

Dungeonation

Introduction

It is a time of legendary heroes and desperate villains, mythical creatures, and rare powerful treasures. The Empire is ruled by a greedy and fearful king. The riches he has exploited from his lands grow ever larger and his need to protect his assets ever more difficult. The king has put out notice to all wizards to build a maze in which he can hide his riches. Into these dark places he will send his kingdom's greatest heroes on missions designed to test the wizards' creations. Will your dungeon stand up to the challenge?

What's this all about then

Dungeonation is a game of dungeon construction and hero bashing. This is not a game of complex underground battle simulations. As a break from heavier gaming I put these rules together as a way to have light monster romping fun. The ideas in these rules are not entirely of my own creation. In particular I would point out that this game is inspired by the incredibly fun dungeon skirmish game called Dungeon Crawl that was created by Steven Daggs. And is available for free at the following link: <http://home.epix.net/~caver/dungeoncrawl.pdf>

Like Steven's game, this is a work in progress and all creative contribution is appreciated.

Rolling the Dice

Dungeonation is played with polyhedron dice, and any player familiar with RPG games will know how they are used. Polyhedron dice have multiple sides from four to twelve (twenty sided dice are not used in Dungeonation). These dice are listed in the rules as D4, D6, D8, D10, and D12 respectively. Players are sometimes asked to roll more than one of these dice and this

number will always be listed just before the die type. As an example: 3D6 would mean that you roll three six sided dice.

Defining units

All figures in Dungeonation are defined by a set of characteristics, which dictate their effectiveness in the game and the higher the number, the better.. These characteristics are:

Attack Value (AV): Represents the character's melee combat prowess.

Defense Value (DV): Represents the character's ability to defend itself against attacks either through armor, skill, speed, or size.

Movement Value (MV): This is how many spaces the figure can move while walking.

Combat Dice (CD): This is the die that this figure rolls during combat.

Wounds: When a figure's wounds are reduced to zero he is removed as a casualty.

Magic Resistance: Some characters have the ability to resist magic attacks. A character's

magic resistance (MR) is cumulative so an Elvin Mage has a MR of 4/10. When a unit that has a MR rating is attacked by magic, roll a D10, if you roll equal or less than the MR then ignore the effects of the magic attack.

Skills: Some characters have skills, such as disarming traps, increased movement, or casting spells. These will be noted with a short description. More information about other skills can be found in the section called "skills".

Building a Party of Heroes

So you're going to need a party of adventurers to ransack your opponent's dungeon and this is how you get started.

Party Roster

Print off a copy of the party roster found at the back of these rules. There are spaces for five heroes. You get five heroes to start but you may get a mission to escort a merchant and so you may be playing with six heroes on occasion. Fill in the details of each party member in the spaces provided. Your five Heroes are:

Fighter- Basher - Good for down and dirty hand to hand "HTH" combat. AKA "A Brick"

- Double Melee Attack: Fighters who do not move during their turn may make two HTH attacks.

Cleric- Medic - Combat EMT – keep him alive, and he will keep everyone else up and kicking. Clerics have the Heal power and may turn undead.

- Turn undead: When you use an action to turn undead, simply roll an attack against all undead creatures on the same tile as the cleric with an AV4 CD-D8. Roll separately for each target.

- Heal: The cleric may spend his action to heal wounded party members. All friendly figures adjacent to the cleric regain one lost wound. If a figure died this turn then it will return to life with one wound. If the Cleric uses heal to heal himself, then he may not heal others on the same turn as described above.

Mage- Old guy with a staff who meddles in the arcane powers with explosive results – AKA "Artillery" Mages are naturally resistant to Magic and have a magic resistance of 3/10. Mages may cast any one of three spells during their turn:

- Lightning Bolt: Range-8 AV 5, CD D8 Causes 2 wounds.
- Fireball: Range-6, AV 4, CD-D8, Affects a 2x2 area
- Shield. Target adds +2 to his DV value. The spell lasts until the shielded character is wounded.

Thief- Sneak - Neutralizes traps and opens locks, poor at HTH, but has effective "Backstab" attack. Thieves may not be targeted by non-magical ranged weapons. Thieves can pick locks and have a chance of detecting traps and disarming them before they are sprung.

- Detect Traps: If a trap card is played on any friendly figure within 8 spaces and LOS of the thief, the thief has a chance to detect and neutralize the threat. Each trap has a difficulty rating, to detect and neutralize a trap; the thief needs to roll equal to or greater than the traps difficulty rating on a D6.
- Backstab: Whenever the thief attacks a monster that is adjacent to another hero, the thief doubles his AV. The thief may not be adjacent to any

other enemies when making this attack.

Archer- A shooter who avoids HTH, but has excellent ranged attack.(AV 4, CD D8, Rng 8)

- Double Ranged Attack: Archers may shoot twice on any turn in which they do not move. This skill may not be used if the Archer has any enemies adjacent to him.

The hero player gets one character of each class. The class determines a character's Attack, Defense, and Wound values.

Class	AV	DV	WND
Fighter	5	4	4
Cleric	4	4	3
Mage	2	1	3
Thief	3	2	3
Archer	2	2	3

The hero player may also choose a race for each character. Race determines the Move value and Combat Dice, and Magic Resistance of each hero.

Race	CD	MV	MR
Human	D8	5	-
Elf	D6	5*	1/10
Dwarf	D8	4	1/10
Halfling	D6	4**	2/10

* Elves are fleet of foot and may move diagonally

** Halflings may move through enemy figures without stopping and do not receive parting attacks when leaving HTH combat

Setting Up

Before the players actually begin play, they must first set up the table and prepare their forces. One player must always be the evil power or Dark Keeper who controls the

underground labyrinth, while the other player will control the heroes, intent on infiltrating the labyrinth's dark domain.

Building a Dungeon

Dungeonation is played on a set of tiles that depict an underground labyrinth. Each 6"X6" tile has a movement grid printed on it with one inch squares. Some tiles will depict nothing more than small rooms and passages; others will have more elaborate locations such as torture chambers and monster lairs.

When the Dark Keeper Player first starts out his dungeon tiles will consist of just nine simple tiles. Five of these tiles are necessary and must be part of your starting dungeon, the other four may be chosen from the basic rooms list and the corresponding cards added to your dungeon deck. As his power grows, and his evil plots draw more denizens to his dark halls, the Dark Keeper will be able to use points to purchase more tiles to expand his dark domain. In this way, the Dark Keeper's realm may grow to be as large as 16 tiles formed into four rows of four tiles each. If the Dark Keeper's dungeon grows larger than 16 tiles then he will have to dig deeper into the earth. Some tiles will not be available until other tiles are already purchased and these will be explained in the section on "between game tasks".

The 5 beginning tiles are:

- 1 Entry Chamber
- 1 Boss Lair
- 1Sanctuary
- 2 Passage Tiles

Placing Tiles

It is up to the evil Dark Keeper player to set up the tiles. When first starting out, the Dark Keeper will only have nine tiles. One of these will always be the entrance chamber. The tiles must be placed in three rows of three tiles each, to form a square. All tiles are

randomly placed face down except the entrance tile which is placed face up on one of the corners, and positioned with the stairs facing that outer corner.

Prepare the Adventure Card Decks

There are two decks of cards in Dungeonation. One deck is the Search Deck and is only used by the Hero player. The other deck is the Dungeon Deck and is only used by the Dark Keeper Player.

The Search Deck

The search deck is used by the Hero player. As the heroes move through the dungeon they may use an action to search rooms (more about actions later). When a hero searches a room he draws a card from the top of the search deck. Some cards have special events listed on them, but most have useful treasure that may help the heroes in their adventure. Place the Search Deck somewhere near the Hero player.

The Dungeon Deck

Before the game, the Dark Keeper Player must build a custom Dungeon deck according to the Dungeon tiles he controls. The Dungeon Deck contains summons, traps, buffs, and other nasty surprises that the Dark Keeper uses to prevent the Heroes from accomplishing their mission. Certain cards are only available if their corresponding Dungeon Tiles are part of the Dark Keeper's dungeon, and are available even if their prerequisite tile is not currently visible. Any card that has such prerequisites will have these restrictions noted on the card itself. For the first game, the Dark Keeper will use only the cards that have the word "Basic". Basic cards are always available to the Dark Keeper and represent generic dungeon hazards, traps and denizens. Between games the Dark Keeper may use imps to upgrade Boss character. When starting out the Dark Keeper only has the ogre as his boss. At the start of the game, place the Dungeon Deck near the Dark

Keeper Player and draw five cards. While using the deck if the "Shuffle card is drawn then immediately shuffle all discarded Dungeon Deck cards back into the dungeon deck.

Pick a Mission

The next thing the players will do is determine which mission will be played. The Dark Keeper Player should roll a dice and consult the following list of scenarios. Each of the six missions has instructions that may have an effect on setup, so it is important to make any changes necessary.

- 1- Assassinate The heroes must find the Boss Lair and defeat the Dark Keeper's main Boss Character. The Dark Keeper starts the game with his Boss character in hand as part of his five beginning cards. The Dark Keeper may spawn his Character during the game as usual if so desired. If the Heroes find the Boss Lair before the Dark Keeper's character has been encountered then he will be there placed in the space that depicts his throne. For this mission only, when the Boss is summoned in his lair, he costs no Imps to summon.
- 2- Escort a Merchant The heroes must escort a merchant (use the merchant card) through the dungeon to deliver some rare gems to an employer. The heroes start in one corner of the dungeon and the entrance chamber is placed in the opposite corner to be used as an exit. The heroes win if the merchant makes it off the opposite corner.
- 3- Open an Ancient Portal The Dark Keeper secretly places a Portal token under one tile and a magic crystal token under another. The Heroes must find the Magic Crystal and then take it to the room with the Magic Portal and spend an action to open it.
- 4- Steal an Ancient Relic The heroes must find the Boss lair and steal all the contents from the chest. The Heroes win if they can carry the item out of the

- dungeon through the entrance chamber.
- 5- Slay the Desecrators The heroes must locate the Sanctuary and destroy the creatures that are desecrating it. When the heroes find the sanctuary the Dark Keeper will deploy any one card from his hand anywhere on the sanctuary tile at no cost. This unit must be destroyed to win.
 - 6- Clear Out the Dungeon The heroes are attempting to map out the Dungeon. The heroes must visit all accessible tiles and make it back out of the dungeon to win.

Deploy your Forces

Once the Mission is determined, the Hero player places his party on the stairs in the entrance chamber, or wherever the mission states. Some missions require you to set up elsewhere and these will be noted in the mission description. The Hero player always takes the first turn and begins by moving one of his miniatures off of the stairs and onto the entrance tile. The players alternate turns throughout the entire game, with no need to roll for initiative.

Taking a Turn

During his turn, a player may activate each of his characters once. When a character is activated it may:

- 1- Move and take one action or:
- 2- Take one action and then move

A player may also play certain cards during his turn as well, and these will be covered later. Once a player has played any cards he wishes to play, and has activated all of his characters that may activate, the other player then takes his turn. Play continues in this manner until a player has either completed his mission or cannot complete it for some reason. The Hero's turn is slightly different than the Dark Keeper's turn and this is explained below.

Generating Imps

During the Hero player's turn certain actions that the heroes perform will generate Imps. Imps are kept by the Dark Keeper and used to summon monsters and spring traps. In fact, all the nastiness that the Dark Keeper inflicts on the hapless Heroes is purchased, so-to-speak, using Imps.

The Hero's Turn

During the Hero's turn the hero player may activate each of his character's, one at a time, moving and performing any action with it before moving to the next character. Sometimes, the Dark Keeper Player will be able to play certain cards during the Hero's turn. These cards will have instructions for their use, printed on them.

Movement

Figures move as many spaces as their movement value. Unless they have a special skill, figures may not move diagonally. Figures may move through a space occupied by friendly figures as long as there is an empty space to move to. Figures may not move through spaces occupied by enemy figures, locked doors, walls, pillars, etc. Figures may be placed on top of items such as beds, tables, chairs, sarcophagi, or any other low item that a person would normally be able to easily hop up on. Hopping up on a feature ends the figures movement.

While the Hero player is moving his figures, the Dark Keeper Player may collect 1 Imp each time a Hero opens or closes a door, or turns over an unexplored tile, searches a room, or opens a treasure chest, or casts a spell.

Moving out of combat

Whenever a character moves out of any space that is adjacent (not diagonally) to an enemy model, then he risks being attacked. The enemy model immediately takes one attack against the moving character. If the

moving character survives, he may continue moving as normal. Halflings are immune to this attack.

Exploring new Tiles

When a Hero's movement brings it to the entrance of an unexplored tile, then he may choose to turn over the new tile to reveal what it is. The Hero player may orient the tile in any way that he wishes as long as the placement allows free movement from the tile he just moved off of. Any passages or doors that lead off the outside edges of the dungeon or lead to a wall of another previously explored tile, are considered to be dead ends. Any door space that butts up against another is considered just one door. If a door space ends up against a solid wall it is considered to be a false door and does not allow passage between the tiles. If LOS is established, any unrevealed dungeon cards that were resting on the new tile are revealed and appropriate models placed on the tile in any way that the Dark Keeper chooses that is legal. Each time a new tile is turned over, the Dark Keeper Player may collect another Imp. Once the new tile is set up and cards drawn the Hero player may continue his turn and even finish moving the character that caused the new tile to be turned.

Actions

In addition to moving, a Hero character may perform any one of the following actions.

- 1- Open or close a Door or Chest*
- 2- Attack in Hand to Hand
- 3- Attack with a Ranged Weapon
- 4- Cast a Spell*
- 5- Search a Room*
- 6- Bash a Door*
- 7- Dig Through a Cave-in*
- 8- Pick a Lock*
- 9- Run 1D6 Additional Spaces

*Some of the listed actions, when conducted will, allow the Dark Keeper to add an Imp to

his collection, and these are noted with an (*).

1-Open a Door- A character may spend his action to open or close a door if he is in a space adjacent to it. Once opened, a door will remain that way until an action is spent to close it. Using an action to open or close a door, allows the Dark Keeper Player to collect another Imp. If the door leads to an unexplored tile the hero player may turn the tile over for free without the Dark Keeper getting an additional Imp.

2-Attack in Hand to Hand Combat-If the character is adjacent to an enemy Character (not diagonal), then he may make a melee attack. The attacking player rolls the figure's combat die (CD), and adds this result to his Attack Value (AV), this is your attack score. Now the defender rolls his combat die, and adds his Defense Value (DV) to his result. Compare the attacker's score to that of the defender. If the attacker's score is higher than the defender's score then the defender receives one wound. If this reduces the defending character to zero wounds then it is removed from play as a casualty.

3-Attack With Ranged Weapon- Some figures have the ability to attack from a distance. To conduct a ranged attack, the attacking figure must be within range and be able to see the target. The attacking player uses the AV and CD listed with the figure's ranged attack, and conducts the attack using the same procedure as a HTH attack. The total of the ranged attack's AV and the result of the CD is the attack score. Now the defender rolls his CD, and adds the result to his DV. If the defender is standing in cover behind any object that could block the attack, then he adds +1 to his result. Compare the attacker's score to that of the defender. If the attacker's score is higher than the defender's score, the defender receives one wound. If this reduces the defending character to zero wounds then it is removed from play as a casualty.

4-Cast a Spell: Mage spells and Cleric powers may be used instead of a normal attack. The use of each spell is listed in the skill descriptions for each character. Any time a spell is used the Dark Keeper may add an Imp to his collection.

6-Search a Room- If a hero is in a room that has not been previously searched, and is not a passageway, he may use an action to search. The player announces that he is searching, and draws the top card from the search deck. Any time a character uses an action to search, the Dark Keeper Player may add an Imp to his collection.

7-Bash a Door- If a character is adjacent to a locked door; he may attempt to destroy the door by attacking it. The bashing player rolls his CD, and adds his AV, while the other player rolls a D8 and adds the lock difficulty number for the door. If the Basher's score is higher than the door, it is removed and is considered destroyed. For every bash attempt, the Dark Keeper may add one Imp to his collection.

8-Dig Through a Cave-In- If a character is adjacent to a cave-in, he may spend his action to remove one space worth of cave-in rubble. For every action spent digging through a cave-in, the Dark Keeper may add one Imp to his collection.

10-Pick a Lock- If a character has the Pick Lock skill he may spend an action to unlock a locked door or chest. The character rolls a D6 and must roll equal to or higher than the lock's difficulty number listed on the "locked" card. Once the lock is successfully picked, any hero may open the door or chest as normal. Failing to pick a lock allows the Dark Keeper to add one Imp to his collection.

11-Run 1D6 Additional Spaces- A character may use his action to run an additional 1D6 spaces. Dwarves roll a D4 instead of a D6.

The Dark Keeper's Turn

Once all the heroes have moved and taken an action, it is time for the Dark Keeper to take his turn. The very first thing the Dark Keeper does at the beginning of his turn is draw 1 free Imp. The Dark Keeper uses Imps to summon creatures and move them through the dungeon. Any cards stating that they may be played by the Dark Keeper during his turn can be played, as long as the Dark Keeper has the Imps to pay the cost listed on the card. Sometimes the Hero player may have cards that will be used during the Dark Keeper's turn, and these will be noted on the cards themselves. At the end of the Dark Keeper's turn the Dark Keeper player draws enough cards from the Dungeon deck to bring his hand back up to 5 cards.

Summon Monsters

If the Dark Keeper has any monster cards, he may play these at the beginning of his turn. Each monster card has a number in the lower right corner that is the amount of Imps that the Dark Keeper must spend to summon the creatures on the card. Some cards also require a treasure in addition to Imps and this will be noted on the card. If a treasure is called for simply draw the top card from the search deck and place the card face down under the monster card. When the monster is defeated give this card to the hero player. The Dark Keeper may place any summoned monster cards face down on any unexplored tile that doesn't already have a monster card on it. Only the Dark Keeper will know what creatures the card represents. Summoned monster cards may also be played on any Spawn point located on any explored tile that does not have Heroes on it. In this case, the card is revealed and the monsters are placed as close to the spawn point as possible. At the time of summoning the Dark Keeper may add any applicable buff cards as well. Some buff cards work on groups, while others work on individual characters. The Dark Keeper places the buff card sideways under the card that it affects. Monsters may not do anything on the turn in which they are summoned.



Dark Keeper's Movement

Figures controlled by the Dark Keeper may be moved as described in the movement for Heroes section above. The Dark Keeper's figures may open or close any doors, even ones that are locked (they have the key). Locked doors that are opened this way are now considered unlocked. Unrevealed monster cards may be moved one adjacent (not diagonal) tile that doesn't already have any cards on it, for the cost of 1 Imp. If a movement by an unrevealed Spawn card brings it to an explored tile, the Spawn card is turned over and the monsters placed as close to the edge of the tile they entered from as possible.

Dark Keeper's Actions

In addition to movement, the Dark Keeper's figures may perform any of these actions that have already been described above:

- 1-Open or Close a Door
- 2-Attack in Hand to Hand
- 3-Attack with a Ranged Weapon
- 4-Cast a Spell
- 5-Bash a Door
- 6-Remove a Cave-in
- 7-Run 1D6 Additional Spaces

Skills

Many of the monsters in Dungeonation have special skills that allow them to do some things a little differently. If a figure or group has a skill it will be listed on its card. Below is a description of each skill.

Flying = enhances units DV, unit is not bothered by obstacles which would prevent movement to a figure on foot. May move diagonally.

Insubstantial = As flying, but in addition, unit can move through walls.

Poison Attack = After rolling this units normal attack, if a wound is scored roll the poison attack listed against the same target. The target rolls defense as normal.

Death Gaze = only effective against closest target. Roll the attack listed for the gaze. If a wound is caused the target loses all wounds.

Immune = Target takes no damage from whatever type of attack it is immune to.

Thieves Attack = Whenever this unit causes a wound to a hero, remove one item from victim.

Group Attack= This monster receives one additional +1 AV bonus for every friendly monster who is also adjacent to the target figure.

Grapple= Instead of moving, Pick any Hero figure within four spaces and line of sight. Place the hero in any space adjacent to the Grappling figure.

Regenerates= At the beginning of his turn, the Dark Keeper may spend one Imp to heal one wound on this figure.

Hard to kill= When this figure is destroyed, roll a D6. If a 5 or a 6 is rolled the figure is not destroyed and continues to fight.

Missile Weapons= This unit may be armed with ranged weapons if the Dark Keeper wishes. When spawning simply place a figure that represents an archer version of the monster to gain the archer ability. Use the values given for the ranged attack when choosing to make a ranged attack.

Mighty Strike: Whenever this creature causes a wound his strike is so powerful that it causes one extra wound.

Swarm Attack: These models may attack diagonally.

Splodge Attack: Choose four squares in a straight row (or three diagonally) from the attacking creature. Any models on these squares are hit with an AV4 D8 attack with a poison attack of AV3 D6.

Webs: Any Hero adjacent to this monster is at -2 AV.

Magic Drain: No spells may be cast on the tile that this creature is on. Ranged spells originating from outside this tile may be cast into the tile.

Ending the Game

The game ends when the heroes have either completed their mission, which is considered a Hero Victory, or can no longer complete it for some reason and return to the entrance stairs, in which case we have a Dark Keeper Victory. Once the game is over the players will conduct any post-game procedures before playing the next game, and these will be described in the section called "Between Game Procedures".

Death of a Hero

Well it is bound to happen; it is a dangerous business after all. When a Hero's wounds reach zero, then he is gone for the game. If the Heroes lost the mission then next time this team of heroes goes on a mission the dead hero will be replaced by a new one of the same class. The new hero starts without any items or experience.

Between Game Procedures

Once the game is over it is important to know who the winner is.

Dark Keeper Victory: Dark Keeper may use any unused Imps to build add-ons to his dungeon. The cost of each add-on is listed in the section called "New Additions". Adding new rooms and passages to your dungeon

also allows you to add the associated cards to your dungeon deck. Once paid for in Imps, just locate the tile and add it to the stack of dungeon tiles. When you have collected a total of twelve tiles you may increase the size of your dungeon to 3 rows of 4 tiles each during set-up. When you have collected 16 tiles you get a free stairs going down tile and can start building level 2. You may have duplicates of any room tile. Some tiles require you to have already purchased other tiles, and these will be listed. Some tiles have special rules and players should familiarize themselves with how these rooms work.

Dungeon Construction

Here you will find a description of all of the rooms for your dungeon building schemes. The basic rooms and passages are free when first starting out and these will be noted.

Entry Chamber:
This is where the Heroes enter the dungeon in most missions. Place the heroes on the 6 stair spaces.



Cost: Basic

Boss Lair: This is the basic level Boss lair. This is where you put your boss monster whenever the heroes are on a mission to find him.



You can only have 1 Boss lair. At the beginning of the game your Boss is just an Ogre. Later you will be able to purchase upgrades to other kinds of Bosses.

Cost: Basic

Shrine Room: This mystical room has a magic pool in the center. Any Hero who spends an action



standing next to this pool will have one wound healed. Monsters do not get this benefit.

Cost: Basic

Halls: The basic halls have no special rules governing their use. You must choose at least three to start. You may not have any duplicates until you have at least one of each hall.

Cost: Basic for the first 2 and then 3 imps apiece



New Additions

Guard Room: This room is where the sentries get ready to make their rounds.

Prerequisites: Orc Lair, Goblin Lair.

Cards: Goblin Champion x1, Orc Champion x1.

Cost: TBD



Orc Lair: This is where the Orcs hang out when not out pillaging.

Cards: Orcs

Cost: TBD



Spider Lair: Webs cover the ceiling and walls and floor of this room.

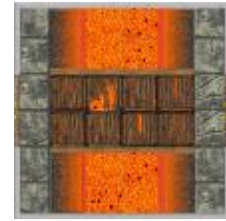
Cards: Large spiders.

Cost: TBD



Chasm: Below the rickety bridge is a river of molten lava. Any non flying figure that ends its movement on a lava space is destroyed. If a pit trap is played on a figure that is on the bridge the figure will be destroyed unless the trap is disarmed.

Cards: Flame minions,
Cost: TBD



Crypt: This crypt has two sarcophagi which may be climb upon.

Cards: Skeletons x2,

Ghost, Vampire

Cost: TBD



Goblin Lair: This is the modest dwelling of those lazy goblins:

Cards: Goblins

Cost: TBD



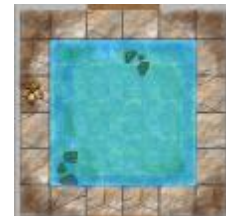
Loft Room: The stairs are the only way to get to the upper level and open the door.

Cards: Giant scorpion,
Rust monster.

Cost: TBD



Pool Room: A stagnant and murky pool is the center of this room. The water



may be entered but movement is cut in half and no magic may be cast from the pool.

Cards: Slime, Lizardmen
Cost: TBD

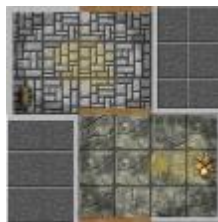
Round Room: any Hero may spend his action to rotate this room. The player decides which direction he wants to rotate it and rolls a



D6. On a 1-2 it rotates 90 degrees once in the direction chosen. On a 3-4 it rotates twice, and on a 5-6 it rotates three times. Using this rotation gives the Dark Keeper an Imp.

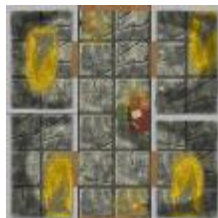
Prerequisites: 4 Halls, Gadget room
Cost: TBD

Chambers: These small rooms harbor many nasty surprises.
Prerequisite: Four halls
Cards: Ambush, Hordes



Cost: TBD

Jail: Whenever the Dark Keeper captures a Hero place the hero figure to the side or on this tile if it has already been discovered. For the rest of the game, the Dark Keeper will get one additional Imp at the beginning of his turn if any heroes are in the jail. If the game ends with heroes in the Jail, the Dark Keeper gets an additional Imp for each hero in the jail, which he may use during his between game procedures. To set a captured hero free, the party must find the Jail room and open the door that leads to the cell of the captured unit(s).



Prerequisites: Guard Room

Cards: Capture, Chaos Warriors, Locked x2 dif 4&5.

Cost: TBD

Alchemist's Lab: This is where the alchemist experiments with all kinds of chemicals.

Prerequisites: Jail
Cards: Alchemist, Zombies x2
Cost: TBD



Summoning Chamber: An evil pentagram adorns this room.

Prerequisites: Guard room, Alchemist lair
Cards: Chaos cultists, Cult leader, Demon
Cost: TBD



Gadget Room: This room is the place where all kinds of traps are manufactured.

Prerequisites: Chambers, Alchemist lair
Cards: Exploding trap, Arrow trap, Death Ray trap

Cost: TBD



MushRoom: This strange room has all kinds of fungal growth. No heal spells may be cast in this room but Healing potions may be used. At the beginning of each hero turn roll a D12 for each hero one at a time. On a result of one that hero takes one wound. If a hero is reduced to zero wounds while on this tile he may not be revived.

Prerequisites: Goblin lair, Orc lair Guard room
Cards: Goblin Shaman, Orc Shaman,
Cost: TBD



Bridge Room: This room has a bridge that spans an area between two doors. If



creatures enter by the lower section they cannot gain access to the upper section unless they can fly. Figures on one level may not attack figures on the other level unless using ranged attacks. Figures on the upper section may not gain access to the lower section unless they have a rope or can fly.

Prerequisites: Loft, chambers

Cards: Dark Elf Sniper

Cost: TBD

Platform Room: There is a raised area in the middle of this room. The only access is by flying or using the stairs. Figures on one level may not attack figures on the other level unless using ranged attacks.

Prerequisites: Bridge Room

Cards: Basilisk

Cost: TBD



Catwalk: There is a rickety wooden catwalk that skirts this room. If a pit trap is played on a Hero while on the catwalk the hero will die if the trap is not disarmed.

Prerequisites: Chasm

Cards: Gargoyles

Cost: TBD



Stone Bridge: This bridge is carved out of the living stone. If a pit trap is played on a Hero while on the catwalk the hero will die if the trap is not disarmed.

Prerequisites: Chasm, Pool

Cards: Gorgon

Cost: TBD



Stairs Down: There are stairs leading down to the next level. If the Dark Keeper's dungeon totals 16 or more tiles he receives a free Stairs Down tile so



that he may start a second level. When the heroes discover the stairs they may choose to descend. Once all heroes reach the stair spaces remove them from the board and set them aside. Remove all of the tiles that are in play even the ones that were not explored. Now place the entrance tile face up on the table and place the remaining tiles in the dungeon stack face down in a way so that each tile placed touches as many other tiles as possible. In other words you may not place a tile touching just one other tile if there is a way to place it that would allow it to touch two others.

Once the tiles are placed, put the heroes on the stairwell spaces and continue play

Prerequisites: 16 tiles

Cost: Free

Boss Lairs

Below is a list of the boss lair upgrades. The Dark Keeper replaces his old Boss with the new Boss whenever he chooses to upgrade. The bosses go in the order listed and a Dark Keeper may only upgrade one level between each game.

Giant Snake Lair:

Cost : 2

Boss: Giant Snake



Manticore Lair:

Cost: 2

Boss: Manticore



Iron Golem Lair:

Cost: 2

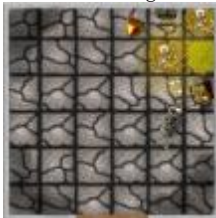
Boss: Iron Golem



Fire Giant Lair:
Cost: 3
Boss: Fire Giant



Dragon Lair:
Cost: 3
Boss: Dragon



Eye Fiend Lair:
Cost: 4
Boss: Eye Fiend

