

A Game by Christophe Boelinger

## **Creatures of the Forest**

### **Rules of the Game**

**Dungeon Twister  
Expansion 7  
Asmodee Editions**

#### **Contents**

- 8 rooms
- 2 set of tokens (one per player) each one including 8 characters and 6 objects
- 2 sets of 8 cardboard figurines and their 16 plastic bases
- 6 markers of climbing plants (three in each color)
- 6 markers of webs (three in each color)
- 6 round tokens of the Spawning creatures
- 2 square Living Trap markers (one in each color)
- 2 square Brambles markers (one in each color)
- 2 square Living Tree markers (one in each color)
- 5 neutral ropes (white tokens)
- 2 neutral torches (white tokens)
- 12 square Tree Stump markers
- several portcullis markers (open/broken)
- 1 book of rules

#### **How to play a Dungeon Twister expansion**

You can either play a stand-alone 2-player *Dungeon Twister* game with the contents of this box, or mix the characters, rooms and objects of this box with any other *Dungeon Twister* box set. Each player must choose 2 pairs of rooms (for a total of 8 rooms), 8 characters and 6 objects (unless specified otherwise by the scenario or special rules).

If players choose to play with more than a single box, there are 3 ways to do it.

##### **Free Choice (Secret Forces)**

Each player chooses a color and takes all characters and objects matching his color from all available *Dungeon Twister* box sets.

Each player then secretly chooses the 8 characters and 6 objects that he is going to use for the games. Put the unused objects and characters back in the boxes.

Each player then secretly chooses 2 pairs of rooms. The 8 rooms are shuffled together and placed face down on the table without looking at them, as usual.

The game setup and the rest of the game follow the basic rules.

##### **Mutual Choice (Equal Forces)**

Each player chooses a color and takes all characters and objects matching his color from all available *Dungeon Twister* box sets. Determine randomly who will be the first player.

The first player chooses a pair of rooms and then the opponent chooses a pair of rooms. It is now the first player's turn to choose another pair of rooms and so on, until 4 pairs of rooms (8 rooms) have been chosen. Shuffle the 8 rooms and build a labyrinth face down on the table as usual.

The two players place all their characters and objects face up behind their screen.

The first player chooses one of his characters, and places it face up in front of his screen so his opponent can see it. The opponent then takes the same character and places it in front of

his screen. Then the opponent chooses one of his characters, and places it in front of his screen. The first player places the same character in front of his screen. Keep on doing this until 8 characters have been chosen. Do the same for the objects until 6 objects have been chosen.

At the end of the selection, each player should have the same 8 characters and 6 objects.

Put all unused objects and characters back in the boxes.

Each player now takes the 8 mutually chosen characters and 6 objects and places them behind his screen.

The game setup and the rest of the game follow the basic rules.

If you choose to play with a handicap, the player playing with a handicap secretly removes the desired number of characters from behind his screen, one the teams are built. This way, his opponent doesn't know which characters have been removed from the handicapped player's team.

### Scenarios

Scenarios require you to play with some specific teams and rooms, and sometimes add new special rules or elements to the scenario.

### Ranged Combat

The **Archer Elf** can initiate ranged combat by firing arrows for 1 AP. He must target the first character in his line of sight with no range limitation (much like the Wizard's fireball wand).

A ranged combat is resolved in exactly the same way as a close combat except that the **Archer Elf** doesn't become wounded if his final combat value is lower than his target's combat value. The combat value of an arrow is "2". It cannot be modified by any terrain, object, or character ability. An arrow's combat value will always remain "2". On the other hand, objects modifying the target's defense combat value are taken into account (ex: Armor, Sylvan Shield, Ring of Weakness). The target's ability is also taken into account (ex: Water Elementals and Fire Elementals standing in a their element still get a +1 combat bonus for defense, the Vampire benefits from his blood marker bonus).

All character abilities affecting combat are non-applicable during a ranged combat (Berserker, Weapon Master, General, Assassin, Samurai, Scroll of Confusion, Torch and Mummy, etc...).

The **Archer Elf** cannot initiate ranged combat if he is adjacent to his target or to an unwounded character belonging his opponent.

The **Archer Elf** can also fire arrows to participate in an attacking group combat. This simply costs 1 AP, which includes the close combat and firing the arrows. Add the combat values of all the attacking characters plus the arrow value of "2" and play a combat card (see Figure 2, paragraph about the **Archer Elf**).

The **Archer Elf** cannot participate in group combat at distance as a defender.

A ranged combat is to be considered an attack. This means that you cannot initiate ranged combat to target a character already wounded this turn, no matter how this character became wounded.

Note that the object "Crossbow" can also be used to initiate ranged combat by the character carrying it and that the Crossbowman (Mercenaries expansion) can also use a crossbow for ranged combat.

### New Characters

**Druid** (Movement = 4, Combat = 1)

#### **Climbing plants**

Each **Druid** has 3 **Climbing Plants** tokens in his color to use. For 1 AP, the **Druid** can place from 1 to 3 **Climbing Plants** tokens on any obstacle squares in his line of sight. If the **Druid** places more than 1 marker, the subsequent markers must be adjacent to the others (see Figure 1).

The **Climbing Plants** have the same effect as a rope, with the exception that they cannot be picked up or moved. It is not necessary to have two attachment points to place or use **Climbing Plants**. Although the **Climbing Plants** are tokens, they are not taken into account when considering the stacking rules. Once the **Druid** has placed one or more **Climbing Plant** tokens, they cannot be removed until the end of the game.

Even the Magophage cannot destroy the **Climbing Plants** once they have been placed. However, it is not possible to place a **Climbing Plant** adjacent to a Magophage.

Figure 1: For 1 AP, the yellow **Druid** decides to place **Climbing Plants** on the first rift square located in front of him in his line of sight. Without spending any more AP, he decides to simultaneously place his two other **Climbing Plant** markers. Now Araknis will be able to move beside the blue Logger and initiate group combat, 6 against 3.

#### **Brambles** (Movement = 0, Combat = 4)

For 1 AP, the **Druid** can place a **Brambles** token on any empty normal ground square in the same room.

He does not need to have line of sight to the targeted square. No character can move through a **Bramble** square, except for incorporeal characters (Ghost, Specter...) who can move through the **Brambles** but not stop there. **Brambles** do not move and cannot carry out any actions. The square they occupy is considered to be a **Bramble** square and not a normal ground square. **Brambles** block line of sight.

**Brambles** can be attacked. They defend by using a combat card played by the controlling player, as in normal combat. If the **Brambles** lose the combat, the **Brambles** marker is given to the controlling player. The **Brambles** do not have a wounded state and are directly eliminated if they lose in combat. If eliminated, they do not count for VP.

If the **Brambles** win in combat, the enemy characters who initiated the combat are wounded.

**Brambles** never take part in group combat, whether attack or defense.

The **Druid** can create a new **Brambles** square elsewhere for 1 AP. Remove the old **Brambles** token from the board and place it on an empty normal floor square located in the same room as the **Druid**. He can also simply withdraw his **Brambles** token for 1 AP.

There cannot be more than one **Brambles** token per **Druid** on the board (matching his color). The **Brambles** are removed if the **Druid** dies or if the Magophage finishes his movement on a square adjacent to the **Brambles**.

The **Druid** is a Magic-User; he can use the scrolls.

#### **Breeder** (Movement = 3, Combat = 2)

For 1 AP, the **Breeder** can place a **Spawnling** on any adjacent empty floor square. The **Spawnling** has a movement value of 2 and a combat value of 1. He is considered to be a normal character without any special ability.

You earn 1 VP if your **Spawnling** escapes on the opponent's starting line. Your opponent gains 1 VP if he kills one of your **Spawnlings**. The **Breeder** cannot create **Spawnlings** on a square of the starting line; in this case, they are not considered normal floor squares.

#### **Spawnling** (Movement = 2, Combat = 1)

**Spawnlings** can only be created by the **Breeder** (see the **Breeder** section for more information).

**Spawnlings** do not have a special ability.

They earn 1 VP if they escape the dungeon on the opponent's starting line and give 1 VP to the opponent if they are eliminated.

**Spawnlings** can be wounded.

#### **Stone Elemental** (Movement = 3, Combat = 8)

The **Stone Elemental** cannot initiate combat, but it can defend normally if it is attacked. It cannot take part in group combat as the attacker. On the other hand, it can take part in group combat as the defender.

It cannot engage in ranged combat either (by the use of objects like the **Crossbow**, for example).

The **Stone Elemental** can break portcullises like the Warrior.

The **Stone Elemental** can pass under Falling Rocks (this terrain element is found in other expansions of *Dungeon Twister* like *Paladins and Dragons* or *Mercenaries*). If it finishes its movement on Falling Rocks, it destroys the Falling Rocks. Place a "broken portcullis" marker on this Falling Rocks square. Now it can be crossed like normal ground by any character, even after the **Stone Elemental** leaves). Characters can also stop on this square safely. However, it is not considered to be a normal floor square.

**Archer Elf** (Movement = 4, Combat = 2).

The **Archer Elf** can initiate ranged combat with arrows for 1 AP (see the rules for ranged combat).

An **Archer Elf** can use arrows to take part in group combat as an attacker. It costs 1 AP for the group combat and the simultaneous ranged combat of the **Archer Elf** (it is included in the group combat). Total the combat values for all the attacking characters, including that of the **Archer Elf**, and play a combat card (see Figure 2).

It is also possible to combine several ranged combat attacks on the same target, with other characters in close combat, all for 1 AP.

Figure 2: Blue decides to initiate group combat combining the ranged combat of the **Archer Elf** and close combat with its **Living Trap** against the yellow **Logger**. The **Archer Elf** can target the **Logger** since his line of sight can pass through the adjacent arrow slit. The total value of combat is 2+2=4. The yellow **Archer Elf** cannot take part in the group combat as a defender. The total combat value for yellow is that of the **Logger**, 3. If blue would lose the combat, only the **Living Trap** would be wounded. If the yellow **Druid** were in the tree, he would be adjacent to the blue **Archer Elf**. In this case, the **Archer Elf** would not be able to shoot on the yellow **Logger**.

**Enchantress Elf** (Movement = 5, Combat = 1)

For 0 AP and only during her turn, the **Enchantress Elf** can enchant and give life to a tree which she occupies or is in her line of sight. Place a **Living Tree** token of the color of the **Enchantress** on the enchanted tree. She cannot enchant a tree already enchanted by another **Enchantress**. The magic functions as long as the **Living Tree** does not lose a combat or as long as the **Enchantress** does not enchant another tree.

A **Living Tree** can attack and defend and the same is true for group combat. The **Living Tree** does not count as a character. It cannot use or benefit from objects. It is a token indicating that the tree is alive and which player controls it. This token is not taken into account for the stacking rules. An enemy or friendly character can place himself in a **Living Tree**, even if carrying an object.

If an enemy character occupies or is adjacent to a **Living Tree**, the player controlling the tree can attack the enemy character for 1 AP. The combat value of the **Living Tree** is 2. If it loses the combat, the **Living Tree** token is returned to the controlling player and nobody gains VP.

If a friendly character is in a **Living Tree**, the character located in the tree gains a combat bonus of +2 in attack and defense, as long as the tree is alive. This corresponds to the combat value of the **Living Tree**.

If a **Logger** cuts a **Living Tree**, the token is directly returned to the owner and all the rules of cut trees apply.

The **Enchantress Elf** is a magic-user; she can use scrolls.

Figure 3: Here is an example: a duel of **Enchantresses** in the trees!

Let us imagine that it is blue's turn. For 1 AP, blue can initiate group combat including its **Araknis**, its **Living Tree**, and its **Druid** ( $3+2+1=6$ ) against yellow's **Araknis**, **Logger**, and **Living Tree** ( $3+3+2=8$ ). If it were yellow's turn, he could carry out the same attack.

If not, yellow could decide to cut the tree with the blue **Druid** for 1 AP. He would recover his **Living Tree** token, place a tree stump token, and the blue **Druid** would become wounded. He then, for another AP, could cut down the blue **Living Tree**. He would return the blue **Living Tree** token to the blue player, does not gain a VP, and places a tree stump token. The yellow **Enchantress** can then move to the tree adjacent to the blue **Araknis** and the blue **Enchantress** for 1 AP and enchant it into a **Living Tree** for 0 AP. Finally, the yellow **Enchantress**, **Araknis**, and **Living Tree** can initiate group combat against the blue **Araknis** and **Enchantress** for 1 AP. In this case, the combat value for yellow will be  $3+2+1=6$  and that of blue will be  $3+1=4$ .

#### **Araknis** (Movement = 4, Combat = 3)

The **Araknis** can create a **Web** between 2 squares for 1 AP. Place a **Web** token on an edge of the square occupied by the **Araknis**. The line between the two squares must be empty; there cannot be a wall, portcullis, secret passage or anything else. A **Web** can be woven onto the place of a broken portcullis or a broken wall, but not on an open portcullis (this is always able to be closed again).

A **Web** is always placed in only one room, never between two rooms. If a **Web** is woven onto the edge of a room, the player controlling the **Araknis** must clearly indicate in which room the **Web** is woven while placing the token distinctly in the chosen room.

The **Araknis** can only weave 3 **Webs** per game. A **Web** cannot be destroyed by a Golem. A **Web** can only be removed from play by an adjacent character carrying a Torch, which burns the **Web** for 1 AP. A Red Dragon breathing fire or a Fireball Wand can destroy a **Web** for 1 AP. A Fire Elemental can burn a **Web** for 1 AP. When a **Web** is destroyed, remove it from the game.

The **Araknis** is a beast.

#### **Living Trap** (Movement = 5, Combat = 2)

For 1 AP, a **Living Trap** located on an empty normal floor square can transform into a trap. Remove the character token of the **Living Trap** and replace it with the corresponding trap token. This square is now regarded as a pit trap as described in the basic rules of *Dungeon Twister* (it is therefore an obstacle).

The **Living Trap** cannot use this ability when it is wounded, nor when it is carrying an object or wounded character.

A **Living Trap** in its trap form can change back into a character for 0 AP only during the turn of the controlling player. At the time of this transformation, if a character, wounded character, object, or other marker is on the **Living Trap**, it is devoured by the **Living Trap**. If it is an enemy character, the player controlling the **Living Trap** gains the corresponding VP. If it is a character of the same color as the **Living Trap**, the opponent gains the VP. The devoured objects are removed from the game. Any markers (for example the Climbing Plants) are returned to their owner and can be reused.

A **Living Trap** in its trap shape cannot be attacked since it is not considered to be a character, but a pit trap.

Whether it is on the starting line or on a room when it is revealed, the **Living Trap** always enters the game in its humanoid form and not in its trap shape.

#### **Logger** (Movement = 3, Combat = 3)

A **Logger** adjacent to a tree can cut it down for 1 AP. Place a tree stump marker on the tree. This square may now be moved through freely and does not block line of sight. However, it is not considered to be a normal floor square for any other rules that specify "normal floor square".

If a character is in the tree at the time when the **Logger** cuts it, this character becomes wounded but remains on the square (it is forbidden to attack during the same turn one has just wounded it).

If a wounded character is in the tree at the time it is cut down, the character dies immediately. It is possible to wound a character in combat initially, and then to cut down the tree and kill the character in the same turn. This is allowed since cutting down the tree is not an attack.

### **New Objects**

#### **Amulet of Elvish Vision**

A character carrying the **Amulet of Elvish Vision** can see the secret passages of the elves, and can use them like an elf.

A character carrying the **Amulet of Elvish Vision** can also see the elves in trees. Thus, he is able to target them.

#### **Crossbow**

For 1 AP, a character carrying the **Crossbow** can use it once per turn (because it takes time to reload it). He can initiate ranged combat exactly like the Archer Elf. The combat value for the **Crossbow** is "2" and cannot be modified. Never use the combat value of the character carrying the **Crossbow** for ranged combat.

#### **Scroll of Flight**

For 1 AP, a Magic-User can levitate or levitate a character in his line of sight. The effect of the scroll lasts until the end of the turn. Discard the **Scroll of Flight** after use. The ability to levitate is magical.

#### **Ring of Paralysis**

A character carrying a **Ring of Paralysis** can use it for 0 AP during his opponent's turn, but only when an enemy character carries out movement to enter his line of sight. A jump, teleportation, room rotation, Spawning being created, etc... are not actions of movement.

As soon as the player announces that he is using the **Ring of Paralysis**, the targeted character must immediately stop his movement and cannot carry out any more actions until the end of the turn. He cannot even take part in group combat.

To use the **Ring of Paralysis**, the player must discard a combat card of his choice (other than +0) and show it to his opponent. This symbolizes the intense and exhausting mental concentration that is required to use the **Ring** to paralyze the target. The **Ring of Paralysis** can only be used once per turn. It is not discarded after use.

It is possible to immobilize a character moving in or into your line of sight, but not a character leaving your line of sight.

It is forbidden to paralyze a character if that character finds himself in a situation that violates the stacking rules.

If a character (Thief, Elf Scout, etc...) is paralyzed on an element of dangerous terrain (pit, rift, etc...), he suffers the effects of the terrain.

#### **Orb of Peace**

The character carrying the **Orb of Peace** can use it for 0 AP during an opponent's turn (either at the time when the opponent plays his action card or at the end of any unfavorable action). There cannot be any close combat on the board until the end of the turn. Ranged combat and all other types of action remain legal. Discard the **Orb of Peace** after use.

#### **Steam Saw**

The **Steam Saw** makes it possible to cut an adjacent tree for 1 AP like the **Logger**. It also gives a +1 bonus in combat while attacking. While it acts like a combat weapon, it cannot be forged in the braziers from the *Mercenaries* expansion.

Only a character with a combat value of 3 or more (the value indicated on his token before any modifiers) can carry or use this object. This is due to its size and weight. The Telekineticist can move this object remotely, however.

A **Logger** carrying the **Steam Saw** can cut down an adjacent tree for 0 AP.

### Torch

A **Torch** makes it possible to burn an adjacent web from **Araknis** for 1 AP.

A character adjacent to a darkness square can illuminate it for 0 AP if he is carrying a **Torch**. (See the rules in *Forces of Darkness* for this use of the **Torch**.)

### New Elements of Terrain

#### Fountain of Youth

A wounded character adjacent to a **Fountain of Youth** can drink from it for 1 AP. The wounded character is healed (turn the character token face up). The character must be in compliance with the 2nd golden rule after having drunk from the **Fountain**. A character healed in this way can perform other actions during the same turn.

The **Fountain of Youth** is a magical 3D obstacle.

#### Vines

Any character can cross or stop on a **Vine** square during movement. A character on a **Vine** square can cut off a vine which can be used like a rope for 1 AP. Place a neutral white Rope token (found in this expansion) under the character who cut off the vine. Each **Vine** square can only provide one rope per game. A character already carrying an object cannot cut off vines (except for the Paladin).

A line of sight can enter or leave a **Vine** square, but cannot cross it, even after a rope has been taken.

#### Arrow Slit

The line of sight of a character adjacent to an **Arrow Slit** is extended through the **Arrow Slit**, as if there were not a wall.

The line of sight of a character who is not adjacent to the **Arrow Slit** does not have extended line of sight and treats the **Arrow Slit** as a wall.

A character behind an **Arrow Slit** can shoot at a character located directly on the other side of the **Arrow Slit**. The two characters are not considered adjacent because they are separated by a wall. Therefore, close combat is not possible through the **Arrow Slit**. However, a direct line of sight is effective in both directions. Thus, any ranged combat or actions that require line of sight are possible. It is not possible to reveal a hidden room through an **Arrow Slit**.

The **Arrow Slit** retains the same characteristics as a wall. It can be broken by the Golem or crossed by the Wall-Walker.

#### Mist

A character in the **Mist** cannot be targeted. Line of sight cannot cross or penetrate a **Mist** square. A character in the **Mist** has a line of sight out of the **Mist**, but this line of sight is blocked as soon as it reaches or crosses another **Mist** square. Thus, a character in a **Mist** square can target a nonadjacent character.

A character in a **Mist** square can be attacked in close combat in the normal manner. Characters can move through **Mist** squares as if they were normal floor squares. However, **Mist** squares are not considered to be normal floor squares (characters or objects cannot be placed there when a room is revealed).

#### Secret Passages

There are **Secret passages** hidden in the walls and forests. Only elves -- characters whose name contains the word elf -- can find the way to temporarily open these **Secret passages**. Elves can move through the **Secret passages** as if there were no wall. It is not possible to jump or to initiate combat through a **Secret passage**.

A character carrying the **Amulet of Elvish Vision** can move through the **Secret passages** as if he were an elf.

For all the other characters, the **Secret passages** are treated as walls.

The Golem can break a secret passage in the same manner as a wall.

**Figure 4:** The blue **Archer Elf** can target only the yellow **Archer Elf**. He cannot attack the yellow **Araknis** in close combat. Since the yellow **Archer Elf** is not adjacent to the arrow slit, he cannot target the blue **Archer Elf**.

The blue **Logger** cannot attack the yellow **Druid** because they are separated by an arrow slit. On the other hand, since the yellow **Druid** is carrying a crossbow, he can shoot at the blue **Logger**.

If the blue **Logger** declares an attack, it can only be between himself and the yellow **Araknis**. In the opposite situation where the yellow player declares an attack on the blue **Logger**, he can decide to use both the shooting of the crossbow carried by the **Druid** with the close combat of **Araknis** for a total combat value of 5, against 3 for the **Logger**.

### **Trees**

**Trees** are 3D obstacles. Only characters with a combat value of 3 or less can climb a **Tree** during their movement. The combat value to be considered is only that indicated on the token -- no modifiers are taken into account.

Climbing a **Tree** ends the movement action of the climbing character, and he loses however many movement points remained. Place the climbing character on the **Tree**. To climb down a **Tree**, one only needs to spend 1 AP and activate the movement of the character in the normal manner (as if he is exiting a water square). However, flying characters can fly over a **Tree**, and flying characters with a combat value of 3 or less can stop on a **Tree**. The character is then treated as if he had climbed the **Tree**. A character cannot be pushed into a **Tree**.

A character located in a **Tree** has improved line of sight. In addition to the normal characteristics, his line of sight now crosses and reaches: all the 3D obstacles, characters, staircases, and **Vines**.

Elves in **Trees** are invisible and cannot be targeted, except by other elves or a character carrying the **Amulet of Elvish Vision**. On the other hand, they can be attacked in close combat.

It is possible to jump from a **Tree**, but it is not possible to jump and land on a **Tree**.

### **Fallen Tree across the Rift**

Any character can cross or stop on the **Fallen Tree across the Rift** as if it were normal ground. However, the squares of the fallen tree are not considered to be normal floor squares (for example, tokens cannot be placed there when a room is revealed).

### **Water**

To enter a **Water** square costs 1 AP. Thus, a character moving through 3 **Water** squares will spend 3 AP. The normal movement points of the character is not taken into account when moving through **Water**.

To leave **Water**, the character spends 1 AP and carries out movement in the normal manner.

Characters cannot enter **Water** while carrying an object.

The object being carried must be dropped before entering the **Water**. If an object falls into the **Water** for any reason, it is lost and discarded from play. Characters cannot intentionally drop objects in the **Water**.

Wounded characters can be carried in the **Water**. A character can be wounded while in a **Water** square and remain there until a healthy character arrives to recover him.

Characters in **Water** are protected from fire (for example a Fireball, the breath of a Red Dragon, etc...).

Flying characters can fly above the **Water**: they do not have to spend 1 AP to cross each **Water** square.

Water is an obstacle and can be crossed with help: a jump, a rope, or while flying.

### **Crevasse**

Characters cannot enter a **Crevasse** square. Flying characters, the Ghost, and the Specter can cross the **Crevasse**, but cannot stop there. Characters can jump over a **Crevasse**



square by following the usual jump rules. The rope or the **Climbing Plants** of the **Druid** make it possible to cross a **Crevasse** or to remain on a **Crevasse** square.

Boxes marked with a red "X" are the squares of the **Crevasse**.

### **Small Wooden Bridge**

Only characters having a combat value of 3 or less can enter a **Small bridge** square. The other characters cannot voluntarily enter a **Small bridge**. A character located on a **Small bridge** square is considered to be on the **Small bridge** and not on the terrain that it is over (water, lava, etc...).

A **Small bridge** is treated as an obstacle: characters having a combat value of 4 or more can jump over the **Small bridge** (if it is not occupied by another character). This jump must follow the usual rules. If a character (combat value 4 or more) is carrying a rope, he can cross over the **Small bridge** and even stop there.

If a character having a combat value of 4 or more finds himself on a **Small bridge** for any reason, it breaks and the character drops onto the terrain below. Place a broken portcullis marker on the **Small bridge**. If this character was carrying an object, it is dropped and lost.

### **Wall Sconce**

A character adjacent to a **Wall sconce** can take a neutral Torch (white token) for 1 AP so long as he complies with the second golden rule at the end of the action. It is necessary to be on the same square as the **Wall sconce** and the correct side of the wall to be able to take it. Place a white Torch token provided in this expansion under the character. Place a broken portcullis marker on the **Wall sconce** to indicate that a Torch was taken. If the Golem breaks a wall that contains a **Wall sconce**, it is no longer possible to take the Torch there. The Ghost and the Specter cannot recover a Torch from a **Wall sconce**, since they cannot carry or use objects.

### **Glossary**

**Magic User:** A character able to use magic scrolls. The Druid and Enchantress Elf are magic users.

**Magic:** Scrolls, rings, the Fireball Wand, all the potions, all the abilities of magic users, the Fountains of Youth, and the 7 League Boots. The Orb of Peace and the Amulet of Elvish Vision are not magical.

**Markers:** Markers are anything that is not a character or an object. For example: open or broken portcullis, the living tree markers of the Enchantress Elf, including the climbing plant and web markers. Markers are not considered when taking the stacking rules into account.

**Undead:** Certain objects (the Holy Cross for example) and terrain (Sacred Tomb) affect Undead characters.

**Beast:** Certain elements of play in forthcoming expansions will specifically affect beasts.

**3D Obstacle:** A terrain element is considered a 3D obstacle (in three dimensions) if it blocks line of sight and therefore the line of ranged combat. Characters cannot cross a 3D obstacle or stop on it (flying characters or the Ghost can move through a 3D obstacle, but can't stop on it).

**Common object:** During the team building, such objects can be picked several times if the player owns enough tokens of this particular object. The Torch, Rope, and Key are common objects.

### **Object of the Game**

- You earn 1 VP when you eliminate an opposing character.
- You earn 1 VP when one of your characters escapes from the labyrinth.

- The Treasure is worth 1 extra VP if one of your characters escapes from the labyrinth carrying it.
- The Goblin is worth 2 VP when he escapes from the labyrinth (instead of 1 VP for the other characters).

### **Order of Play**

During his turn, a player must complete the 3 following phases in the following order:

1. Play an Action card.
2. Use all or some of his Actions.
3. Get his 4 Action cards back in hand if he does not have any left.

Using 1 AP allows you to:

- Reveal a room.
- Rotate a room
- Move a character.
- Initiate a combat.
- Use a character's Special Ability.
- Use an object.

### **1st Golden Rule**

An Action must be fully completed before starting another one.

### **2nd Golden Rule**

There can never be more than two tokens in the same square at the end of any Action.

- Object must be removed from the game after use.
- Lock-picking.
- Magic User.
- Flying.
- Breaks Portcullis.
- Regeneration.
- Craftsmanship.
- Deactivating Pit Traps.
- Ranged combat.
- Beast.