Goblins can also enter the Boss's lair, if that is where the nearest hero to the Goblin is. Goblins are placed in the center of the mat and can be attacked by you (and can attack you). They target all Heroes in the Lair with their Enemy Action and can be attacked by a Hero in the Lair (you choose when attacking to target the Boss or a Goblin.

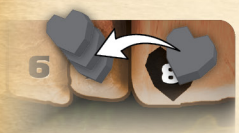


Attack the Boss





While on the Boss Mat, heroes must be standing on **Hero Spaces** to attack the Boss, where all attacks of any sort are considered in range. Certain spaces apply modifiers. *In the top example to the right, the hero suffers a -1 die to Skill Checks, and in the bottom the hero's Agility roll is modified by +2.* When the Boss is in the Dungeon and not on the Boss Mat, heroes can attack it as if it were any other enemy (see below). Roll a Skill Check comparing the Hero's attack to the Boss's (listed on its mat), but also note the Boss's Counter-Attack (pg 20).



You may choose to move 3 different Health markers 1 space instead of 1 marker 3 spaces.

Damage on the Boss's Health Track

The Boss's Health Track operates differently than Minions' or Heroes' tracks do. It has multiple markers (one for each Minion), each of which is moved independently, and the goal is to get all Health markers to zero. When applying damage, one marker can be moved the full amount of damage, or the damage can be spread across multiple markers. *For example, dealing 3 damage could be applied to one marker, split up between two, or even split between three!*

Health markers *cannot* move onto or past a track space marked with an Altar icon unless there is an Altar Marker placed there (see below). The Boss absorbs any damage, including partial damage, to reach that threshold, but is not hurt by any remaining damage that would match or pass an uncovered Altar space.



Move the Boss onto Altars

The Boss has wards protecting it from damage, called **Altars** ( ). To dispel them, the heroes must **force the Boss to move to Altars** in the dungeon. As soon as the Boss Token enters a room with an Altar Marker, remove it from the card and place it on the highest uncovered space on the Boss's track. Health Markers are no longer stopped at this point on the track; they can move onto or past it when more damage is dealt.



- If there are no heroes on the Boss Mat and the Boss performs an Enemy Action, its token moves to the Lair Door Card and then toward the nearest conscious hero in the dungeon.



- You may spend **2** on your turn to use the *Taunt the Boss* Free Action (listed on the Torch Mat's Act 2 side) to move the Boss up to its toward you. Follow normal movement rules through pathways for enemies (pg 15), but you are the Boss's target (it will ignore every other hero except for you). This action can be used multiple times as long as you have to spend.



Boss Counter-Attack



When you attack the Boss, it nearly always will be able to Counter-Attack. Note that on the Boss Mat are different Enemy Die modifiers for each type of attack. Sometimes a modifier may show 'lose Focus' or 'lose Health'; this effect happens **after** the hero resolves their attack. *For example, your hero **loses 2 after they Cast a Spell**.* There is also a special instance for the Torch die result when used by the Boss:

Boss's Torch: In addition to moving the torch down one on the track, it triggers the effect listed on the Boss Mat. If moving the torch also causes an Enemy Action ( ) then resolve the Torch die's effect first (see below).



For this Boss, when a Torch is rolled, all heroes within 1 room are dealt 2 damage.

Act 2: Torch Mat

The torch still moves down the track at the end of heroes' turns or if the 'torch' is rolled for a Counter-Attack. When the torch lands on or passes an Enemy Action while moving down the track, the Boss makes the attack listed on its mat after the Goblins have resolved their attacks. **If the torch reaches the skull space at the bottom of the track, then the heroes lose the game.**



On an Enemy Action, the Boss moves and then deals 2 damage to all heroes within 4 range of the Boss.

Additional Rules About the Lair

You may perform the Heroic Actions **Attack**, **Cast a Spell**, or **Rest** while on the Boss Mat, following all normal rules (pg 9-11).

- If you move the Boss back to the Boss Mat, in order to attack the Boss you **must** move from the Lair Door Card to the Boss mat.
- If all the heroes are on the Boss Mat, any Goblins in the dungeon will move toward the Boss Mat and can enter it.
- Any attack the Boss (or any Goblin on the Boss Mat) uses while in the Lair only affects heroes on the Boss Mat, and vice versa (this is a big advantage to keeping the Boss in its lair!). *For example, when the Boss is in its Lair, an attack that damages all heroes ( ) only affects heroes on the Boss Mat, and not heroes in the dungeon, including on the Lair Door Card.*
- While a Boss is in its Lair, heroes outside **cannot** use Missile or Spell Attacks against it. All your attacks **must** be done while on the Boss Mat. Nor can you Cast Spells from outside to affect any heroes currently on the Boss Mat.
- If you are unconscious while on the Boss Mat at the beginning of your turn, **you *must* Rest** (see Unconscious Hero, pg 13).

Icon Reference

Attributes

- Health
- Focus
- Defense
- Speed

Equipment

- Hand (2 max)
- Garb (1 max)
- Trinket (2 max)
- Spell (2 max)

Skills

- Strength
- Agility
- Intellect
- Any Skill

Dice

Skill Check

Hero Dice

Skill used for this check

Heroic Action — 3 — Roll to meet or beat

Success / Failure

Heroic Actions

Any Action- Perform any Heroic Action of your choice

Rest- Gain Health and Focus (must perform if unconscious)

Search a Room- Perform a room's ability if there are no Enemies in it or with at least one other Hero in it

Disarm a Trap- Perform a Skill Check to place a Disarm Marker on the Trap and gain 1 Loot or 1 Spell

Cast a Spell- Perform a Skill Check to Cast a Spell, making sure to pay the required Focus cost

Melee Attack- Perform a Melee Attack on an Enemy in your room

Missile Attack- Perform a Missile Attack on an Enemy within range of you

Perform a One-Time Action-Perform one additional Heroic Action (cannot be used multiple times in a single turn)

Free Actions

Free Action- Can be performed anytime on your turn

Enter Boss's Lair Free Action- After killing all Minions, enter the Boss's Lair

Abilities & Modifiers

Gain **Defense/Speed**

Lose **Defense/Speed**

Gain **Health/Focus**

Roll 1 more/1 fewer **Hero Die** (cannot exceed 3 or go below 1)

Change a **Die Face** by 1 (cannot go higher than 6 or lower than 1)

During a Skill Check: **adds/subtracts** from result

Reroll 1 Hero Die during a Melee Attack and use the new die result

Portal- Teleport to any revealed Dungeon Card

Move a target enemy X number of rooms away

Move with **Stealth**: may move unaffected through rooms with enemies

A Goblin/Minion is **killed** (the Hero who killed the enemy receives a reward)

Dungeon & Torch Mat

- Room
- Entrance
- Minion Encounter
- Lair Door

Move the **Torch** up or down

Reveal a facedown Dungeon Card

Add a new **Goblin** to the **Entrance**

The game is over and **Heroes lose**

Trigger an **immediate evasion Skill Check** when entering the room

Add a Goblin/Minion to the **active Hero's room**. If a room is revealed with this icon add it to the new room

Discover a new **Loot/Spell** Card (draw from deck or from the Discard Row)

Pick up a **Loot/Spell** Card (from the Discard Row)

Movement & Range

Move a number of rooms up to your Speed value following pathways

Range- Number of rooms away a target can be

Effects apply to:

- One Hero
- All Heroes
- One Enemy
- Goblins
- Minions
- The Boss

Effects apply to the targeted **Hero/Enemy**

Same Room- Target is in the same room

Line-of-Sight- Target must be in a straight pathway (not same room)

Any Path- Target is connected with a pathway (can be same room)

All Heroes/Enemies- Target all within the listed range

Enemy/Trap Effects

Enemy Die

Shield Match: The value of this die face matches the Hero's total Defense

Torch: Move the Torch down 1 space (the enemy deals no damage)

During a Counter-Attack: Adds to **Enemy Die** resut

Lose **Health/Focus**

Trigger all **Enemy Actions** on enemy cards in play

Enemy Gains **Health**

A Loot/Spell that the Hero has equipped **must be discarded** to its appropriate row

The Boss moves to the **Boss's Lair**