

DUNGEON CRAWLER™



COMPLETE

REVISED ECG RULES 2021



- EXPANDABLE CARD GAME -
SOLITAIRE, CO-OPERATIVE, COMPETITIVE, MULTI-PLAYER

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DUNGEON CRAWLER™ ECG

ECG stands for “Expandible Card Game”. Dungeon Crawler™ is set against a fantasy backdrop of magic and monsters.

You play as a small group of heroes that will set out in to the world to stake their claim by pitting themselves against various quests.

Expand your collection to customize your decks. As your collection grows it will provide the best equipment for your adventurers, and raise the challenges within the dungeons.

The game was designed as a solitaire experience, with ability to play the game co-operatively, or expanded to play competitively with head-to-head (one player vs another), or multi-player.

The design of Dungeon Crawler™ allows you to add expansion packs to bolster your player cards (Crawler), and your opposition cards (Dungeon). This lends a great deal of versatility to the game.

✧ AN ALLIANCE FORMS

Nearly a century has passed since the Black Tusk invasion ended and the eight grassland tribes united in defense against the tyrant horde. One by one the virtuous human chieftains met their fate on the battle grounds, all except for Kreadore Keldorn.

Kreadore made a declaration to the grassland people that the lands would be his daughter and those within were under his protection. The valiant chieftain Kreadore's reputation rose above the turmoil of the tribes, and the challenges for leadership ended with the defeat of the horde. The people were united under one flag, as the united tribes of Keldorna. At the center of this brilliant white flag a seven point crimson eagle is depicted as a monument of the seven heroic chieftains that gave their lives for the people. Pleased with the new King, the people were quick to take his lead and slept peacefully knowing they were protected.

But today, the kingdom is ruled by Kreadore's descendants and a new threat encroaches on the land. It is now the strength of King Maurtius Keldorn that the people turn to. He must now face the challenges that lie ahead as their southern border is terrorized by a mysterious Imperial force. These

foreign powers crossed the wastelands, passed the Ruins of Zhira to erect a great black wall at the Southern most reaches, where their march has halted. King Martius, knowing he was outnumbered, formed an Alliance with the Faerahn, the Dwarves, the nomadic Lumarii, the neighbouring Azrahdi and the local Barbarian tribes.

Was the Empire content at the edge of the Wastelands? How long would the Dread Empire lie in wait there? For three years, Keldorna rallied before they released the draft on its people and allowed them to return to their crops. Scouts still keep watch, and a standing army remains in Shadow Keep. Only time will tell, but when the Dreadlords rise again their people and their King must be ready.

King Martius has only basic knowledge of the three remaining Dread Generals sent to his border and their dark deeds done in serving the Empire. With the draft lifted, he must seek out other ways to keep these generals unsettled on his doorstep. King Martius declared "whosoever shall successfully afflict calamities for the Empire's Generals will be greatly rewarded. And, from obscurity, you rise to the challenge.

KELDORN CITY

ART BY: SERGIU ZEGRENE





TOKENS & CARD BASICS

TOKENS

Your Starter comes with 30 full colour double-sided cardstock tokens. Some additional tokens are also available with the Mines Khurgan Expansion pack.



LOCK TOKEN

Lock Tokens are used to track which Adventurers or Characters are Inactive.



POISON TOKEN

Poison Tokens are used to track special damage on Adventurers or Characters.



TIME TOKEN

Time Tokens are used to track how long some cards remain in play.



WOUND TOKEN

Wound Tokens are used to track damage on Adventurers or Characters.



SPENT TOKEN

Spent Tokens can be used to track which cards or limited abilities have been used.



1, 5, & 10 COUNTER TOKENS

These tokens can be used to track anything.



For instance, some Quests require a certain quantity of goals to be accomplished in order to achieve a victory condition.



Every token backing has one of these counters.

BASIC CARD ANATOMY

The first step we're going to take is to introduce you to the different cards. There are three different types; Adventure Cards, Crawler Cards, and Dungeon Cards. This is their basic anatomy.

ADVENTURE CARDS



QUEST



ADVENTURER

CRAWLER CARDS



EQUIPMENT



MAGIC



SKILLS



TACTICS

DUNGEON CARDS



CHARACTER



EVENT



TERRAIN



TRAP

CARD TAB

This tab is a quick reference for each card type, and even sub-types.

ACTION BLOCK

Action Blocks describe what the player can or must do with the cards.

CARD NAME



SET SYMBOL



ARTIST CREDIT

SET NUMBER & RARITIES

- COMMON (4)
- ▲ INFREQUENT (3)
- ◆ UNCOMMON (2)
- ★ RARE (1)
- ✧ PROMO (SPECIAL)

Rarities determine how many copies of each card are in a complete set.

Promos are not included as part of the sets.

FLAVOUR TEXT

CARD TYPES (ADVENTURE)

Adventure Cards (shown below), which are both selected before game play begins, are permanently in play. These include Quest cards which serve as the goals for each game, and Adventurer cards chosen for their Resources and survivability.

Their card backs are a golden color with a blue DC emblem.



RESOURCES

- EQUIPMENT 
- MAGIC 
- SKILLS 
- TACTICS 





















ALIGNMENT KEYS

- GOOD 
- NEUTRAL 
- EVIL 
- CHAOTIC 

*ALIGNMENTS ARE KEYS;
KEYS CAN TRIGGER EFFECTS, BUT
DO NOTHING ON THEIR OWN.

LIFE SCORE

CLASS KEYS

BRUTE FIGHTERS							TASK FIGHTERS
	*WARRIOR	BERSERKER	MARTIAL ARTIST	*MERCENARY	SCOUT	THIEF (EXPLORER)	
CELESTIAL INVOKERS GOOD							TERRESTRIAL INVOKERS PRIMAL
	*PRIEST	CLERIC					
CELESTIAL INVOKERS EVIL							TERRESTRIAL INVOKERS ELDRITCH
	*WARLOCK	TEMPLAR					
SPELLCASTERS SORCERY (DARK MAGIC)							
	*SORCERER (SORCERESS)	CONJURER	ENCHANTER (ENCHANTRESS)	NECROMANCER	TRANSMUTER		
SPELLCASTERS WIZARDRY (ELEMENTAL MAGIC)							
	*WIZARD	AIR ELEMENTALIST	EARTH ELEMENTALIST	FIRE ELEMENTALIST	WATER ELEMENTALIST		



CARD TYPES (CRAWLER)

Using the Resources from your Adventurers, you can put Crawler cards in to Play each Round. As Crawler cards are cleared from Play at the end of each Round, you regain your Resources, and can play more Crawler cards.

Each Resource is capped at the highest available from amongst your Active Adventurers. If your Adventurer is Locked, they are not Active.

Crawler card backs are a blue color with a golden DC emblem.



EQUIPMENT



PERMANENT & SPEND CARDS

This is a standard action block, which is used to your benefit. This one specifies "Permanent" which means it can remain in play each Round, but requires upkeep occupying the amount of Resources it took to bring it in to play (in this case 0; free).

In addition, this card also has "Spend" which means it is activated to trigger its Attributes and goes to the Grave when cards get cleared.



MAGIC



DISRUPTION CARDS, TYPE 1

The top action block can be used to your gain in Solo/Co-op play, but the action block with the red background can only be used in Competitive/Multi-Player Formats against an opponent.



SKILLS



BOOST CARDS

The top action block can be used in play to your benefit as long as you can afford to bring this card in to play and the Adventurer is Active.

In addition, if you have an Adventurer with either of the Class Key that corresponds to one of the Class Keys found in the second action block, you can choose to use that benefit instead.



TACTICS



DISRUPTION CARDS, TYPE 2

These cards have a red and white blended background with one action block. Similar to Disruption Card Type 1 they can be used against an opponent in Competitive/Multi-Player play, or they can be used in Solo/Co-op play.



CARD TYPES (DUNGEON)

Each Game Format is set by an Encounter Limit. A Standard Game has an Encounter Limit of 5, which means that each Round Dungeon cards are Drawn from the Dungeon deck and put in to Play until the 5 points are spent.

There are special rules should the value of the Draw exceed the Encounter Limit, such as; Bust, Flip, or Pull.

Dungeon card backs are a grey color with a greenish DC emblem.



CARD COST



CHARACTER

ATTRIBUTES

This list of Keywords determines what the Character can do each Round (see the Glossary).

CHARACTER SIZE KEY



EVENT

COME IN TO PLAY



This Attribute Triggers immediately when this card comes in to Play.



TERRAIN

COMBAT TRIGGER



This Attribute Triggers AFTER the RESPONSE Step, but BEFORE the Adventurer's Attack Step.



TRAP

RECURRING COMBAT TRIGGER



While in Play this Trigger occurs every Round.



ATTACK POWER, LIFE SCORE & STAMINA

The number to the left is the Attack Power, which is the score that is added together from all of the Characters for Combat.

The score on the right side is the Life Score which represents how hard it is to deliver a Wound to a Character and how many Wounds they can withstand before they go to the Grave. The Life Score is the base score for Stamina.

Attributes like Armour can add to Stamina without affecting the Life Score.



DRAFT CARDS

If the Action Block background is purple, this is a Draft card, and can be picked up during Competitive/Multi-Player Format games. It will count against your Hand Limit, but can be put in to play at a later time when your opponent is Drawing an Encounter.



TIME LIMIT CARDS

If an Action Block has Time Limit 2 (for example) on it, this means that 2 Time Tokens will be placed on this card. This card will remain in Play until all Time Tokens are removed, and will then leave play normally after that.



CHALLENGE CARDS

These cards have a Challenge to overcome right on the card. Should you win the Challenge you gain a bonus, and should you fail the Challenge you gain a detriment.

PERMANENT EFFECT



This effect links to a specified target card. Once Combat Triggers have been resolved, this effect continues as long as it has a valid target.



WALKTHROUGH, SET-UP

FIRST!

Using the cards from your Starter, gather the following cards, and place them as shown on this page.



CRAWLER DECK (23 CARDS)

1. Weakness
2. Flaming Fury
3. Take Aim
4. Brawling
5. Combat Training
6. Veteran
7. Hide Armour
8. Purge Blood
9. Dispel Magic
10. Recover Treasure
11. Moving Search
12. Defensive Training
13. Light
14. Belt Pouch
15. Staff
16. Cleave
17. Short Bow
18. Phase
19. Long Sword
20. Wood Shield
21. Teamwork
22. Fly
23. Resurrect

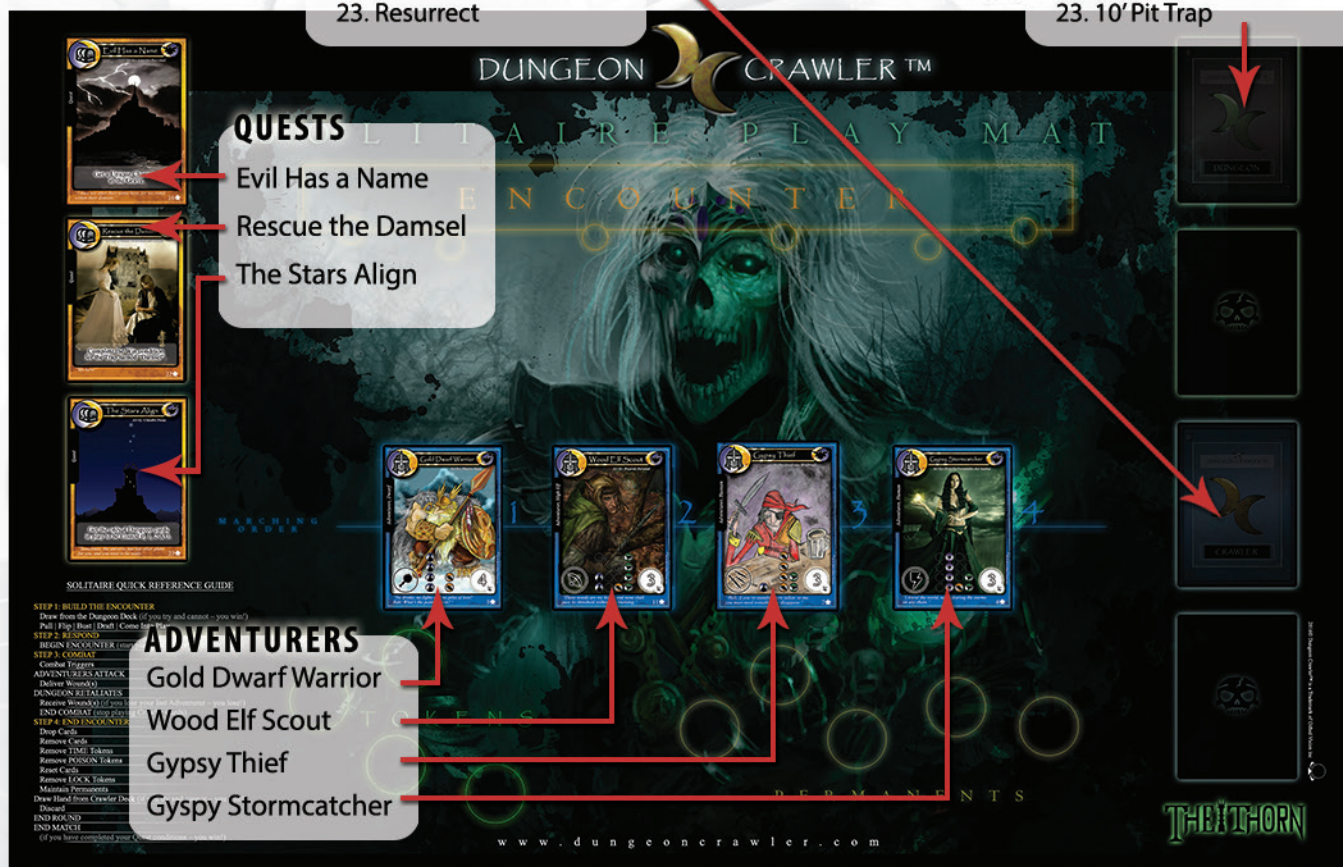


DUNGEON DECK (23 CARDS)

1. Zombie
2. Graveyard
3. Skeleton
4. Poisonous Dart Trap
5. Unlucky
6. Falling Stones
7. Ghoul
8. Mummy
9. Damsel
10. Goblin Conjurer
11. Reinforcements
12. Wild Naga
13. Shadow Elf
14. Leaf Vodyanoi
15. Goblin
16. Jungle Troglodyte
17. Young Granite Dragon
18. Greenknee, Goblin Necromancer
19. Phantom
20. Kobold
21. Troll
22. Dark Corridor
23. 10' Pit Trap

PLACEMENT...

Once your mini-decks have been built, turn them face down and place them in their respective locations.





ROUND I

This section is a step-by-step guide of the major game mechanics found in Dungeon Crawler™ ECG (Expandable Card Game) for a Standard Game. It will run through a complete example game from start to finish in 7 Rounds.

Visit us at dungeoncrawler.com for the most up to date rules and information.

How to Win: Your objective is to complete 2 out of 3 preselected Quests or to deplete the Dungeon. If you try to Draw a Dungeon card from the deck, but cannot, you have won the game.

How to Lose: Should all of your Adventurers perish in battle or should you try to Draw a Crawler card from your deck, but cannot, you have lost the game.

Now that you're done with the set up as shown on the previous page, when you Draw your first Dungeon card it should be the "Zombie" Character card.

If you followed the directions on the Walkthrough Set-Up page, you should already have all 4 Adventurers selected and placed, and all 3 Quests set up as well.

Place the four Adventurers in order from left to right in front of you, as depicted on page 7. This is their Marching Order, with the Adventurer to the furthest left being the Primary Target of combat:

Gold Dwarf Warrior
Wood Elf Scout
Gypsy Thief
Gypsy Stormcatcher

Put the Keldornan Cleric aside; you won't use it in this example.

Adventurers are picked according their stats. Typically, the Adventurer with the highest Life Score is first as this is the default Primary Target. Once an Adventurer has taken as many Wounds as it has Life Score, it will be removed from play.

If you have the Resource Trackers, you can set these up now to keep track of your top scores.

Next you are going to place your 3 Quests nearby for reference. For this demonstration we are going to use:

"Evil Has a Name" is a guaranteed Quest because there is 1 Unique Named Character in the Dungeon deck – Greenknee Goblin Necromancer.

"Rescue the Damsel" is another guarantee because we know that the trap called Damsel is within the Dungeon as well.

Lastly, you have "The Stars Align" this is a more random encounter that is dependent on particular cards in the play area at one time.

Place these 3 Quest cards off to the right side of the play area for reference during game play. Put the remaining 2 Quests aside as you will not be using them at this time. The Dungeon deck is placed above the Crawler deck to the left of the play area. The Dungeon deck contains all the Characters, Events, Terrain and Traps.

BEGIN. DRAW YOUR FIRST HAND

To begin the game, you will Draw 5 cards, this is your Hand Limit for the game. You should have the following cards in your hand now.

Draw Weakness
Draw Flaming Fury
Draw Take Aim
Draw Brawling
Draw Combat Training

ROUND 1, STEP 1. BUILD ENCOUNTER

Topics Covered in this Round: Time Limit, Poison, Attack & Defend.

To build the Encounter, draw Dungeon cards and place them face up in the play area until you get a total of 5 points in play. The value of a Dungeon card is given in the top left hand corner of the card. Except in certain circumstances described later, the total value of the cards should not exceed the default value of 5, regardless of their type (Creature, Event, Terrain or Trap).

Draw Zombie (1 point total)
Draw Graveyard (2 points total)

When Graveyard comes in to play it has something on it called "Time Limit 2." This means that you will put 2 Time Tokens on it, and it will stay in play for 2 additional Rounds.



ROUND I

Place 2 Time Tokens on Graveyard

Draw Skeleton (2 points total)

Draw Poisonous Dart Trap (4 points total)

Draw Unlucky (5 points total)

You've reached your Encounter Limit and stop drawing cards now.

ROUND 1, STEP 2. RESPOND

During the Respond phase you will evaluate the cards in your hand relative to the cards that are in play. This is also a good opportunity to play any non-stamina or power cards to prepare for combat.

We view combat as if the Adventurers are bursting into the dungeon, so you get to attack first. The first thing you have to do is determine the defensive score of the dungeon.

When evaluating the Dungeon you check for the Life Scores provided by the Dungeon cards in play. The only card in play with a Life Score greater than zero is the Zombie. Next, note the attribute called "armour" which increases the Zombie's Stamina by +1. Lastly you would check for any special attributes that may increase the encounter stamina pool. For instance, the Graveyard increases the Stamina of all undead or spirits in play; this will increase the total Dungeon Stamina by 2 (one each for the Skeleton and the Zombie). You add those all together to determine the Dungeon's defense for a total of 4. Listed below by their Life Score + Graveyard Bonus.

Zombie 1+1+1 (Armour)

Skeleton 0+1

Poisonous Dart Trap 0+0

You also check each card for special abilities that might interfere with your attack. In this case Unlucky starts your attack at a deficit of 2 Power. The Poisonous Dart Trap will trigger during retaliation with a power of 5; in addition, it will deal poison if it is successful in its attack.

Unlucky -2

Also take into consideration the total amount of attack power in the Dungeon. The total attack power in the Dungeon for this encounter is 11. Listed below by their Power score + bonuses.

Zombie 3+0

Skeleton 3+0

Poisonous Dart Trap 5+0

As a response to the analysis of the Dungeon you are going to **put Combat Training into play** for free, because it has a Cost of 0, to put the Zombie into the Dungeon Grave. This will lower the dungeon's defense and retaliation during combat. **Send the Zombie to the Dungeon grave face-up.**

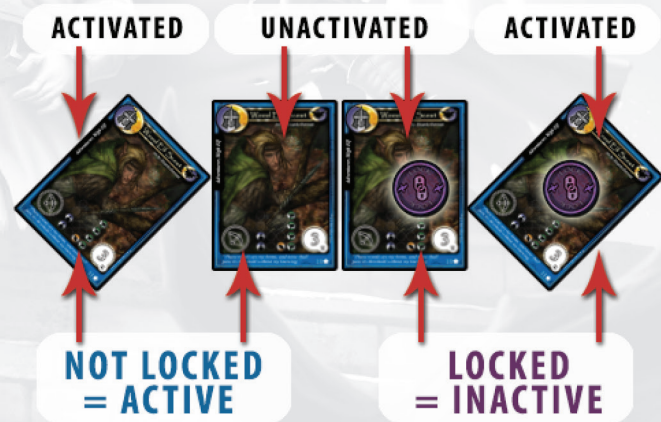
This can also be a good time to put any permanents into play. For 1 Skill, you play "Brawling" to prevent a Wound later on.

Remember this card is a permanent and will occupy its cost as long as it is in play. This will leave you an additional 3 Skill since the Gypsy Thief provides 4 Skill. For the Cost of 1 Skill Resource **put Brawling into the play area.**

ROUND 1, STEP 3.1. COMBAT

There are no Combat Triggers.

Adventurers have no visible power or stamina score. In order to attack or defend you need to activate them to indicate their action of Attacking or Defending. Adventurers may contribute to both if they have been Reset & re-activated (by using a Crawler card) for another action in different Steps.



You can increase the power of your attack or your defense by adding Crawler cards into play. By default your Adventurers have a Melee (harm) attack. However, they adopt attributes granted to them by Crawler cards.



ROUND 1

ROUND 1, STEP 3.2. ADVENTURERS ATTACK

In order to attack you must meet or exceed the dungeon's defense and overcome the deficit for the encounter from the "Unlucky". Since you removed the Zombie from play, you only need to activate three of your adventurers to meet the stamina of 1 and deficit of 2, it currently does not matter which Adventurers you activate. So, activate the Scout, Stormcatcher and the Thief; each provides +1 power to the attack for a total of +3. Since fate is on the Adventurers side you will win the tied attack. **You will always need at least 1 Adventurer for attacking or defending.**

You can now deliver a Wound in combat, the Skeleton is the only available Character to target so you will deliver the wound to it. The number of wounds meets or exceeds the total Life Score of 0, so it is immediately removed from play joining the Zombie, and further reducing the power of the Dungeon's Retaliation attack. To deliver more than one Wound in combat you will need special Crawler cards in hand. **Send the Skeleton to the Dungeon grave face up.**

ROUND 1, STEP 3.3. DUNGEON RETALIATES

Activate Poisonous Dart Trap.

Now the Dungeon retaliates. Looking at what is attacking you, you have 5 Power from the Poisonous Dart Trap. This is higher than your remaining Adventurer can deal with on his own. Unfortunately for the Warrior you do not have cards that can increase Adventurer Stamina. However, you do have a great card in play called Brawling. If you Spend it by activating it, you can prevent your Warrior from taking a Wound, however, it does not prevent special abilities like Poison. **Activate the Brawling card by turning it 45 degrees or more.**

So, although you prevented the Wound from combat, you still take the Poison. **Place a Poison Token on your Gold Dwarf Warrior.**

ROUND 1, STEP 3.4. END COMBAT

At the end of combat you can decide if you wanted to play any more cards, if not end the encounter.

ROUND 1, STEP 4. END ENCOUNTER

Now that the encounter has ended it is time to clear cards and tokens in sequence to prepare the play area for the next round.

STEP 4.1. DROP CARDS

If at this time you wanted to drop any cards that are not useful from your hand you may do so now, these go directly to the Crawler Grave. **For Round 1, do not Drop any cards.**

STEP 4.2. REMOVE CARDS

Now you will begin removing cards from the play area. Any cards that have a "0" Life Score, are without Time Tokens or a Permanency that has been spent will now leave play, and be placed in their corresponding deck graves.

Even if you hadn't removed the Skeleton from play during the Encounter it would leave play now as it had a 0 life score, however the Zombie would have remained in play until you were able to remove it from play. **Remove Poisonous Dart Trap, Unlucky & Combat Training.**

In the case of Brawling, as it has been Spent, it will be removed from play. **Remove Brawling.**



STEP 4.3. REMOVE TIME TOKENS

Next remove 1 Time token from each card that has Time tokens. **Remove one Time Token from your Graveyard.**



STEP 4.4. REMOVE POISON TOKENS

Now remove 1 Poison token from each card that has Poison tokens and convert it to a Wound, which your Gold Dwarf Warrior valiantly endures. **Remove a Poison Token from the Gold Dwarf Warrior and exchange it for a Wound Token.**

STEP 4.5. RESET CARDS

Then reset all of your cards that are in play, unless they have a Lock Token on them. You currently do not have any locked Adventurers so they will all reset.



ROUND 2

Turn all of your Adventurers back to the vertical upright position.

STEP 4.6. REMOVE LOCK TOKENS



If you had any Adventurers that were not able to reset due to locks you would now remove 1 lock token from each of them at this time.

STEP 4.7. MAINTAIN PERMANENTS

If you had any permanents still in play, you would need to make sure that you can still afford to keep them in play. If you cannot, it will leave play at this time. Your remaining unspent Resources are now available to be used again.

STEP 4.8. DRAW HAND

Now draw Crawler cards to your hand, you must always draw at least 1 card, but will have to draw up to your Hand Limit; which is still 5.

Draw Veteran
Draw Hide Armour

STEP 4.9. DISCARD

If you had exceeded your hand limit you would now need to discard down to your Hand Limit.

Note; if you had not played any Crawler cards this Round, then you would now have 6 cards in your hand (after picking up at least 1 Crawler card in Step 4.8). You would have to Discard down to your hand limit at this time.

STEP 4.10. END ROUND 1

That is the end of your first round. Next you will build another Encounter.

ROUND 2, STEP 1. BUILD ENCOUNTER

Topics Covered: Area Attacks & Bust.

Begin the new encounter with 1 card in play, the Graveyard, which still occupies 1 point in your Encounter Limit. Continue drawing cards to fill up to your 5 point limit.

Draw Falling Stones (2 points total)
Draw Ghoul (4 points total)
Draw Mummy (7 points total)

The Mummy will NOT come into play as it **Busts** the Encounter Limit. Instead, the card is placed back on top of the Dungeon Deck face up. It was never put in play so none of its abilities trigger. **Place the Mummy back on top of the Dungeon deck, face-up.**

ROUND 2, STEP 2. RESPOND

Since you can play cards during this Step the first thing you're going to do is put Veteran in play. This permanent card Cost is "0" and it allows you to increase your Hand Limit to 6, it is a great card to have in play. **Put Veteran into the play area.**

Don't forget to check for Life Scores, Armour attributes, and Stamina boosters, before moving into Combat. Add the scores together to plan strategically. In this case you have a total of 3 Stamina all from the Ghoul, which is boosted by the Graveyard.

Now that you know the total Stamina of the Dungeon, you should evaluate its retaliation power. The only Character in play is the ghoul with an attack of 4, and the Falling Stones with a power of 1. This may not seem intimidating but these cards have attributes that may change your mind.

The Ghoul has Drain 1, if the ghoul successfully deals a Wound to you it will Drain 1 Crawler card taking it from the Deck and putting it directly into the Grave.

Falling Stones has Area 4. Area attacks do not ONLY attack the Primary Target, it starts with the Primary Target and counts to the right along the Marching Order. So with an Area 4 attack, the trap is actually targeting your entire party! That means each Adventurer must find a way to defend themselves.

ROUND 2, STEP 3.1. COMBAT

There are no Combat Triggers.

ROUND 2, STEP 3.2. ADVENTURERS ATTACK

The Ghoul has a high life score and will provide a lasting threat as long as he is in play, so you are going to choose to attack this round in order to shorten its life expectancy.



ROUND 2

In order to meet or exceed the dungeon's defenses you need to activate 1 of your adventurers. Choose to activate the Thief; however, he will provide only +1. **Activate the Gypsy Thief.**

You can add in Flaming Fury, but that will be +1 for a total of 2, not quite enough, however since Take Aim adds a bonus to Ranged attacks like Flaming Fury, you exceed the dungeon's defense with a total Power score of 6! These also have a total Cost of 0 to play. **Place Flaming Fury and Take Aim in to the play area.**

Since you have met or exceeded the dungeon's defense, you can now deliver a Wound in combat, to the Ghoul. Since the Ghoul has a Life Score of 2, you can only place a Wound on the Ghoul, and it will remain in play. **Place Wound Token on the Ghoul.**

ROUND 2, STEP 3.3. DUNGEON RETALIATES

Activate Ghoul & Falling Stones.

Now the Dungeon retaliates. Looking at what is attacking you, you have 4 Power from the Ghoul and 1 Power from the Trap targeting the Primary target: your Gold Dwarf Warrior. The Falling Stones is also targeting all of your other Adventurers, you must defend them as well. **Activate the Ghoul and Falling Stones.**

Activate the Warrior and put Hide Armour into play. The Hide Armour will provide +2 Stamina for each attacker, in this case there are 2 attackers, the ghoul and the trap; for a total of +4 Stamina. With the Warrior's +1 defense, you have a total of 5 stamina and have met or exceeded the dungeon's attack! **Activate the Gold Dwarf Warrior and put Hide Armour in to play, reduce your Equipment Resource by 1.**

Activate the Scout and Stormcatcher so that they may defend themselves. **Activate the Wood Elf Scout and Gypsy Stormcatcher.**

Your poor thief, however, is going to take one for the team as no one can defend him and he can't defend himself as he is already Activated as an Attacker. It is prudent to spread out damage amongst the party than to pile it up on one adventurer and lose them. **Place a Wound Token on the Gypsy Thief.**

ROUND 2, STEP 3.4. END COMBAT.

At the end of combat you can decide if you wanted to play any more cards, if not end the encounter.

ROUND 2, STEP 4. END ENCOUNTER

It is once again time to clear cards and tokens to prepare the play area for the next round.

STEP 4.1. DROP CARDS

You can drop any number of undesirable cards from your hand now. They go directly to the Grave. **Do not Drop any cards.**

STEP 4.2. REMOVE CARDS

Now remove cards with a "0" Life Score, are without Time Tokens or Permanency and send them to their corresponding graves. **Remove Falling Stones, Hide Armour, Flaming Fury & Take Aim from play.**

Characters with a "0" Life Score represent those monsters that are easily killed off in combat, retreat when their champion falls, or the incentive to stay and fight to the death is no longer outweighing their desire to survive.

STEP 4.3. REMOVE TIME TOKENS

Remove 1 time token from the Graveyard.

STEP 4.4. REMOVE POISON TOKENS

1 Poison token would be removed from each card that has a poison tokens and converted to a Wound. This time there are none.

STEP 4.5. RESET CARDS

Rest all the non-locked cards that are in play. **Reset all Adventurers and Dungeon cards still in play.**

STEP 4.6. REMOVE LOCK TOKENS

Remove 1 Lock token from each card that has Lock tokens. You don't have any at this time.



ROUND 3

STEP 4.7. MAINTAIN PERMANENTS

Check your permanents still in play to make sure that you can still afford to keep them in play. Veteran has Cost "0" so it will remain at this time. Should you find the card no longer necessary, you could chose to discard it at this time. Having a larger hand limit, could mean that you may be playing Crawler cards faster than usual, and as a result you could lose from depleting your Crawler deck too soon.

STEP 4.8. DRAW HAND

Now you draw Crawler cards to your hand. **You must always draw at least 1 card**, otherwise you will have to draw up to your Hand Limit. This is now 6, due to the effect of Veteran.

Draw Purge Blood
Draw Dispel Magic
Draw Recover Treasure
Draw Moving Search
Draw Defensive Training

STEP 4.9. DISCARD

If you had exceeded your hand limit you would now need to discard down to your Hand Limit.

STEP 4.10. END ROUND 2

That is the end of your second round. Next you will draw another encounter.

ROUND 3, STEP 1. BUILD ENCOUNTER

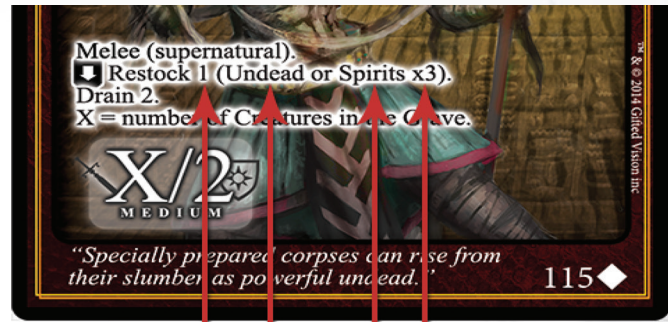
Topics Covered: Pull, Come in to Play & Restock

You have 2 cards in play, the Graveyard and the Ghoul, which take up 3 of 5 points in your Encounter Limit. You also have a card face-up on the Dungeon deck, because this card is face-up on the deck it is going to come in to play this Round despite the encounter limit. This is called a Pull.

Draw Mummy (6 points total)

The Mummy also has a "come into play" attribute which triggers as soon as the Mummy enters play.

This attribute Restocks 3 undead or spirits of Cost 1 or less.



COST CAP

CHARACTER
TYPE(S)

QUANTITY
OF TARGETS

First Search the Dungeon grave by turning over cards until you find cards that meet the requirements. It is important to keep these cards in order. **Turn over cards in the Dungeon grave until Skeleton comes up, put it aside, resume searching, until Zombie comes up, put it aside; the grave has no more Spirits or Undead.**

You only have 2 undead or spirits that meet the requirements. **Normally you would place them randomly in the dungeon deck and reshuffle the deck. For the sake of this example, just put these two cards aside.**

Return the flipped cards back to the grave.

Also take note of the Mummy's X Power score, this is equal to the number of Creatures in the Grave.

Not all Characters are Creatures, so when you check the grave you'll have to take note of the subtype (check the Quick Reference Tab, as seen on page 3). At this time there are 0 creatures in the grave, so the Mummy's Power is "0", not so tough at this time!

ROUND 3, STEP 2. RESPOND

Let's see what you're up against.

The dungeon's defense score is a total of 6! 2 from the Mummy, 2 from the Ghoul and a bonus 2 from the Graveyard. The Power of the Dungeon is 4, all of which is coming from the Ghoul.

ROUND 3, STEP 3.1. COMBAT

There are no Combat Triggers.



ROUND 3

STEP 3.2. ADVENTURERS ATTACK

Even if you activated all of your adventurers to attack, you would only have a Power of 4, and you have nothing in hand to help increase that score.

So, you're going to go entirely on the defensive.

You **MUST** declare an action like Attack or Defend, or you must Pass. By Passing, you are declaring you are not taking the Attack or Defend action.

STEP 3.3. DUNGEON RETALIATES

Activate Mummy & Ghoul.

Now the Dungeon retaliates. Since the Ghoul is the only attacker with a positive Power score, it is the only one you need to worry about, and by activating all 4 of your Adventurers you can meet its power, successfully defending.

STEP 3.4. END COMBAT.

At the end of combat you can decide if you wanted to play any more cards, if not end the encounter.

ROUND 3, STEP 4. END ENCOUNTER

Time to clear cards.

STEP 4.1. DROP CARDS

You can put any cards from your Hand directly to the Grave at this time. **Do not Drop cards.**

STEP 4.2. REMOVE CARDS

Check for cards with a "0" Life Score, "0" Time Tokens, or non-permanents, and remove them from play. It looks like Graveyard has finally expired. **Remove Graveyard.**

STEP 4.3. REMOVE TIME TOKENS

Remove 1 token from cards that have time tokens.

STEP 4.4. REMOVE POISON TOKENS

Convert 1 Poison token per card to a Wound.

STEP 4.5. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

STEP 4.6. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

STEP 4.7. MAINTAIN PERMANENTS

We will keep Veteran in play.

STEP 4.8. DRAW HAND

You must always draw at least 1 card. Since you have a limit of 6, you will now have to discard a card after drawing 1.

Draw Light

STEP 4.9. DISCARD

You have exceeded your hand limit you now need to discard down to your Hand Limit. You'll need to weight your options, what you have in your deck versus what you think you'll be facing. Here we're going to discard Weakness over Purge Blood as Poison may return, and Purge Blood is made to handle that. **Discard Weakness.**

STEP 4.10. END ROUND 3

That is the end of round 3.



ROUND 4

ROUND 4, STEP 1. BUILD ENCOUNTER

Topics Covered: Flip & "0" Power Score

At this time, the Ghoul and the Mummy, occupy your entire 5 point Encounter Limit. You no longer have a card face up on the dungeon deck, but now you are going to do what is called a Flip.

Flip Damsel (5 points total)

Having to Flip a card means that the dungeon will keep pushing forward, despite the card being a Cost "0" card, it will still not come in to play – as it was a Flip. It will need to wait until the next Round. If the card had an Attribute called SWIFT, it would come into play regardless of its Cost.

Notice something else about this card, it is related to one of your Quests; Rescue the Damsel. If you can complete its Win Condition next Round, you can complete that Quest.

Now let's take a look at your Encounter.

ROUND 4, STEP 2. RESPOND

The dungeon's defense score has now dropped to a total of 4; 2 from the Mummy and 2 from the Ghoul. The attack score is still only 4 from the Ghoul as the Mummy still provides 0.

ROUND 4, STEP 3. COMBAT

STEP 3.1. There are no Combat Triggers.

STEP 3.2. ADVENTURERS ATTACK

If you activate all of your Adventurers you will be able to deliver a Wound to the Ghoul and immediately send it to its final resting place. **Activate all four Adventurers and place the Ghoul in grave.**

STEP 3.3. DUNGEON RETALIATES

Activate the Mummy.

With only the Mummy attacking, you do not have to worry about being harmed by its attack as it does not have a positive score, which is a good thing because its Attribute of Drain 2 would mean losing 2 Crawler cards straight from your deck to the grave. Although

you have forfeited your right to defend the zero attack, the Drain will not take effect as the Mummy's attack does not have a Positive score.

STEP 3.4. END COMBAT

We won't be playing any more Crawler cards, so we will end the encounter.

ROUND 4, STEP 4. END ENCOUNTER

Time to clear cards.

STEP 4.1. DROP CARDS

With Damsel coming in the next round you will surely need some offensive cards in hand. As we don't know what to expect from the Dungeon, we may decide to keep specialized cards like Purge Blood instead of Light as our Crawler deck may only contain so many options to deal with specific conditions, and multiples for others. This is something that you will come get familiar with as you play your deck. At this time drop Light and Recover Treasure. **Drop Light and Recover Treasure to the grave.**

STEP 4.2. REMOVE CARDS

You currently have no cards to remove from play.

STEP 4.3. REMOVE TIME TOKENS

Remove 1 Time token from cards that have Time tokens.

STEP 4.4. REMOVE POISON TOKENS

Convert 1 Poison token per card to a Wound.

STEP 4.5. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

STEP 4.6. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.



ROUND 5

STEP 4.7. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

STEP 4.8. DRAW HAND

Draw to fill your hand limit of 6.

Draw Belt Pouch

Draw Staff

STEP 4.9. DISCARD

Since you have not exceeded your hand limit you do not need to discard.

STEP 4.10. END ROUND 4

That is the end of your fourth round.

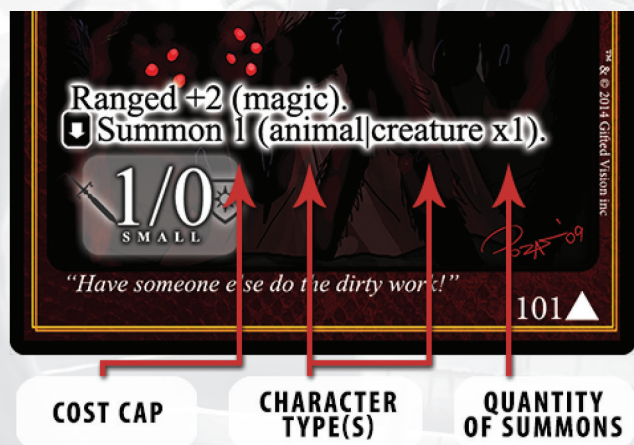
ROUND 5, STEP 1. BUILD ENCOUNTER

Topics Covered: Distance & Damsel.

You currently have 3 points in play provided by the Mummy. Damsel now comes into play and you resume building the encounter normally.

Draw Damsel (3 points total)

Draw Goblin Conjurer (4 points total)



The Goblin Conjurer has a come in to play attribute which summons a creature or animal of Cost 1 or less in to play. You will now search for the card by turning over cards from your Dungeon deck 1-by-1 until you find a card that meets these requirements. **Turn over**

Reinforcements. This is not a Character card. **Turn over Wild Naga.** This is not a Creature card (check the sub-Type). **Turn over Shadow Elf.** The Shadow Elf is both a Character and a Creature, and the cards cost is 1 or less, this card will come into play. **Place Shadow Elf in play.** Normally the revealed cards will get shuffled back into the Dungeon Deck.

Normally you would place Reinforcements & Wild Naga randomly in the dungeon deck and reshuffle the deck, but for the sake of this example, just put these two cards aside.

The Shadow Elf has an ability called Enfeeble which has target X. Target X equals the Cost of the top card in the dungeon grave +1, and Enfeeble strips that Adventurer's Resources down to zero (see Attributes). It looks like the Ghoul is on the top of the Dungeon Grave (Cost 2+1); so 1-2-3, it's your Gypsy Thief that will be the target, who's Resources are reduced to zero. Your next highest Skill Resource available is the Gold Dwarf with 2.

You may place 3 number tokens on the Shadow Elf as a reminder of who they are targeting with their Enfeeble.

Although the Shadow Elf Costs 1, this card's Cost does not contribute to the total Encounter Limit, because it was summoned into play. So you will now bring 1 more point into play.

Draw Leaf Vodyanoi (4 points total)

Draw Goblin (4 points total)

Draw Jungle Troglodyte (5 points)

Finally, your encounter is complete.

ROUND 5, STEP 2. RESPOND

The dungeon's defense score is pretty high because of Damsel, who provides +1 Stamina to each Character in play. You have a total bonus of 4 Stamina: from the Jungle Troglodyte, Goblin, Leaf Vodyanoi, and Goblin Conjurer; plus a combined Stamina of 5 from the Shadow Elf and Mummy; for a grand total of 9. Listed below by their Life Score + Damsel Bonus.

Jungle Troglodyte 0+1

Goblin 0+1

Leaf Vodyanoi 0+1

Goblin Conjurer 0+1

Shadow Elf 1+1

Mummy 2+1



ROUND 5

The Retaliation Power of the dungeon is 14. The Mummy is still contributing "0". Listed below by their Power score + bonuses.

Jungle Troglodyte 4+0
Goblin 2+0
Leaf Vodyanoi 2+0
Goblin Conjurer 1+2 (Ranged Distance)
Shadow Elf 3+0
Mummy 0+0

If you are successful with your attack and your defense you will complete 1 of 3 quests and take a sneak peek into the Dungeon (your reward for Rescuing the Damsel). However, if you fail Damsel there is no way to recover the quest from the grave for another attempt, and you will Burn 3 Crawler cards from your Deck.

Let's place the Belt Pouch in play at this point, as its Cost is "0", and looks like you will need it. As you still don't have enough attack power in your hand, this is definitely the best time to spend the Belt Pouch. Refrain from playing any other cards until you see what turns up from the belt pouch. By activating it you can draw 3 cards from your Crawler deck. **Activate Belt Pouch by turning 45 degrees or more.**

Draw Cleave
Draw Short Bow
Draw Phase

(These are the top 3 cards from the Crawler deck).

Since you have Dispel Magic in hand you can use that against the summoned Shadow Elf and remove the Shadow Elf from play. **Pay the Cost of 1 Magic Resource from your available Resources, put Dispel Magic in Play and move the Shadow Elf to the grave (this also ends her Enfeeble condition).**

Your Gypsy Thief now provides Resources again.

You'll notice that the Shadow Elf is a Creature so the Mummy will gain +1 Power. **Place a Number Token (1) on Mummy.**

ROUND 5, STEP 3.1. COMBAT

There are no Combat Triggers.

STEP 3.2. ADVENTURERS ATTACK

Now if you attack with your Warrior and Scout, they will provide 2 to the attack, you're also going to put your short bow in play and the staff for your total of 7 Power. Because you have an Adventurer with the Scout Class Key in play (and Active), you can choose to use the 2nd Boosted Action Block for 3 Power instead of the top Action Block with 2 Power. This will only Cost 1 Equipment Resource to put both in play. **Place Short Bow and Staff in to Play.**

You can put any number of Crawler cards (such as Weapons), and attack with only 1 Adventurer if it worked for your attack. There is no limit to the number of weapons or armour you can put in to play as they are not assigned to specific Adventurers, they are assigned to the combat.

Activate the Gold Dwarf Warrior and Wood Elf Scout to attack.

That meets or exceeds the dungeon's defense and you can deliver a Wound. You're going to target the Jungle Troglodyte as he is an extremely dangerous opponent with Poison on his attack. **Place Jungle Troglodyte in grave.**

Now, you'll notice that the Troglodyte was also a Creature, and now the Mummy gains another +1 Power. **Place a 2nd Number Token (1) on Mummy.**

Since you sent the Troglodyte to the grave you are also going to take the opportunity to play Cleave. You have the Gold Dwarf Warrior in play (and he is not Locked) so you can Boost it to deliver a Wound to 2 different targets! Cleave will Cost 2 Skill Resource to put in to play. **Put Cleave in to play.**

Now you have to choose the targets for the 2 extra Wounds from the Boosted Cleave.

We're going to target the Goblin Conjurer and the Mummy for the following reasons.

Characters come in to play with all of their bonuses intact. The Goblin Conjurer therefore has a +2 bonus for having a Ranged Distance advantage over the Adventurers shown at the top of her Attribute list. Since you have used the Short Bow, you take her advantage away as she is reduced to 1 Power, however, she still



ROUND 5

has a (magic) attack which will penetrate your defenses when you use Phase against the Dungeons Retaliation (see below).

While the Leaf Vodyanoi and Goblin only deal (harm) and can be blocked, and killing them will strengthen the Mummy by 2 Power instead of 1 Power. Leap (can not be the target of an Area attack) and Greedy 1 (can be bought off with an Equipment card of Cost 1 or more, making them leave play), which we can not affect at this time. Bolster (Goblin) also has no effect as there are no other Dungeon cards with this Attribute in play to be Bolstered (see Attributes for more information on these abilities).

Place a Wound Token on Mummy and place Goblin Conjurer in Grave.

The Goblin Conjurer was also a creature so the Mummy gains another +1 Power. **Place a 3rd Number Token (1) on the Mummy.**

You have successfully attacked now you must defend from the Dungeon's Retaliation in order to not fail the Damsel's victory conditions.

STEP 3.3. DUNGEON RETALIATES

Activate Leaf Vodyanoi, Goblin & Mummy.

You are going to put 2 more cards in play. Defensive Training and Phase. Defensive Training sets the Mummy's attack to zero. Phase allows you ignore damage dealt by attackers that deal (harm), which the Goblin and Vodyanoi both do. **Put Phase and Defensive Training into play and reduce your Magic Resource by 2.**

The attackers have been neutralized, but in order for it to count towards the Damsel's Win conditions, you must activate one of your Adventurers to show that you are not going to forfeit the defense. This will win the defense for you! **Activate the Gypsy Thief to defend.**

STEP 3.4. END COMBAT.

We won't be playing any more Crawler cards, so we will end the encounter.

ROUND 5, STEP 4. END ENCOUNTER

You will check for the Damsel's win conditions now. You have fulfilled both win conditions for Damsel on the attack and the defend and now her Win Condition triggers! You get to look at the top 3 dungeon cards. Return them to the top or bottom of the deck in any order (face-down).

Draw Young Granite Dragon
Draw Greenknee Goblin Necromancer
Draw Phantom

Greenknee Goblin Necromancer is another one of your quests, you'll want to put him back on top of the Dungeon deck and he goes face-down, while you move the Dragon and the Phantom to the bottom of the Dungeon deck. **Do not shuffle.**

And now the Quest Rescue the Damsel triggers as you have completed the requirements for it. **You may turn over this quest or mark it with a token to show it is completed.**

If you were unable to complete the Rescue the Damsel quest, you could Activate it to remind yourself that it can no longer be completed.

STEP 4.1. DROP CARDS

Drop cards if necessary.

STEP 4.2. REMOVE CARDS

Now that the encounter is over let's remove all cards that have "0" Life Scores, contain no Time Tokens or are non-permanent from play.

Remove Damsel, Leaf Vodyanoi, Goblin, Staff, Short Bow, Cleave, Dispel Magic, Defensive Training, Phase & Belt Pouch.

As Vodyanoi and Goblin leave play, they will increase the Mummy's Power to 5! **Change the Number Tokens (1) on the Mummy for a Number Token (5).**

STEP 4.3. REMOVE TIME TOKENS

Remove 1 Time token from cards that have Time tokens.



ROUND 6

STEP 4.4. REMOVE POISON TOKENS

Convert 1 Poison token per card to a Wound.

STEP 4.5. RESET CARDS

Reset all non-Locked cards in play. Reset Adventurers and Dungeon cards still in play to a vertical upright position.

STEP 4.6. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

STEP 4.7. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

STEP 4.8. DRAW HAND

Now draw 4 Crawler cards to your hand to reach your hand limit.

Draw Long Sword
Draw Wood Shield
Draw Teamwork
Draw Fly

STEP 4.9. DISCARD

Since you have not exceeded your hand limit you do not need to discard.

STEP 4.10. END ROUND 5

That is the end of your fifth round.

ROUND 6, STEP 1. BUILD ENCOUNTER

Topics Covered: Bust, Drop & Discard.

You only have the Mummy in play at this time so you will continue building your encounter to your 5 point limit. Your first draw is a Bust with Greenknee Goblin Necromancer.

Draw Greenknee Goblin Necromancer (6 points total)

Greenknee will not come into play as it Busts the

Encounter Limit. Instead, the card is placed back on top of the Dungeon Deck face up. It was never put in play so, none of its abilities trigger. **Place Greenknee Goblin Necromancer back on top of the Dungeon deck, face-up.**

ROUND 6, STEP 2. RESPOND

The dungeon's defense score is 2 from the Mummy.

ROUND 6, STEP 3. COMBAT

STEP 3.1. There are no Combat Triggers.

STEP 3.2. ADVENTURERS ATTACK

Activate your Warrior and Scout to finish off the Mummy and send it directly to the grave. **Remove Mummy.**

STEP 3.3. DUNGEON RETALIATES

The Dungeon has nothing to attack you with.

STEP 3.4. End Combat.

ROUND 6, STEP 4. END ENCOUNTER

STEP 4.1. DROP CARDS

You may remove any unnecessary cards from your Hand to the grave. **Do not Drop cards.**

STEP 4.2. REMOVE CARDS

Now that the encounter is over let's remove all cards that have "0" Life Scores, contain no Time Tokens or are non-permanent from play.

STEP 4.3. REMOVE TIME TOKENS

Remove 1 Time token from cards that have Time tokens.

STEP 4.4. REMOVE POISON TOKENS

Convert 1 Poison token per card to a Wound.



ROUND 7

STEP 4.5. RESET CARDS

Reset all non-Locked cards in play. **Reset Adventurer cards still in play to a vertical upright position.**

STEP 4.6. REMOVE LOCK TOKENS

Remove 1 Lock token per Locked card.

STEP 4.7. MAINTAIN PERMANENTS

Check your Permanents in play to be sure that you can still afford to keep them in play.

STEP 4.8. DRAW HAND

Although you are at your max hand limit, you must draw 1 Crawler card.

Draw Resurrect.

STEP 4.9. DISCARD

Since you have exceeded your hand limit you will need to discard a card. Looking at Resurrect, it grants +5 Stamina for a Cost of 3. If you could boost it, you would be able to bring an Adventurer back into play. But since you do not have an Adventurer with the matching Class Symbol, it is an expensive card for what it does and is best discarded. **Discard Resurrect.**

STEP 4.10. END ROUND 6

That is the end of your sixth round.

ROUND 7, STEP 1. BUILD ENCOUNTER

Topics Covered: Lock, Stealth, Immune & Stars Align.

You have no Dungeon cards in play at this time, so you will resume building your encounter up to your 5 point limit. Your first card, Greenknee, is already face up.

Draw Greenknee (3 points total)

Draw Kobold (3 points total)

Draw Troll (5 points total)

Normally your encounter Limit is 5 points, but Greenknee increases the encounter limit by +1. So, continue building the encounter.

Draw Dark Corridor (5 points)

Draw 10' Pit Trap (6 points)

This "come into play" attribute places a Lock Token on the Warrior whom is the Primary target as he stumbles head first into a pit. While Locked the Adventurer can not attack or defend and can not provide his Class Symbol or Resources. **Place a Lock Token on the Gold Dwarf Warrior.**

ROUND 7, STEP 2. RESPOND

The dungeon's defense score is 3 total; 2 from Greenknee and 1 from the Troll. The total power of the Dungeon is 24. The Kobold increases the Power of the 10' Pit Trap by 1 and the Dark Corridor increases both Greenknee and the Kobold by 4 because they have Stealth.

1ST TARGET



NO STEALTH

2ND TARGET



**STEALTH
COST 0**

3RD TARGET



**STEALTH
COST 3**

Stealth prevents a Character or Adventurer from being a target of a wound if another available target is in play. In the instance that all of the Characters have Stealth, the lowest cost Character will be the target.

What else do you know about the Dungeon?

When you look over Greenknee you see that he is Unique, which allows you to complete your "Evil Has a Name" Quest. In order to defeat him you have to work around his Stealth, and watch out for other abilities that might trigger like Reaver.

Reaver is an ability that allows Greenknee to sacrifice another Character and heal if the specified Character type is in play at the end of Combat. Greenknee's Reaver type is Creature. When Reaver triggers it will trigger another ability called Summon. You saw this ability earlier on with the Goblin Conjurer. It will bring



ROUND 7

an Undead or Spirit of cost 2 or less from the Dungeon deck into play. Getting 2 wounds on Greenknee could be difficult if you are unable to get around the ability of stealth or if you are not careful when you target him.

The Kobold is providing +1 Power to The 10' Pit Trap, and you are aware of what the Dark Corridor is doing to the encounter, but what about the Troll? Both the Troll and the Kobold are fine specimens for Greenknee's Reaver, but the Troll is the only legal target in play.

Targeting the Troll will be a challenge because he has an attribute called Immune (harm). As you know your default attacks for Adventurers are melee (harm), so you will need a special attack like Flaming Fury to bypass its immunity to your attacks and deliver a Wound.

ROUND 7, STEP 3. COMBAT

STEP 3.1. There are no Combat Triggers.

We have a plan. First you will put Moving Search in to play and negate the Stealth attribute from the Kobold, this will make him a viable target. This will cost you 2 Tactic Resource.

You can boost this card because of the Thief, therefore you do not need to Activate one of your Adventurers. **Put Moving Search into play.**

STEP 3.2. ADVENTURERS ATTACK

Activate your Thief to attack and increase his attack power by putting the Longsword into play. You have exceeded the dungeon's defense and can now deliver a Wound. Place the Wound on the kobold and send it directly to the grave. **Remove Kobold.**

This strategic maneuver will land you the great victory of defeating the game.

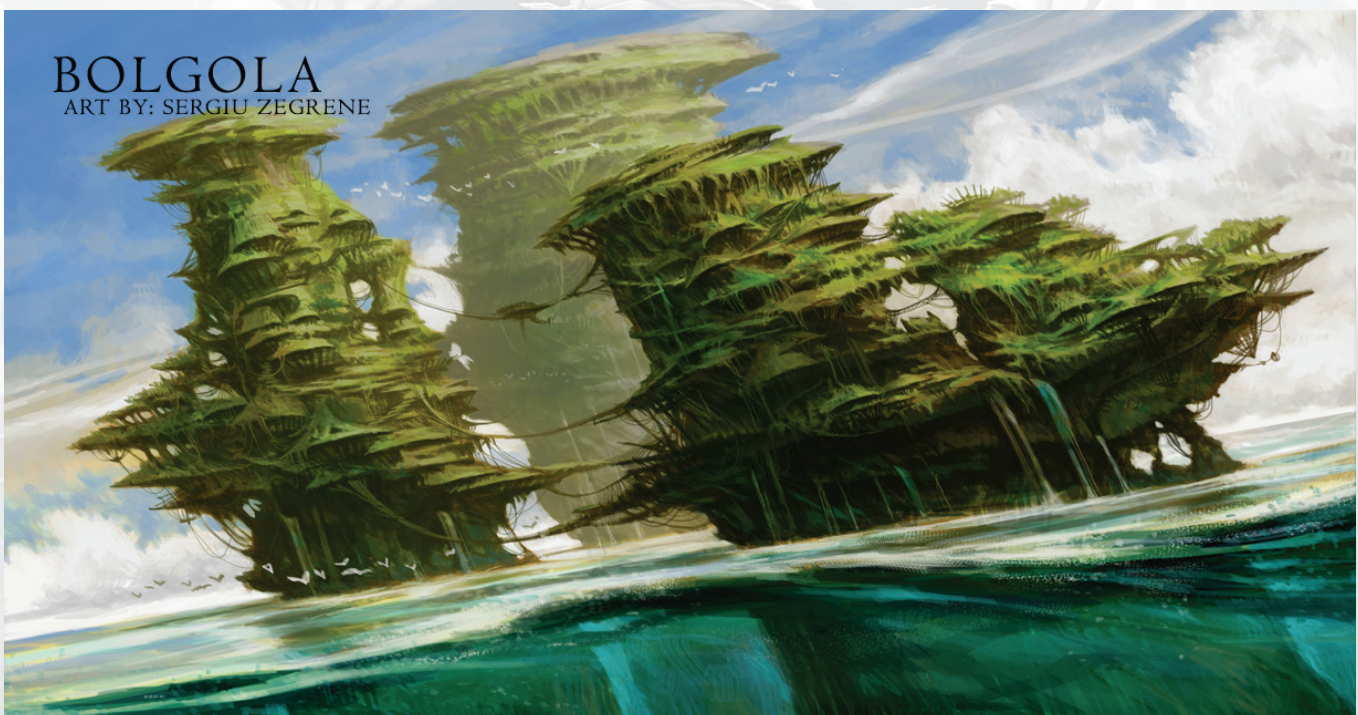
If you look to your Quests you will see your third Quest called "The Stars Align". With this Quest you must get the **ONLY** four dungeon cards in play to be of Costs **3,2,1 and 0**. You were able to accomplish this by keeping an eye on all the cards in play at any given time. During this encounter, by simply removing the Kobold from play you were able to accomplish this!

This is not easy to accomplish as your Encounter Limit is usually 5 points, but with Greenknee's help you were able to meet that requirement. Enjoy your victory!

The game ends immediately as 2 Quests have been accomplished.

YOU WIN!

WALKTHROUGH





CHOOSE YOUR GAME

The first thing we're going to assume is that you have the Dungeon Crawler™ Unbound Starter and the next step on your journey will be to play the Starter Format of Solitaire using the Walkthrough (see page 7).

This section will teach you the basics of Setting up for a Starter Solitaire game and from there you can learn additional Formats (see page 24).

GAME FORMAT (STARTER, SOLITAIRE)

When you begin, the first decision you will need to make is what Format you are going to play; Solitaire, Co-operative, Competitive, or Multi-Player.

The Format in this chapter is set to Starter Solitaire (see page 29 for Game Format information).

GAME OBJECTIVE

In a Starter Solitaire game you win if you complete 2 out of 3 Quests, or if you deplete the Dungeon Deck.

You lose if all of your Adventurers are defeated, or you try to Draw a Crawler card from the Crawler Deck and cannot.

CHOOSE YOUR QUESTS

Choose 3 Quest cards. When selecting your Quest cards, you must choose Quests that can be accomplished. Keep this in mind when constructing your Dungeon Deck. For instance, if you were to select the Goblin Slayer, make certain you have at least 10 Goblins in your Dungeon Deck.

The hardest Quest in the Starter is Axis of Evil. As there are only 3 Characters in the Starter of 3 Cost or More (Greenknee, Mummy, and Young Granite Dragon), getting all 3 in Play at the same time will be very very difficult.

CHOOSE YOUR ADVENTURERS

Choose 4 Adventurers. When selecting your Adventurers, keep in mind that some Crawler cards

are dependent on Class Keys being in Play in order to Boost them, or that Resources needed in order to play the Crawler cards may not be attainable by certain Adventurers. Resurrect, for instance, costs 3 Magic, so the Gypsy Stormcatcher needs to be in play to use this card, but it is the Keldornan Cleric that can Boost Resurrect with his Class Key. They would therefore need to be paired up in order to benefit fully from that Crawler card.

One important thing to remember for your game, is that you will be placing your Adventurers in a line from left to right called a Marching Order. This means that, whichever Adventurer you place at the far left will be the default target for the Dungeon to attack during the game.

BUILD YOUR CRAWLER DECK

Using all of 65 Crawler cards from the Starter. These cards are made up of: Equipment, Magic, Skills, and Tactics. Your Crawler deck needs to have a good balance of each type of card, while each card type has strengths and benefits, keeping a variety will also use separate Resources and allow you to put more cards into Play each Round.

Equipment cards are usually weapons granting attack power and armour granting defensive power, but some can have handy tricks like Belt Pouch which allows the Player to quickly Draw 3 cards.

Magic cards usually provide an advantage that circumvents some difficulty that the Dungeon may throw at you, such as when a Character has an immunity to basic damage (called Harm). Magic can provide you with alternate damage types, such as fire or supernatural!

Skill cards are the abilities that characters provide directly through their physical training or life experience, such as Brawling, which allows them to shrug off damage, but not perhaps not the side-effects, such as Poison.

Tactic cards are the sheer cunning that characters can muster in combat, everything from using the terrain to their advantage, to group efforts, to calling for help from allies.

CHOOSE YOUR GAME

You may only put 4 copies of any one card with the same Card Name in your Crawler deck.

BUILD YOUR DUNGEON DECK

Using all of 65 Dungeon cards from the Starter. Because each Dungeon card is associated to a Cost, there are some very different results that can be attained from building a Dungeon. It's best to build a Dungeon with a good spread of Costs from 0 to 3 or more, and avoid putting in too many of a particular Cost.

In Addition, there are 4 types of Dungeon cards that go in to a deck, but it's best to have the majority be Character cards. We recommend the following percentages, but you can experiment as you see fit. You can see examples of Dungeon deck construction on our site under Campaigns in the ECG section.

Character cards, 64% (or 41 cards of 65)

Event cards, 12% (or 8 cards of 65)

Terrain cards, 12% (or 8 cards of 65)

Trap cards, 12% (or 8 cards of 65)

dungeoncrawler.com/ecg/campaigns.html

Character cards consist of the villains. These are the most complex of the cards, showing a list of Attributes, their Power, Life Score, or even Size. Their damage type and area of effect is usually listed first amongst their Attributes.

Event cards bring an array of variables that may occur beyond the norm.

Terrain cards change the encounter via the layout or environment where the encounter is occurring.

Trap cards are quick, but usually powerful, mechanical triggers that can turn a simple encounter in to a deadly one.

Dungeon Decks can be a little more concentrated allowing a maximum of 4 copies of a Rare, and 4 copies of Uncommon cards, while allowing upto 8 copies of Infrequent and 8 copies of Common cards.

Below is the most common layout for game play.

GAME SETUP





CORE RULES

The Walkthrough was an example of play, but the following will be a look at how the game plays mechanically.

As you may recall using the Resources from your Adventurers, you can put Crawler cards in to Play each Round. As Crawler cards are cleared from Play at the end of each Round, you regain your Resources, and can play more Crawler cards.

Each Resource is capped at the highest available from amongst your Active Adventurers. If your Adventurer is Locked, they are not Active.

BEGIN: DRAW YOUR HAND

The very first thing you'll need to do after Setting-up is to Draw your first Hand of Crawler cards, for Starter Solitaire (1 Player) Games this will be a 5 card Hand Limit.

STEP 1: BUILD AN ENCOUNTER

The Encounter Limit for a Game limits how many Dungeon cards you will be facing each Round. This means that cards are Drawn from the Dungeon Deck and put in to the play area until the total of their Costs is equal to the Encounter Limit. Follow the below rules for drawing cards as you draw them, you must always try to draw one card.

0 Cost cards do not add to the Encounter Limit, and can quickly become overwhelming for an Encounter.

COME INTO PLAY



If you Draw a card which has this icon and put it into Play, that effect will resolve immediately before you Draw more cards.

FLIP

If your Encounter Limit is already at its maximum you must always try to draw at least one Dungeon card during the Build an Encounter Step. So if the top card is still face-down, you will only FLIP over the top

Dungeon card face-up and leave it on top of the deck (even if Cost is 0). IF the card has an Attribute called SWIFT (see Attributes section), that card is brought in to Play immediately.

PULL

When Building an Encounter you may already be at your Encounter Limit, but always have to try to draw a Dungeon card from the Dungeon Deck. If that card is already face-up, draw that card and put in Play, that is a PULL. This is allowed to exceed the Encounter Limit.

BUST

If your Encounter Limit is not at its maximum try to draw a card, should that draw exceed the Encounter Limit, that is a BUST, do NOT put it in Play. Instead place that card face-up on top of the Dungeon Deck.

STEP 2: RESPOND

Once the Encounter has been built, the Player may start playing Crawler cards. This is often where Traps may be retroactively disarmed (as seen in the Walkthrough on page 20, Round 7, Step 1 & 2).

In order to put Crawler cards in to play you need to have the amount of Resources indicated in the top left corner of the card.

RESOURCES

Resources are NOT combined together. The Active Adventurer with the highest score in Resources (usually a max of 4), is who will be providing the Resources.

For example, if you need Equipment Resources and you have the Gold Dwarf Warrior and Wood Elf Scout in play and they are both Active, you use the highest Resource score, which in this case is 4 Equipment from the Gold Dwarf Warrior.

You can put any combination of Equipment cards in to play that will not exceed 4 total Cost each Round.

If the Gold Dwarf Warrior becomes Locked or Slain, the next highest available Equipment Resource is from the Wood Elf Scout at only 2.



CORE RULES

You can now only put a combination of Equipment cards that do not exceed 2 total Cost each Round.

Note that an Activated Adventurer is still an Active Adventurer (see page 10 of the Walkthrough, Round 1, Step 3.2). You do NOT have to Activate an Adventurer to use their Resources.

You have a pool of Resource points of each type that you can spend each Round. Resources used to bring Crawler cards into play remain in use until those Crawler cards leave play whether they are Permanent or not.

STEP 3: COMBAT

As the Adventurers you usually get to attack first as you bust down the door! Sometimes, the tables will get turned on them. For example, characters with the FRENZY Attribute attack before the Adventurers (see Attributes section).

STEP 3.1 COMBAT TRIGGERS

Combat Triggers can be resolved in any order the active Player chooses, and activate before any attacks.



This is a Combat Trigger. If there are any Dungeon cards that came into play this Round with this icon the effect should be resolved before any attacks are made.



This is a Recurring Combat Trigger, and will be resolved at the start of each Combat Round from this point until the card is removed.



This is a Permanent Combat Trigger which is Assigned to a target when it comes in to Play. These effects remain Assigned as long as that target remains in Play.

FRENZY is an Attribute that makes Characters attack first, this resolves BEFORE the Adventurers Attack and AFTER Combat Triggers.

STEP 3.2 ADVENTURER'S ATTACK

Understanding your Adventurer's stats is critical in deciding what they will be doing during a Combat Round.

BASE SCORES

Adventurers are only worth 1 point each in Combat whether they are Activated to Attack or to Defend. That 1 point is always a default 1 Power (Harm) with Melee Distance and a single target. Defense is 1 Stamina valid against (Harm).

Your Adventurers Attack or Defend as a group.

DAMAGE TYPES

Harm is a damage type that is physical force, such as; punching, kicking, pushing, or stabbing.

DAMAGE TYPE ADOPTION

Your Adventurers are adaptable, meaning they adopt any damage type during an Attack or Defend when they gain different damage types from Crawler cards. So, if you use Flaming Fury which has 1 Power (Fire) type of damage, so when you activate an Adventurer, it becomes 2 Power (Fire).

When mixing damage types from different sources like (Fire) from magic and (Supernatural) from a magic shortsword, the damage type from your Adventurer gains both types. For instance; if you have 2 fire and 2 supernatural, you will now be adding 1 Power to it that has both types.

An example of your Defense gaining a type would be when using armour (Supernatural) which can block Incorporeal attacks.



CORE RULES



DISTANCE

To strip the bonus Power from these Characters you will need the indicated Distance or greater Attributed to your Attack (with Ranged being ranked at the top).

Adventurer default is Melee.

DISTANCE

Melee is the lowest Distance score you can have, and it's our default mode of attack. Characters that have a greater Distance advantage gain an edge over your Adventurers, and should you be able to MATCH or EXCEED their Distance rating, you can strip that bonus away from them.

First, calculate the Dungeon's Defense score by adding up all of the Dungeon's bonuses to Stamina including; Life Scores, Armor, and Attributes (even if they are Locked or Activated).

Dungeon cards can gain bonuses based on how combat is playing out, and often you can strip away their advantages for something like Distance (Reach/Thrown/Ranged) by playing a Crawler card during the Adventurer's Attack Step. If you can MEET or EXCEED their Distance rating, you reduce their entire bonus value to "0" regardless of your comparative scores. In our example above, the Massive Animated Tree has a base Power of 4 (Harm), and if you have not played a Crawler card like Short Bow, it will get +2 Power for having Reach giving it a total of 6 Power.

Your objective is to MEET or EXCEED the Dungeon's Defense score with your Power score. If you can do this with your available Adventurers and/or a combination of Crawler cards, then you can attack and succeed.

A single Adventurer could be the only designated attacker with a Staff, Flaming Fury and a Short Bow put in to play, but they will gain all of the bonuses.

Second, unless you use a special Attribute that says otherwise, you will only deliver 1 Wound in Combat each Round regardless of how much Power you use to overcome the Dungeon's Defenses.

One way you may deal more than one Wound in a Round is with an Area attack Attribute.



You may now assign Wound Token(s) to any valid target(s) in the Encounter (see the Stealth Attribute). Wounds do not clear once they are assigned.

If a Character is assigned a number of Wound Tokens equal to their Life Score, they are immediately sent to the Grave.

STEP 3.3 DUNGEON RETALIATES

Just like the Adventurers the Dungeon attacks as a group!

Activate all available attackers (usually Characters and Traps have Power scores) in the Encounter to attack. Their Attack value is the sum of their Power scores plus





CORE RULES

bonuses from Attributes, Events, or even Terrain!

This is the breakdown of an attacker's combat Attributes.

Locked or Activated cards CANNOT attack.

By default, the Dungeon attacks the Adventurer furthest to the left (the Primary Target). There are cards that can change targets or make someone else the Primary Target.

An Area attack will also attack additional Adventurers, starting from the Primary Target and going to the right in Marching Order (looping back around to the furthest left Adventurer if necessary). Area attacks can only target each target once. So, an Area 4 attack against 3 Adventurers would NOT hit someone twice.

The Adventurers can Defend each other, but one Adventurer MUST be Activated to Defend for each target, and they do this by MEETING or EXCEEDING the Dungeon's Attack Power against that target. An Area Attack will add Power to the Attack against each target starting with the Primary Target and counting from left to right, but only Area Attacks do this, it does not grant all Attackers the ability to add their Power against every target.

Damage Types (like Incorporeal) and special Attributes (like Unstoppable) require special defensive abilities to prevent taking Wounds. Incorporeal cannot be stopped by regular armour, but can be stopped by supernatural armour, or by reducing the attack to 0 Power. Unstoppable cannot be stopped by armour at all, but can be stopped by Defensive Training, or by reducing the attack Power to 0.

Another example of reducing attack Power to 0 is the Magic Crawler card "Phase", every attacker that only deals (Harm) damage will be negated (even if they are still included in the attack).

Each Targeted (either by being the Primary Target or by an Area Attack) Adventurer that has their Stamina MET or EXCEEDED will take 1 Wound, unless special Attributes declare otherwise, no matter how much more Power the attackers have above your defenses.

If your Adventurer acquires as many Wounds as their Life Score, they Perish and leave Play.

If all of your Adventurers Perish, you have lost the game.

STEP 3.4 END COMBAT

Once Combat has been resolved, any additional Crawler cards you want to put in Play can be played now.

STEP 4: END ROUND

Although this Step has many parts, they are quick to resolve. When you end a Round, you do the following in this very specific order, as it is certain to affect the outcome:

1. Drop Cards
2. Remove Cards
3. Remove Time Tokens
4. Remove Poison Tokens
5. Reset Cards
6. Remove Lock Tokens
7. Maintain Permanents
8. Draw Hand Limit
9. Discard
10. End Round/Game

STEP 4.1 DROP CARDS

You may choose to Drop any number of cards from your Hand at this time. Perhaps you are looking for something specific to get you through the current Encounter. Just keep in mind that each Crawler card you Draw brings you closer to losing the Game.

STEP 4.2 REMOVE CARDS

Clear Spent cards, 0 Life, and cards without Time Counters from play. Unspent Permanents stay in play.

Permanent cards include;

1. have a Time Token on them,
2. have a Life Score greater than 0,
3. have the "Permanent" Attribute (if not Spent),
4. are an Adventurer or Quest card

Dungeon and Crawler cards go to their respective Graves.



CORE RULES

It is a good idea to check all of the cards again to see if what was keeping them in Play has since been removed, and then clear them from Play.



STEP 4.3 REMOVE TIME TOKENS

Remove 1 Time Token from each card in Play that has Time Tokens on them.



STEP 4.4 REMOVE POISON TOKENS

Replace ONLY 1 Poison Token from each card in Play regardless of how many Poison Tokens it has on it with 1 Wound Token. If the number of Wounds MEETS or EXCEEDS the Life Score of the card, send that card to the Grave.

STEP 4.5 RESET CARDS

For every card that is Activated, Reset those cards as long as they do NOT have a Lock Token on them. There are different ways to represent an Activated card, we recommend turning the card at a 45 degree angle, while Reset Cards are set vertically (note that both of these positions are still considered Active).



STEP 4.6 REMOVE LOCK TOKENS

Remove 1 Lock Token from each card in Play that has a Lock Token on them.

If the card was still Activated, it remains Activated.

STEP 4.7 MAINTAIN PERMANENTS

You may decide to let Permanents you have in Play go to the Grave if you no longer wish to have those Permanents occupying Resources, OR if you no longer have enough Resources in Play they go to the Grave.

You now regain all of your Resources, except those Resources still being occupied to Maintain Permanents that are in play.

STEP 4.8 DRAW HAND LIMIT

Draw up to your Hand Limit at this time, and even if you are at your Hand Limit you MUST Draw at least 1 Crawler card at this time.

If you try to Draw Crawler cards from your Crawler deck, and can not, you lose the Game.

STEP 4.9 DISCARD

You must now Discard down to your Hand Limit if you are over your limit.

STEP 4.10 END ROUND/GAME

Check the win and lose conditions. If a win (completed the Required Quests or the Dungeon Deck has been Depleted) or lose (all Adventurers have Perished or the Crawler Deck has been Depleted) condition has been met, the game has ended, otherwise begin another Round by repeating Steps 1 through 4.

This is the end of the Round. If the win or lose conditions have not been met, continue to the next Round. Otherwise end the Game.



SOLO FORMAT

Most of the rulebook has covered the Solitaire Format, because the game is based foremost on this format.

FORMAT SET-UP

When Players just have the Starter, you can play an easy mode version of the game with the following specifications, but this version can be played with any set of Dungeon Crawler™.

STARTER SOLO FORMAT	
Number of Adventurers	4
Quests to Complete	2 of 3
Deck Size, Crawler/Dungeon	65/65
Encounter Limit	4pts

The Standard Solo Format will require at least 1 Delve Pack and the Starter for the number of Crawler cards and Dungeon cards to be covered. If a player had a collection of approximately 3 Delve Packs, they would just need to make sure they had enough Crawler cards, Dungeon cards, 4 Adventurers, and 3 Quests.

STANDARD SOLO FORMAT	
Number of Adventurers	4
Quests to Complete	2 of 3
Deck Size, Crawler/Dungeon	80/80
Encounter Limit	5pts

The Elite Solo Format can be played with just the Starter. The difficulty begins in selecting only 3 Adventurers, which means less Activations, tighter Resources, and less Life Points amongst your team. The decks are smaller, while the Encounters come in at 5pts, so it should result in a quicker game.

ELITE SOLO FORMAT	
Number of Adventurers	3
Quests	2 of 3
Deck Size, Crawler/Dungeon	60/60
Encounter Limit	5pts

Champion Solo Format requires at least the Starter and a Delve Pack. This increases the Encounter Limit by default, but lowers the number of cards in the decks for a fast game.

CHAMPION SOLO FORMAT	
Number of Adventurers	4
Quests	2 of 3
Deck Size, Crawler/Dungeon	70/70
Encounter Limit	6pts

Master Solo Format lowers the deck sizes, and can be attempted with just a Starter.

MASTER SOLO FORMAT	
Number of Adventurers	4
Quests	2 of 3
Deck Size, Crawler/Dungeon	60/60
Encounter Limit	6pts

The Delver Solo Format is intended for a longer game. It is likely you will defeat the Quests before depleting the Dungeon, and with the larger Encounter Limit it is more challenging to endure over a longer period. This format would need a Starter and 2 Delve Packs minimum, or at least 4 Delve Packs.

DELVER SOLO FORMAT	
Number of Adventurers	4
Quests	2 of 3
Deck Size, Crawler/Dungeon	100/100
Encounter Limit	6pts

There is no real limit to how you could modify the Solo game in Dungeon Crawler™ ECG, try out some Formats of your own and let us know at www.dungeoncrawler.com or on our forums or join us on [facebook/DungeonCrawler](https://www.facebook.com/DungeonCrawler) and tell us about your experiences!



SOLO FORMAT

ROUND OVERVIEW, SOLO

Choose your format; build your decks, choose your Adventurers and Quests.

Draw your Hand (Hand Limit 5 Crawler cards).

STEP 1: BUILD ENCOUNTER

Draw cards from the Dungeon deck.

(if you cannot - you win!)

Pull, Flip, Bust, Come into Play

STEP 2: RESPOND

Begin Encounter

(start playing Crawler cards)

STEP 3: COMBAT

3.1 Combat Triggers

3.2 ADVENTURERS ATTACK

Deliver Wound(s)

3.3 DUNGEON RETALIATES

Receive Wound(s)

(if you lose your last Adventurer - you lose!)

3.4 END COMBAT

(stop playing Crawler cards)

STEP 4: END ENCOUNTER

4.1 Drop cards from Hand

4.2 Remove cards from Play

4.3 Remove Time tokens

4.4 Remove Poison tokens

4.5 Reset Cards

4.6 Remove Lock tokens

4.7 Maintain Permanents

4.8 Draw up to your Hand Limit

4.9 Discard

4.10 END ROUND/GAME

(if you have completed 2 Quests - you win!)

THE ETERNAL TREE

ART BY: SERGIU ZEGRENE





CO-OP FORMAT

Co-operative Formats in Dungeon Crawler™ ECG are what we call a Parent/Child experience. There's plenty of table talk allowed, coaching, and is a very casual way to teach or play the game.

GAME SET-UP

During deck building, each player may only have up to 3 copies of a Crawler card in their 40 card deck; while a Dungeon may contain up to 8 copies of each common or Infrequent rarity.

Dungeon decks grow by 40 cards for each player added, while player Crawler decks stay the same size at 40 cards. Encounter Limits also grow for each player added.

Each player will have 2 Adventurers each.

SPECIFIC RULES

Co-op has a "drifting" Primary Target, as the Players use a token to switch who is the Primary Target shifting counter-clockwise at the end of each Round. We released an official "Primary Target" token in our Mines of Khurgan Expansion Pack, or you can use any item at your disposal though (other token, coin or dice).

Resources are shared, which means the caps are selected from around the table. This means you don't have to have Resources available from your Adventurers specifically, but Resources you may need may not be available until another player can free them up.

Active Adventurer Class Keys can be used by any player to Boost their cards.

The loss conditions change slightly too. If any one player loses BOTH of their Adventurers, OR any player runs out of Crawler cards, the game is lost.

Choose which player goes first, and proceed clockwise. The first player will have Marching Order 1 & 2, while the second player will have 3 & 4, the third player will have 5 & 6, and the fourth player will have spots 7 & 8 in the Marching Order when the game begins. This will change at the end of each Round each time the Primary Target marker is moved.

FORMAT SET-UP

You can play with just the Starter by splitting the Crawler Deck in to two 30 card Decks (1 for each Player), in a two Player game. Emptying the Dungeon deck is the hardest goal to achieve.

STARTER CO-OP FORMAT	
Number of Adventurers	2ea
Quests	2 of 3
Deck Size, Crawler/Dungeon	30/60
Encounter Limit	5pts

Two Player Co-operative will require a Starter and Delve Pack. This is a fairly balanced game which allows for teaching at an easy enough level.

2 PLAYER CO-OP FORMAT	
Number of Adventurers	2ea
Quests	2 of 3
Deck Size, Crawler/Dungeon	40/80
Encounter Limit	6pts

Three Player Co-operative will require a Starter and 2 Delve Packs, depending on which pack you choose. The Dungeon becomes very intimidating as the Encounter Limits grow and the deck grows substantially.

3 PLAYER CO-OP FORMAT	
Number of Adventurers	4
Quests	2 of 3
Deck Size, Crawler/Dungeon	40/120
Encounter Limit	8pts

Four Player Co-operative requires a Starter and 3 Delve Packs, or the full Unbound set. Encounter Limits are intimidating, and the Dungeon deck is enormous.

4 PLAYER CO-OP FORMAT	
Number of Adventurers	4
Quests	2 of 3
Deck Size, Crawler/Dungeon	40/160
Encounter Limit	10pts



CO-OP FORMAT

ROUND OVERVIEW, COOPERATIVE

Build your decks, choose your Adventurers and Quests.

Choose which player will go first, they are Player 1.

Place the Primary Target token on Player 1's Adventurer on their furthest left in Marching Order.

Draw your Hand (Hand Limit 5 Crawler cards).

STEP 1: BUILD ENCOUNTER (EITHER PLAYER)

Draw cards from the Dungeon deck.

(if you cannot - you win!)

Pull, Flip, Bust, Come into Play

STEP 2: RESPOND (BOTH PLAYERS)

Begin Encounter

(start playing Crawler cards)

STEP 3: COMBAT (BOTH PLAYERS)

3.1 Combat Triggers

3.2 ADVENTURERS ATTACK

Deliver Wound(s)

3.3 DUNGEON RETALIATES

Receive Wound(s)

(if you lose your last Adventurer - you lose!)

3.4 END COMBAT

(stop playing Crawler cards)

STEP 4: END ENCOUNTER (ACTIVE PLAYER ONLY)

4.1 Drop cards from Hand

4.2 Remove cards from Play

4.3 Remove Time tokens

4.4 Remove Poison tokens

4.5 Reset Cards

4.6 Remove Lock tokens

4.7 Maintain Permanents

4.8 Draw up to your Hand Limit

4.9 Discard

4.10 END ROUND/GAME

(if you have completed 2 Quests - you win!)

Move the Primary Target token (counter-clockwise to the next Adventurer in Play)

STONEHOLD
ART BY: SERGIU ZEGRENE



COMPETITIVE FORMAT

Competitive Formats in Dungeon Crawler™ ECG are when players want to face off against one another. As players don't directly interact, they essentially will build a Dungeon deck that their opponent will face, and they will attempt to harvest as many Victory Points from the Encounter each Round as they can.

It's best to use either a full set for this game format, or even four sets of the entire series.

GAME SET-UP

During deck building, each player may only have up to 4 copies of any card in their 80 card Crawler or Dungeon deck.

You will be choosing your 3 Quests based off of what you think you can accomplish from your opponent's Dungeon, so you will be guessing what they are going to throw at you. Getting this right will pay off large.

Select 4 Adventurers that best suit your Crawler deck.

SPECIFIC RULES

You are considered the Controller for all of the cards you have brought to the game to use.

You are playing against your opponent's Dungeon, and attempting to gain as many points each round.

You have a 45 minute time limit to play, at which time the Game will be called, and the entire Round must be finished for both players, no matter who's turn it is at the time limit, unless one concedes.

If your opponent tries to Draw a Dungeon card and cannot, you win.

If your opponent tries to Draw a Crawler card, and cannot, you win.

If all of your opponent's Adventurers Perish, you win.

If at the end of 45 minutes, you have both finished the entire Round, and you have the most points, you win.

DISRUPTION CARDS

There are two kinds of Disruption cards (Crawler), one has a text box with a red and white background, the other has one white text box background and one red text box background. White is used for your Adventurer's benefit, but you can instead use the red portion to target your opponent.

DRAFT CARDS

Draft cards (Dungeon cards), have a purple background, and when Drawn can be picked up by the Controller and put in their Hand. This occupies a slot in their Hand Limit, but can be played instead of Drawing a card for the Dungeon which counts against the Encounter Limit.

VICTORY POINTS (VP)

- ◇ Use the Counter tokens, or pen and paper, to keep track of both of your Victory Points.
- ◇ Each card sent to the Dungeon Grave is equal to its Cost+1 in VPs (a zero Cost card is 1VP and so on).
- ◇ Each Wound on an opponents Adventurer are worth 5VPs.
- ◇ Adventurers that have Perished are worth their total Life Score x5VPs.
- ◇ Each Completed Quest is worth 10VPs.

FORMAT

Competitive just has one format. Each player will need the following, which at a minimum would require a Starter and a Delve Pack.

STANDARD COMPETITIVE FORMAT	
Number of Adventurers	4
Quests to Complete	3
Deck Size, Crawler/Dungeon	80/80
Encounter Limit	5pts



COMPETITIVE FORMAT

ROUND OVERVIEW, COMPETITIVE

Build your decks, choose your Adventurers and Quests.

Choose which player will go first, they are the Active Player, place the Active Player token in front of that player.

Draw your Hand (Hand Limit 5 Crawler cards).

STEP 1: BUILD ENCOUNTER (OTHER PLAYER)

Draw cards from your Dungeon deck.
(if you cannot - you lose!)
Pull, Flip, Bust, Come into Play, Draft

STEP 2: RESPOND (ACTIVE PLAYER)

Begin Encounter
Active Player may start playing Crawler cards.
Other Player may play Disruption cards now as well.

STEP 3: COMBAT (ACTIVE PLAYER)

3.1 Combat Triggers
3.2 ADVENTURERS ATTACK
Deliver Wound(s)

3.3 DUNGEON RETALIATES

Receive Wound(s)
(if you lose your last Adventurer - you lose!)

3.4 END COMBAT

(stop playing Crawler cards)

STEP 4: END ENCOUNTER (ACTIVE PLAYER ONLY)

4.1 Drop cards from Hand

4.2 Remove cards from Play

4.3 Remove Time tokens

4.4 Remove Poison tokens

4.5 Reset Cards

4.6 Remove Lock tokens

4.7 Maintain Permanents

4.8 Draw up to your Hand Limit

4.9 Discard

4.10 END ROUND/GAME

If you have reached 45mins of play, AND both players have finished their turn, OR if your opponent concedes the Game.

Otherwise, move the Active Player token to your opponent.

THE BLACK WALL

ART BY: SERGIU ZEGRENE



MULTI-PLAYER FORMAT

Multi-Player Formats in Dungeon Crawler™ ECG are when a group of players (from 3 to 6) would like to play competitively with one another. The goal is to harvest as many Victory Points from the Encounter each Round as they can.

Although very similar to the Competitive Format, there are some differences in Multi-player. Primarily you pool your Dungeon cards as part of the Encounter, and the VPs work slightly differently with the first player reaching 40VPs winning. Should a player reach a lose condition (outlined below) the game ends and the VPs are tallied.

GAME SET-UP

During deck building, each player may only have up to 4 copies of any card in their 40 card Crawler or Dungeon deck.

You will be choosing your 3 Quests based off of what you think you can accomplish from the pool of Dungeon cards, so you will be guessing what they are going to throw at you. Getting this right will pay off large.

Select 4 Adventurers that best suit your Crawler deck.

SPECIFIC RULES

You are considered the Controller for all of the cards you have brought to the game to use.

If you reach 40VPs first you win.

If another player is eliminated (all of their Adventurers Perish), and you are ahead on VPs, you win.

If all of your Adventurers Perish, you lose and the Game ends (even if you were ahead on VPs, you lose).

Determine the first player, they will be the Challenger, and begin with the Challenger token. You can have a "draw off", drawing a Crawler Card from the Crawler deck of your opponent with the highest card value going first. Ties for first draw again, until a winner is determined.

ENCOUNTER POOL, BUILDING THE ENCOUNTER

When you begin your turn instead of Drawing Dungeon cards to place in the Encounter, you will Draw 3 Dungeon cards and place them face-down in front of you (you may look at them at any time), when your turn comes to add to the Encounter, you Draw from those cards a card of your choice as long as it fits within the Encounter Limit). Player 2 will place the first card into the Encounter for a 5pt Encounter Limit.

The Encounter can not exceed the 5pt Limit, and each Player must pass at least once to stop the build (for instance, everyone's Encounter Pool Costs are too high to place a new card, or everything has been placed).

ACCEPTING THE CHALLENGE

Each Player can decide if they want to be the Challenger, with Player 1 deciding first. If everyone passes, Player 1 MUST take the Challenge.

+2PT BLIND BUILD

Once the Challenger has been determined, an extra 2pts are added to the Encounter Limit by the next Player that had not added to the Encounter Limit yet (where the build left off, even if it is the Challenger - Player 1).

The Encounter can not exceed the 7pt Limit, and each Player must pass at least once to stop the additional build (for instance, everyone's Encounter Pool Costs are too high to place a new card, or everything has been placed).

DISRUPTION & DRAFT CARDS

These cards can be used against other players (see pages 5 and 6 for details).

VICTORY POINTS (VP)

- ◇ Use the Counter tokens, or pen and paper, to keep track of everyone's Victory Points.
- ◇ Each Wound on one of your Adventurer is -1VP.
- ◇ Each card sent to the Dungeon Grave by you is equal to its Cost+1 in VPs (a zero Cost card is 1VP and so on). Each card cleared from play at the end of your Round is equal to its Cost in VPs (a zero Cost card is 0VPs in this case). Crawler cards are not worth Victory Points.

MULTI-PLAYER FORMAT

- ◇ Each Completed Quest is worth 3VPs.
- ◇ If an opponent has to Regenerate their Deck, every other player gains 2VPs.
- ◇ If you try to Draw a Dungeon or Crawler card, and cannot, you then Regenerate your deck by reshuffling your Grave in to your new deck (your opponents gain VPs for this).
- ◇ 1VP for each Player that Passes on an Encounter and you accept to challenge the Encounter.

FORMATS

All of the Multi-Player formats will require a minimum of a Starter Pack for each player to construct their Crawler and Dungeon decks from.

3-6 PLAYER MULTI-PLAYER FORMATS	
Number of Adventurers	4
Quests to Complete	3
Deck Size, Crawler/Dungeon	40/40
Encounter Limit	5+2pts

ROUND OVERVIEW, MULTI-PLAYER

Build your decks, choose your Adventurers and Quests.

Choose which player will go first, they are the Active Player, place the Active Player token in front of the Active Player. You can have a "draw off", drawing a Crawler Card from the Crawler deck of the opponent to your left with the highest card value going first. Ties for first draw again, until a winner is determined.

Draw your Hand (Hand Limit 5 Crawler cards).

Each Player Draws 3 Dungeon cards and place them face down in front of themselves.

STEP 1: BUILD ENCOUNTER (SPECIAL)

1.1 The Player to the Active Players left can select one of the Dungeon cards from the 3 that are face down in front of them, and place it face up in Play. If you cannot as you do not have 3 cards, each other player gains 2VPs, Regenerate your Dungeon deck.

You CANNOT exceed 5 Encounter points at this time.

1.2 The next Player clock-wise then selects one of their face down Dungeon cards to put in Play, this continues to pass on to each Player until all 5pts are placed, OR everyone has PASSED at least once (note which Player placed a card last).

1.3 The Active Player then decides if they want to face the Dungeon, or PASSES. If they Pass, the next Player can choose to face the Dungeon and they gain 1VP for taking the Challenge that has been passed. If everyone Passes once, the Active Player MUST face the Dungeon (also gaining the extra VP for the Encounter).

1.4 The Player AFTER the LAST Player to put a Dungeon card in Play, can then add to the Encounter (max 7pts), and can Pass until each Player has Passed at least once.

STEP 2: RESPOND (ACTIVE PLAYER)

Begin Encounter
Active Player may start playing Crawler cards.
Other Players may play Disruption cards now as well.

STEP 3: COMBAT (ACTIVE PLAYER)

3.1 Combat Triggers
3.2 ADVENTURERS ATTACK
Deliver Wound(s)
3.3 DUNGEON RETALIATES
Receive Wound(s)
(if you lose your last Adventurer - Game ends!)
3.4 END COMBAT
(stop playing Crawler cards)

STEP 4: END ENCOUNTER (ACTIVE PLAYER ONLY)

4.1 Drop cards from Hand
4.2 Remove cards from Play
4.3 Remove Time tokens
4.4 Remove Poison tokens
4.5 Reset Cards
4.6 Remove Lock tokens
4.7 Maintain Permanents
4.8 Draw up to your Hand Limit
If you try to Draw a Crawler card, and cannot, you may Regenerate your Crawler deck.
4.9 Discard
4.10 END ROUND/GAME
If you have reached 40pts, you win!
Otherwise, move the Active Player token clockwise to the next Player.



CAMPAIGNS

Story Mode Single Set will contain only 1 Unbound Starter and 1 of each Delve Pack. Feel free to substitute cards when needed and enjoy!

- contains no more than 1 full set of cards from Unbound (1 rare, 2 uncommons, 3 infrequents and 4 commons).

THE SHROUD OF STARS (A01)

"The Shroud of Stars, a relic of an elder Lumarii has gone missing from their camp just outside of the city of Keldorn. The thieves did get pretty far before being captured, but before they could all be captured, they did manage to sell the relic to some goblins. Hunting down a few thieves was manageable, but taking on goblins in the Forest of Shadows... well, that would probably require adventurers."

QUESTS

Den of Evil
Goblin Slayer
Journey's End

- try to complete "Journey's End" +1 other Quest.

DIFFICULTY
EASY

CHARACTERS (46 cards)

Archaic Slauch x2
Ghoul x2
Giant Grey Spider x4
Goblin x4
Goblin Thief x4
Goblin Conjurer x2
Lamia Anguine x1
Leaf Vodyanoi x2
Manticore x1
Massive Animated Tree x2
Minotaur x1
Ogre x2
Orc x2
Phantom x2
Shadow Elf x2
Skeleton x4
Slime x1
Troll x1
Wild Naga x3
Zombie x4

Next: The Barren Path (A02)

EVENTS (10 cards)

Ambush x3
Bad Luck x2
Broken Formation x2
Reinforcements x2
Rushed x1

TERRAIN (20 cards)

Chasm x1
Dark Corridor x4
Evil Altar x2
Graveyard x2
High Ground x4
Murky Swamp x3
Ruins x4

TRAPS (4 cards)

Poisonous Dart Trap x2
Spear Trap x2

THE BARREN PATH (A02)

"You've travelled far and wide in your search through the dangerous forests for the goblins that took possession of the Shroud of Stars. You scouted the village of the Bleedingheel tribe, which you deduced to be the tribe that purchased the shroud, but find no sign of the goblins or shroud in question."

"After questioning a few stragglers, it becomes evident that the goblins were headed to the Barren Mountains to gain some favour with one of their champions, Greenknee."

QUESTS

Den of Evil
Hold Dominion
Dragon Slayer

- try to complete "Hold Dominion" +1 other Quest.

DIFFICULTY
HARD

CHARACTERS (40 cards)

Crawling Swarm x2
Gargoyle x2
Ghoul x1
Giant Grey Spider x2
Goblin x4
Infernal Minotaur x2
Lamia Anguine x1
Manticore x1
Massive Animated Tree x1
Minotaur x2
Mummy x2
Ogre x1
Orc x3
Phantom x1
Shrieker x2
Skeleton x2
War Fiend Demon x2
Wild Naga x2
Young Granite Dragon x3
Zombie x4

Next: The Goblin Champion (A03)

EVENTS (12 cards)

Broken Formation x2
Gloom x2
Recurring Villain x1
Reinforcements x3
Rushed x2
Unlucky x2

TERRAIN (14 cards)

Chasm x1
Evil Altar x2
Graveyard x2
High Ground x4
Icy Ledges x1
Lava Pit x1
Ruins x3

TRAPS (14 cards)

10' Pit Trap x2
20' Pit Trap x2
20' Spiked Pit Trap x2
Dart Trap x2
Falling Stones x2
Pendulum x2
Spear Trap x2



CAMPAIGNS

THE GOBLIN CHAMPION (A03)

Next: The Secrets of the Shroud (A04)

"A twisted and rocky path leads you deep in to the mountains to a stronghold. At one time it must have been occupied by a long forgotten army of humans. Now it is sullied, littered with bones, scraps, filth and refuse. Evidence that it is occupied by goblins. It appears you are too late to have stopped the goblins from reaching their champion, now you must face Greenknee in his abode."

QUESTS

Den of Evil
Evil Has a Name
Undead Slayer

DIFFICULTY
STANDARD

- try to complete "Evil Has a Name"
+1 other Quest.

CHARACTERS (48 cards)

Dreadlander Mercenary x3
Gargoyle x3
Ghoul x2
Giant Grey Spider x2
Goblin x4
Gravaxin x3
Greenknee, Goblin Necromancer x1
Jungle Troglodyte x4
Manticore x1
Mummy x2
Orc x3
Phantom x3
Shrieker x2
Skeleton x4
Slime x3
Troll x2
War Fiend Demon x2
Zombie x4

EVENTS (10 cards)

Gloom x2
Mastermind x1
Rapid Developments x2
Recurring Villain x1
Reinforcements x3
Unlucky x1

TERRAIN (9 cards)

Dark Corridor x4
Evil Altar x2
Graveyard x2
Icy Ledges x1

TRAPS (13 cards)

10' Pit Trap x3
Dart Trap x4
Fire Stream Rune Trap x2
Pendulum x2
Poisonous Dart Trap x2

THE SECRETS OF THE SHROUD (A04)

Victory!

"The goblin champion's body lies at your feet and then dissolves before your very eyes in to a blackened husk. Laughter can be heard echoing through the corridors.

You reach down and grab the Shroud of Stars and as you prepare to stuff it in to your pack, you can hear a weak call for help, it appears to be the voice of a damsel. It is the Shroud that tells you there is truly a trapped damsel in the caverns below this stronghold, she waits in a labyrinth below."

QUESTS

Path Finder
Rescue the Damsel
Undead Slayer

DIFFICULTY
HARD

- try to complete "Rescue the Damsel"
+1 other Quest.

CHARACTERS (40 cards)

Crawling Swarm x2
Empusae x2
Ghoul x3
Giant Grey Spider x2
Gravaxin x3
Kobold x4
Large Wurm x2
Massive Stone Golem x1
Minotaur x4
Mummy x1
Phantom x3
Salamander x2
Skeleton x4
Slime x2
Werewolf x1
Wraith x1
Zombie x3

EVENTS (10 cards)

Ambush x2
Bad Luck x1
Broken Formation x2
Gloom x2
Mastermind x1
Rushed x2

TERRAIN (10 cards)

Dark Corridor x2
Evil Altar x2
Graveyard x2
Labyrinth x2
Lava Pit x1
Ruins x1

TRAPS (20 cards)

10' Pit Trap x2
20' Pit Trap x2
20' Spiked Pit Trap x2
Damsel x1
Falling Stones x4
Fire Stream Rune Trap x2
Pendulum x2
Poisonous Dart Trap x3
Spear Trap x2

**Conclusion: The damsel is found, malnourished and weak, but alive. You administer some healing and free her from her prison. Your journey back is a comparatively easy one, upon your return the Lumarii welcome you and reward you for finding their lost treasure, surprisingly enough this was secondary to returning the damsel back to her family whom you know have made you their friends for life.*



OUR JOURNEY

UNBOUND STARTER PACK

Our first delve in to gaming (circa 2010) brought us the Unbound Starter Pack (and Booster Box). Printed in India, we had a real trial by fire with missed deadlines, excruciating customs delays, and lost product. We didn't quite get what we ordered, but we did get it somewhat mostly right.

Our Starter consists of 140 cards: 5 Adventurers, 5 Quests, 65 Crawler, and 65 Dungeon. It also contains our Player's Guide, and 30 Tokens.



UNBOUND DELVE PACKS

Delve Packs were released as a replacement for the Booster Boxes (2012) as we started to physically repack them by hand. We did our best to keep a theme in each pack. By selecting regions around the storyline, the format was decent enough to release. Eventually we started to print these in the USA as version 2. Each Delve Pack has either 1 or 2 Quests or Adventurers, and approximately 25 Crawler and Dungeon cards to make a 52 card pack. A few revisions have been made to the card series, and they are updated with each new print run.

The Player's Guide was intended to act as a refresher to the rules, not as a stand-alone full sized rulebook. As the costs of producing a full size rulebook were prohibitive, and we knew that errata and changes would inevitably occur over time, we planned to release the comprehensive rules online. This being our first foray in to the table-top community, we found out this was an error in judgement. However, the cost of reprinting the Starter to fix this issue is not an option.

UNBOUND BOOSTER BOX

As part of the Starter Box set, the Unbound Booster Box was supposed to consist of 26 Packs of 10 cards which would provide the remaining Unbound set all in 1 Box of Boosters to complete your collection. Unfortunately for us, the sorting was completely ignored, and the approval process was denied us; it was a take-it-or-leave-it kind of situation. Our Booster Boxes arrived completely randomized.



DELVE PACK 1, KELDORNA

Our first Delve Pack (blue) is focused around Traps, which clearly covers civilized instruments of death from the fantasy world that Keldornans may face while adventuring. The Keldornan Pyromancer and Keldornan Mercenary Adventurers can be found here with the Pathfinder Quest.

EXPANDABLE



OUR JOURNEY

DELVE PACK 2, STONEHOLD

Our second Delve Pack (yellow), focuses on Goblins and Undead, which dwarves have a serious desire to eradicate. The Gold Dwarf Priest Adventurer can be found here with the Goblin Slayer and Undead Slayer Quests.

DELVE PACK 3, OUTLANDS

The third Delve Pack (red), focuses on Terrain, which travellers will have to deal with for certain. Barbarian Medicine Man and Gold Dwarf Brawler Adventurers can be found in this pack with the Journey's End Quest.

DELVE PACK 4, SYLVAN WOODS

Our fourth Delve Pack (green), focuses on Toxins, which can be a real issue for unprepared adventurers. The Wood Elf Wizard Adventurer can be found here with the Hold Dominion Quest.

DELVE PACK 5, BARREN MOUNTAINS

The fifth and final Delve Pack (black), has a focus on big monsters and some stealth. The Barbarian Berserker accompanies the Dragon Slayer and Knowledge is Power Quests.

UNBOUND PROMOS



MINES OF KHURGAN EXPANSION PACK

Printed overseas in China, the Mines of Khurgan was our last large print run before switching to our USA on demand printers. Featuring our Kobold villain Skwee, whose clan invaded the ancient home of the long dead Keldornan Lord Khurgan. Using his abilities as a Shaman, Skwee, hedged Khurgan out and now Khurgan haunts the nearby lands as a Ghost. Now the mines are riddled with traps and hazard for hapless adventurers. This is an 82 card Expansion Pack, which we ran a KickStarter for to include some bonus promos in the pack.



MINES OF KHURGAN PROMOS

We were able to do our first and only foil promo with this factory for the Onyx Dragon! These promos also feature our Primary Target/Active Player Token, and spare tokens, and our alternate image Adventurers!





OUR JOURNEY

THE THORN EXPANSION PACK

Printed in the USA, The Thorn Expansion Pack brought us Zhuldar, a Wood Elf Lich and his tower (the Thorn). Viewed as a colossal error in the Elven history books, Zhuldar was left alone to rot at the Thorn, his work now done. But, the dead stir at the Thorn, and the elves fear what this might mean. The Thorn is an 82 card Expansion Pack, which we ran a fundraising campaign for to add in some bonus promo cards, and introduced our first alternate collectible Backer Pack. The Backer Packs use the same artwork, but have an alternate colour interface to signify their difference.



THE THORN PROMOS

We added more alternate image Adventurers, alternate artwork for our Lilitu, an Azurite Dragon, and a Resource Tracker as a new way to calculate your maximums.



SCENARIO PACK

Printed in the USA, the Scenario Pack brings us four extremely difficult challenges in the form of: Fell the Colossus, The Cursed, Hell Gate, and Legendary Hoard. Each has a special Adventurer and villain, with a series of Events that you must overcome in order to complete your missions! With the help of our Backers, this 52 card pack also comes with 6 new promos, and an alternate collectible Backer Pack.



SCENARIO PACK PROMOS

Our fundraising campaign brought in our 6 promos, and includes 2 new Attributes (Limited and Titan).



And, there's more to come.

EXPANDABLE

FREQUENTLY ASKED QUESTIONS

ADVENTURERS ATTACK DAMAGE?

Q: What damage type do adventures do without any card added to the attacking step?

A: By default Adventurers do Melee (harm). If they become equipped with a Crawler card, they adopt the Crawler card's attributes.

ACTIVE, ACTIVATE, LOCKED?

Q: What is the difference and reason behind 10' Pit Trap just saying +1 lock target and 20' Pit Trap saying Activate and +1 lock Target? I thought if the character or Adventurer is locked they can't activate so why put activate then lock on the card? Can an Adventurer be locked more than one time at the same time?

A: The Lock and Activate will take your Adventurer out of the picture for longer than just the Lock or Activate. When you Activate and Lock an Adventurer, they can only Unlock or Reset during Step 4, not both. So Round 1 is brutal while you're locked and can't contribute to the Attack, Defend or Resources, and Round 2 is annoying cause you still can't Attack or Defend, but you can at least contribute your Resources again. Multiple Locks can be put on an Adventurer - and only 1 comes off at the end of each Round.

AREA ATTACKS?

Q: How does this work exactly?

A: When the Adventurers attack with Area 2 they just need to meet or overcome the Dungeon's defenses. If they succeed they can then choose 2 different targets instead of 1 to deal Wounds to (Stealth still counts).

When the Dungeon attacks with Area 2, the Adventurers must defend the first two Adventurers from that attack. So let's take the Goblin and a Fire Stream Rune Trap... the first Adventurer must meet or beat 5 Power (goblin + fire trap), while the second Adventurer must meet or beat only 3 Power (the fire trap).

Note; when you are defending you must Activate at least one Adventurer to do so. So, in the case of Area 2 both defenses require having an Adventurer defend.

ATTACKERS WITH ZERO POWER?

Q: Are they attackers if they have 0 Power?

A: Yes, they will trigger the benefits of Armour or other effects that are activated by Attackers.

BOOST ACTION BLOCKS?

Q: Must a card that is boosted be used by the character who boosted it, or can it be used by anyone?

A: Boosts are used by the team, but in order for it to be activated, the Adventurer with the Boost must be Active.

CAN NOT PLAY CRAWLER CARDS?

Q: I have Elite in play (Skill, Permanent), my hand limit is 7 cards. During the Build Encounter step Rushed (Event) comes into play which says "Can not use skills". Does that mean that I can't bring a new skill card into play this Round? And, does this also mean that I can no longer use Elite?

A: You'll check your permanents in step 4.7, assuming that Rushed has left play in step 4.2, you can keep Elite in play. Rushed means you will not be able to put more Skill cards in to play, or spend a Skill like Brawling.

CARDS EFFECTING TARGETS?

Q: How many targets does a card effect?

A: Cards only affect one other card unless they specifically state otherwise. For example a "longsword" only provides +4 Power to one Adventurer.

DISRUPTION REMOVING A TARGET?

Q: What happens if I played a Crawler card that was Disrupted by my opponent and I no long have a valid target?

A: Resolve cards last in/first resolved (your card is wasted).

DISCARD VS DROP?

Q: What is the difference?

A: When you Discard (from Skaken) a card it may have a certain effect on game play, but when you Drop a card it does not affect game play in any way except to clear cards from your Hand like in Step 4.

ENFEEBLE?

Q: Target Adventurer cannot access their Resources. If I have a permanent that relies on one of those Resources does that permanent go to the grave right away or during which step?

A: Check your Resources at step 4.7 for permanents.

FREQUENTLY ASKED QUESTIONS

EVIL ALTAR?

Q: Does the Evil Altar prevent you from boosting the Adventurers? The card states that only Evil Magic cards can be boosted.

A: Correct. The only thing that can be Boosted while Evil Altar is in play must be Evil and must be Magic.

FLIGHT?

Q: Do I need anything special to attack a Character with Flight?

A: No, Flight is a Keyword which can trigger bonuses or incur penalties.

IMMUNE?

Q: Immunities in DC can be a tricky situation, and how do you manipulate combat to overcome them?

A: We will answer this question by creating a scenario where you are facing a bunch of Characters; Zombie (1pt), Goblin (0pt), Salamander (2pts) and Troll (2pts).

The Dungeon's defense totals 6; 1 Stamina and 1 Armour from the Zombie, 0 from the Goblin, 3 Armour from the Salamander and 1 Stamina from the Troll.

In order to deal a Wound in Combat we'll need to pull together 6 Power. We'll say we have our 4 Adventurers all set for action; Gold Dwarf Warrior, Keldornan Cleric, Gypsy Stormcatcher and Gypsy Thief.

We can get a total of 4 Melee Power (harm) by Activating all of our Adventurers. This would leave us defenseless. However, our discussion is more about Immunities than defenses. Because the Adventurers have the advantage of adopting the attributes of what they are equipped with, we can manipulate some encounters more effectively.

In our hand we have a Fireball and Short Bow available to boost our Power in Combat.

- Using the Short Bow -

If we bring the Short Bow in to play and Activate all 4 Adventurers (because we're unable to Boost the Short Bow), we'll have a total +6 Ranged Power (harm).

With this we've beaten the Dungeon's defenses and can deliver a Wound. Because the Adventurers take on the attributes of whatever they are equipped with we cannot target the Troll, as the Troll's Immunity (harm) will reduce our attack Power to 0. Granted, we can target any of the other Characters.

- Using the Fireball -

If we bring the Fireball into play and Activate all 4 Adventurers (because we're unable to Boost the Fireball), we'll have a total +6 Ranged Power (fire).

With this we've beaten the Dungeon's defenses and can deliver a Wound. Because the Adventurers take on the attributes of whatever they are equipped with we cannot target the Salamander, as the Salamander's Immunity (fire) will reduce our attack Power to 0. Granted, we can target any of the other Characters.

- Combining the Fireball and Short Bow -

If we could only Activate 2 Adventurers and needed to use both the Fireball and the Short Bow to reach 6 Power, our options become a little more limited. Putting the Fireball and Short Bow in play and Activating 2 Adventurers means that the attack now contains both (fire) & (harm). Which means targetting the Troll will reduce the Power to being unable to beat the Dungeon's defense, and the same goes for the Salamander. We could still target the Zombie or Goblin, but the Troll and Salamander would be impervious.

- Using the Short Bow, Unboosted & Fireball, Boosted -

In the same scenario if we were able to Boost the Fireball, by having the Wood Elf Wizard in our roster of heroes instead, and still being able to only attack with 2 Adventurers, we fare no better.

We still run in to the same situation where our attack can only target the Zombie or the Goblin effectively - with Area 2, our secondary target for the Area Attack is still (fire) & (harm) as it only expands the attack's range of targets, so the Troll's and Salamander's Immunity remains intact.

LEGAL TARGET?

Q: What is a legal target?

A: Legal targets are dependent on the source of what is doing the targeting. For instance, if the target of a Tactic can only be Creatures of Cost 2 or less, then those Characters have to meet both conditions (1st being a creature type, and 2nd being of Cost 2 or less) and are the only legal targets. However, Stealth can make a Character a non-legal target to receive Wounds in Combat. In this case steps have to be taken in order to remove Stealth first.

FREQUENTLY ASKED QUESTIONS

MAGIC TYPE?

Q: What damage type does Magic Resist and Magic Immune prevent? Does this affect (Supernatural)?

A: Check for one of two conditions: it MUST be a Magic card type (and have an Attack type that is not "harm"); OR, it has to have "magic" attributed to its attack damage. Being named "Magic" does not qualify, such as Magic Short Sword which uses (Supernatural).

MULTIPLE CRAWLER CARDS?

Q: If I play multiple weapons, do I have to activate multiple Adventurers? For example, I Activate the Stormcatcher to attack, then play the Short Bow, boosted by the Active Wood Elf Scout (because he's going to be needed to defend later) and also play a Shortsword as well (giving her a 6 ranged attack)?

A: Yes, equipment is not assigned to a particular Adventurer unless it specifies so. So, all equipment brought in to play (or any Crawler cards really) are utilized in the combat in some way symbolically, while it's the Stormcatcher that strikes the Wound everything contributes to the attack.

PERMANENTS?

Q: Do I pay this Cost just when it comes in to play, or each turn that it stays in play?

A: Permanents occupy Resources as long as they are in play.

PREVENT A TRAP?

Q: When building an Encounter in Step 1, how do I prevent a Trap with my Crawler cards?

A: Play out the results from the Trap in Step 1, but in Step 2 when you Respond, you can undo what the Trap has done.

PULL?

Q: Is it correct that a revealed card has to be pulled in to play? e.g. previous turn, a Dungeon card exceeded the Encounter Limit in points, so it goes back to the top of the dungeon deck faceup (Flip)? Next turn, this card would be drawn, however when still exceeding the max. pts, it would be pulled?

A: Correct. A revealed card is called a "Flip", this occurs when you have the Encounter Limit or more already in play and have come to the Dungeon Draw Step, instead of bringing the card in to play, you flip it over face up. Face up cards are Pulled in to play on the following turn.

REAYER?

Q: OK, how exactly does Greenknee's Reaver work?

A: If Wounded, Greenknee's Reaver will trigger at the End of Combat, targetting only "Creatures" of cost 2 or less. There is a distinction between just any Character and a Creature. Creatures include Goblins, Minotaurs, Orcs and various other critters - but, not Golems, Monsters, or Spirits for instance.

Greenknee then removes 1 Wound from himself.

His summons only goes off if Reaver is successfully Triggered (see summon Attribute), as it is indented and follows the '+' from Reaver.

Greenknee is strong in decks with a mix of Creatures and Undead, similar to the Mummy. The Mummy's Power is only boosted by "Creatures" not Characters.

REMOVE FROM PLAY?

Q: Do cards like Acrobatics, or Primal Terrain trigger Lava Pit?

A: No. Also, the new prints of these cards that state this directly, like "Remove target Terrain card of your choice from Play, this removal does not trigger any 'leaves play' attributes on the Terrain card".

SOURCE IS RESOURCE?

Q: When a card mentions Source does it mean Resource?

A: Yes.

STAMINA & COMBAT?

Q: Stamina does not add to Life then how is it helpful?

A: It is effectively like an armour/evade value. Your Adventurers have a default Power/Stamina of 0/0. You have to Activate them to give them a 1/0 or 0/1 score or increase those scores with Crawler cards.

STEALTH, TARGETING?

Q: Can I target a Character with Stealth?

A: A Stealth Character can be targeted by anything, except any Wound resulting from winning Adventurer combat, if there are other valid targets available.

FREQUENTLY ASKED QUESTIONS

STRIDING STRIKE?

Q: Could someone please clarify the card 'Striding Strike'?

A: If you win Adventurer Combat you can Activate a Character of your choice.

During your attack, you do not have to deliver a Wound, just win Adventurer Combat (overpower the dungeon's defenses).

This is great for "tying" up an unstoppable Character that can't be Wounded like Slime or Crawling Swarm. If they are activated they cannot attack.

It does not have to be the same target of the Wound delivered from Combat.

WHAT HAPPENS FIRST?

Q: When I am attacked by a Creature with Drain, and want to use Counter Attack, which effect happens first?

A: Triggered Attributes on a card in play occur first, unless a card that is put in play like a Disruption card, which can "undo" or interrupt an event, or any card that specifically states that it interrupts an event.

WOUNDS?

Q: When the Adventurers/Monsters attack and win - is only 1 Wound inflicted? Some monsters have 2 Life.

A: Yes, only 1 Wound is inflicted. Unless you play other cards to boost the number of Wounds. Characters with 2 stamina or more are only wounded once for each combat (without the benefit of cards to enhance this) and will remain in play. Next round you can decide whether or not to finish them off.





ATTRIBUTES

+# LOCK/ACTIVATE AND # LOCK

Locked Adventurer cards cannot be used to attack, defend, or to grant Resources. Locked Dungeon cards cannot use Attributes or attack, but they do maintain their Stamina score for defending. A Lock is removed from a Locked card in place of Resetting it. Only remove 1 Lock token from each card during Step 4.

Locked cards are Inactive.

ALLY

If targeting an Adventurer, it counts all Adventurers (usually Active only), and if targeting a Character, it counts all Characters.

AREA #

This affects an attack by increasing the number of targets the attack hits. When used against Adventurers, this Power score will target the Primary Target and any additional targets to the right (then wrapping around again to the first Adventurer in the Marching Order), for a maximum of once for each Adventurer. For instance, Area 2 targets the Primary Target and the Adventurer to the right of the Primary Target (loop back to the furthest left Adventurer if you have reached the end of the Marching Order).

When this is used against Characters (by a Player), they may choose their targets from what is in the Encounter.

ARMOUR +#

This score is added to a Character's Stamina, but does not increase their Life Score.

ASSIGN

A card that is Assigned to another card only affects that card, and cannot be used if the targeted card, and is Locked.

BOLSTER (TARGET TYPE)

This card gains +1 Power for each other card with this matching Target Type. For instance, Goblin has Bolster (Goblin), and will gain +1 Power for each other card in play that also has Bolster (Goblin).

BURN

Move a corresponding card directly from either the Dungeon or Crawler deck to the Grave. Do not activate any of its effects.

CHARGE +#

Gain +# Power for the first Encounter Round that this card is put into play.

CHARM

Adventurers can only Wound this Character if the Player discards 1 Tactic card or any other 2 Crawler cards.



COME INTO PLAY

When this card comes in to Play this Attribute triggers immediately.



COMBAT TRIGGER

When Combat begins in Step 3, this Attribute triggers immediately at the beginning before the Adventurers or Characters attack.

CONTACT

Attackers with this Attribute only need to attack for its "contact" ability to take effect. It does not need to win the Power struggle in Combat.

If an Attacker has 0 Power, their Attributes DO NOT trigger unless it also has "Contact".

DAMAGE TYPES

There are many different damage types in the Dungeon Crawler™ Expandable Card Game that can be added to your Power score on your attack, listed here for reference.

Damage types can be very important, as they may be required to do any damage at all, for instance if something is immune to (harm), you may need to do (fire) instead.

Cold
Electric
Fire
Harm
Incorporeal (see Attributes)
Magic
Sonic
Spectral
Supernatural
Toxin

DISGUISE

Double the Power of this Character and it Attacks first, if no other Characters are in Play.

DRAIN #

If this Character attacks with any Power above 0 and a Wound is dealt to the Adventurers in Combat, Burn X Crawler cards.



ATTRIBUTES

ENFEEBLE

Target Adventurer cannot access any of their Resources (updated from original rules).

FRENZY

This Character attacks before the Adventurers in Step 3 each Round. Make sure they Activate, as they will not also attack during the Dungeon Retaliation. Frenzy triggers AFTER Combat Triggers. Note that Characters still count their Stamina towards the Dungeon defense even though they have already Activated to Attack.

GREEDY

This Character can be removed from play if the Player discards a Crawler card of Cost equal to or greater than #.

IMMUNE (TYPE)

Characters or Adventurers with this Attribute will reduce Wounds being assigned to them by the type(s) listed to 0 when they are the target.

INCORPOREAL

Characters attacking with this Attribute can only be defended against by Magic or Supernatural Stamina types.

KEYS/KEYWORDS

These are triggers for effects in the game, such as; Alignment Keys, or Class Keys, or Size. Keywords are the Attributes listed on Character cards with no descriptions as they only act as triggers.

Aquatic
Amphibious
Chaotic (Alignment)
Commander (Type)
Evil (Alignment)
Fearless
Flight
Good (Alignment)
Neutral (Alignment)
Sizes

LEAP

This Character or Adventurer cannot be included as a target of an Area attack (updated from original rules).

LIMIT [[]]

This Attribute can only be used a number of times equal to the number of [] listed after the Attribute during a Game.

PIN (LOCKED)

If this Character or Adventurer is part of an attack that deals a Wound, Activate and Lock the Wounded target.

Locked Adventurers cannot be used to attack, defend, or provide Resources.

Locked Dungeon cards cannot use Attributes or attack, but they do maintain their Power/Stamina scores for defending.

Locks are removed in Step 4.6.

POISON +

If this Character or Adventurer is part of an attack that deals a Wound, they will also deliver the number of Poison Tokens listed on this Attribute.

Poison tokens are removed in Step 4.4, and replaced with a Wound token.

POSSESSION

Character comes into Play and Locks Target Adventurer (see the Target X Attribute) for as long as this card is in Play. If this Character takes a Wound its Target also takes a Wound of the same damage type.

RAMPAGE

If this Character or Adventurer takes a Wound which includes a Melee attack, it deals 1 Wound to an attacker (Controller's choice). This damage is of its specified type. Rampage triggers before removal from Play, should the Character take enough Wounds to remove it from Play. This only triggers once per Round (# = how many times this can be used).

REARRANGE

You may take # number of cards from the top of the designated deck and place them back on the top or the bottom of their deck in any order. If a card is Flipped you will put it back face down (but cards cannot be put back face up).

REAPER (X)

At the End of Combat (Step 3.4) this Character removes the lowest Cost card available from play of Type X (max Cost 2) and sends it to the Grave.

If a card is sent to the Grave in the above manner, also remove 1 Wound from the card with Reaper.



ATTRIBUTES

REGENERATION

This Character removes a Wound at the end of Combat in Step 3.4. To prevent this, the Defender can discard Crawler cards from their Hand equal to #.

REINFORCE (TYPE)

Characters gain +1 Stamina for each other card in Play with this matching Attribute.

RESIST # (TYPE)

Cards that contain Resist # (Type), will reduce the Power of an attack by # Power, when included in attack of that damage type as a target.

RESTOCK # (TYPE X#)

Restock means to look through the respective Grave for cards in the order from most recently removed from Play to those removed earliest. Make sure to keep these cards in order.

The first number equals the maximum Cost allowed.

The Type restricts the cards to be Restocked (such as Animal, Monster, and/or Undead).

The last number is how many target cards need to be found. If you reach the end of the Grave without finding any or enough target cards, just Restock the ones that are found.

Shuffle these target cards back in to their respective Crawler or Dungeon deck.

SEARCH

Turn over cards, so they are face up, one-by-one until the number of required cards are revealed. Remove the target cards from the stack as they are found. Shuffle the revealed stack back in to the deck.

SHAKEN

If this Character or Adventurer is part of an attack that deals a Wound, the Defender must Discard # cards from their Hand. They may choose which cards to Discard. If they do not have enough cards, they must Discard their Hand.

SHAPESHIFT

Instead of Resetting this card during Step 4, shuffle it back in to its respective deck.

SIMPLE

For each Tactic Card put in Play by the Player this Round, the Character with this Attribute loses # Power.

SNARE

When this card comes in to Play, Discard # Crawler cards or Activate the Primary Target. If that Adventurer is already Activated add +1 Lock instead.

SPEND

Activate this card to gain its listed ability. This card is then Removed from Play in Step 4.

SPOOK

As long as this Character is in Play Adventurers cannot Boost Crawler cards.

STEAL

If this Character or Adventurer is part of an attack that deals a Wound, the target Player must remove a Permanent Equipment card from Play that is under their Control.

STEALTH

This Character cannot be the target of a Wound from Combat if another legal target is in Play. If only Stealth Characters are available, the Character with the lowest Cost becomes the legal target. If equal in Cost the Player facing the Encounter decides.

SUMMON # (TYPE X#)

Summon means to turn over cards from the Dungeon deck, so they are face up, one-by-one until the number of required cards are revealed. Remove the target cards from the stack as they are found, and place them in Play.



The first number equals the maximum Cost allowed.

The Type restricts the cards to be Summoned (such as Animal, Monster, and/or Undead).

The last number is how many target cards need to be found. If you reach the end of the deck without finding any or enough target cards, just Restock the ones that are found.

Shuffle the revealed stack back in to the deck.



ATTRIBUTES

These cards do NOT count towards the Encounter Limit.

SWIFT

If this card is Flipped, it is brought directly in to Play.

TARGET X

The target of this Character (or card) is equal to the Cost of the Dungeon card on top of the Dungeon Grave +1 (count to the right of the current Primary Target). It can be treated as two separate Combats, if no other Characters are put in to Play that also target the same Adventurer.

Note; some Attributes "target X", but only the Attribute is assigned to that target. The Character Attacks the Primary Target in Combat normally.

TIME LIMIT

Place # number of Time Tokens on this card. As long as a card has a Time Token on it, it does not leave Play when cards are cleared. See Step 4:3 for removal of Time Tokens.

TITAN # (TYPE)

Titan # (type) deals damage during the Combat Trigger Step of a Round. Every time Titan is triggered this

attacker deals a Wound to a target Character of your choice and then the Primary Target (an Adventurer) provided they are not immune to all of the damage types listed with this Attribute. If # is higher than 1, deal damage to additional Characters of your choice and then Adventurers in their Marching Order respectively until all possible targets have been targeted once or # Wounds have been dealt.

If this Character is Locked, this Attribute does not trigger.

UNIQUE

If a Unique card is revealed from a deck and a copy is already in Play or in the Grave, this card is sent directly to the Grave.

UNNERVE

Tactic cards being brought in to Play Cost +1.

UNSTOPPABLE

The Power score of this card cannot be defended against with Stamina, but it can be brought to "0" or ignored by special abilities.



ROUND OVERVIEW SUMMARY

STEP 1: BUILD THE ENCOUNTER

DRAW FROM THE DUNGEON

(if you try and cannot - you win!)

Pull | Flip | Bust | Draft | Come Into Play

STEP 2: RESPOND

BEGIN ENCOUNTER

(start playing Crawler Cards)

STEP 3: COMBAT

3.1 Combat Triggers

3.2 ADVENTURERS ATTACK

Deliver Wound(s)

3.3 DUNGEON RETALIATES

Receive Wound(s)

(if your last Adventurer perishes - you lose!)

3.4 END COMBAT

(stop playing Crawler Cards)

STEP 4: END ENCOUNTER

4.1 Drop Cards

4.2 Remove Cards

4.3 Remove TIME Tokens

4.4 Remove POISON Tokens

4.5 Reset Cards

4.6 Remove LOCK Tokens

4.7 Maintain Permanents

4.8 DRAW HAND FROM THE CRAWLER DECK

(if you try and cannot - you lose!)

4.9 DISCARD

4.10 END ROUND/GAME

(if you have completed 2 Quests - you win!)