

A CHRISTOPHE BÆLINGER GAME

PALADINS & DRAGONS™

RULES

DUNGEON
TWISTER™

EXPANSION
#1

ASMODEE
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PALADINS & DRAGONS

Warning: you will need a copy of the Dungeon Twister Basic Set Rules to play with this expansion.

Contents

- 8 square rooms
- 2 sets of tokens (one per player) including each 8 characters and 6 objects.
- 2 sets of 8 cardboard figurines and 16 plastic bases.
- 2 starting lines.
- 1 rule book.
- 6 “broken” **Wall** markers.
- 2 **Pit Trap** markers (one of each color).
- 2 **Rubble** markers (one of each color).

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 game. 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, then their 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 each 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 follows 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, once the teams are built. This way, his opponent doesn't know which characters have been removed from the handicapped player's team.

Scenarios

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

New Characters Description

Red Dragon

Movement: 0

Combat: 6

Fire Breath

For 1 AP the **Red Dragon** can spit fire on the first character in a direct line of sight (exactly like the **Fireball**) with no distance limitation. The effect is exactly the same as the projectile produced by the **Fireball Wand**, meaning that the target character is instantly killed without going through the wounded state. The **Red Dragon** can spit fire as many times as he wishes during the game. On the other hand, he cannot move except through the use of special objects (for example, the **Teleportation Ring**). **Red Dragons** can't jump.

Prestigious

A player who eliminates the **Red Dragon** earns 2 Victory Points instead of 1.

Elf Scout

Movement: 7

Combat: 1

Agility

The **Elf Scout** can move over **Pit Traps** during his movement, but cannot stop on them.

Ghost

Movement: 3

Combat: 0

Incorporeal

During his movement the **Ghost** can pass through any type of terrain or character, but can't end a movement action on them. He must end his movement on a valid floor square and follow the 2nd Golden Rule. The **Ghost** can't transport or use any objects (he can't carry wounded characters either). He can finish his movement on a friendly wounded character or an object. He can activate **Rotation Gears**. He can pass through 3D obstacles but can't stop on them.

The **Ghost** is an undead character.

Golem

Movement: 2

Combat: 4

Break walls

The **Golem** can break an adjacent wall for 1 AP. Place a **Broken Wall** marker (see figure 1) on the section of wall he breaks. When he breaks a wall, the **Golem** doesn't automatically move onto the square behind it. He must spend 1 AP to activate its movement and cross to the other side of the broken wall. **Broken Wall** markers are placed on one room only. They stay on the room when it rotates. Broken sections of wall are treated like open or broken portcullises for purposes of movement and line of sight.

The **Golem** can only break 3 walls during the entire game. A **Broken Wall** marker is always placed in only one single room and never in between 2 rooms. Because of this, a **Broken Wall** marker always belongs to one and only one room; it also only covers one wall section on a specific square.

Special Case: If two walls belonging to two different rooms are next to each other, then they create a "double-wall". A **Golem** wishing to break a "double-wall" has to spend 2 AP to break both walls, and place a **Broken Wall** marker on each wall of each room.

Figure 1

GHOST

GOLEM

TREASURE

For 2 AP, the **Golem** can break the double-wall south of him and, for 1 more AP, reach the **Treasure** by moving one square.

For 3 AP, the **Golem** can move to the **Pentacle Room** next to the **Ghost**: 1 AP to move next to the North wall, 1 AP to break the wall and 1 AP to move 2 squares and finish his movement next to the **Ghost**. From this moment on, the **Pentacle Room** doesn't give any VP to the yellow player, as long as the **Golem** is not eliminated or moved out of the **Pentacle Room** (cf. Pentacle)

Illusionist

Movement: 4

Combat: 1

Illusions

The **Illusionist** can place a **Pit Trap** marker or **Fallen Rocks** marker on the board for 1 AP. These **Pit Traps** or **Fallen Rocks** are illusions affecting all characters but the **Illusionist** who created them. Each **Illusionist** can only place one **Pit Trap** marker and one **Rubble** marker on the board (matching his color). These illusions can be placed on any empty floor square anywhere in the **Illusionist** line of sight. The **Pit Trap** marker is treated like a normal **Pit Trap** for all characters except the **Illusionist** who created them. The **Rubble** marked square cannot be entered by anybody except the **Ghost** and it blocks line of sight. Only the **Illusionist** can pass through illusions of her own color as if they were normal floor squares, but she cannot stop on these illusions. For 1 AP the **Illusionist** can remove one of her own illusions and immediately place it somewhere else in her line of sight (or simply move it out of the game to use it later).

Pit Traps and **Fallen Rocks** created by the **Illusionist** are markers, and are not considered counters for the purpose of the Golden Ruler #2 (never more than 2 counters in the same square). When the **Illusionist** is killed, all illusion markers matching her color are removed from the board. If the **Illusionist** leaves the labyrinth, her illusions stay on the board.

The **Illusionist** is a Magic User like the **Wizard**, and can use **Scrolls**.

Weapon Master

Movement: 3

Combat: 3

Combat Skills

When the **Weapon Master** is engaged in a Combat, the player who controls her can look at the Combat card played by his opponent before playing his own Combat card. This ability also works when the **Weapon Master** is engaged in a group Combat, but not in a long range Combat. If multiple **Weapon Masters** are engaged in the same Combat, their abilities cancel each other and Combat proceeds as normal.

Paladin

Movement: 4

Combat: 3

Strong

The **Paladin** can carry 2 objects (see figure 2). He is an exception to the 2nd Golden Rule. He can carry 1 object and 1 wounded character, 2 objects or 2 wounded characters. If a **Paladin** is killed while carrying 2 objects, these 2 objects will stay piled on the same square until somebody comes to take one of them. No character can come and stay on this square with 2 objects (that would be against the 2nd Golden Rule). A **Paladin** carrying two identical objects combines their effect. The **Paladin** does not lose his special ability when wounded.

Figure 2

PALADIN

ELVEN SCOUT

SPEED POTION

SWORD

The **Paladin** is wounded. He was carrying a **Sword** and a **Speed Potion**. The **Elven Scout** can't finish his movement on the **Paladin**. For 1 AP he can pass through the **Paladin**, take the **Speed Potion** and finish his movement on the **Rotation Gear**.

Pickpocket

Movement: 6

Combat: 2

Shoplifting

The **Pickpocket** can steal an object from an adjacent enemy character (no diagonals) for 1 AP. Take the stolen object and place it under the **Pickpocket**. He cannot steal an object if he is already carrying one. A wounded character is not an object, therefore the **Pickpocket** cannot steal a wounded character being carried by an enemy character.

New Object Descriptions

Teleportation ring

A character can use the **Teleportation Ring** for 1 AP in order to teleport to any empty floor square of an adjacent room (never in the same room he is teleporting from). Discard the **Teleportation Ring** after use (see figure 3).

Figure 3

TELEPORTATION RING

RED DRAGON

RUBBLE

The **Red Dragon** wants to use his **Teleportation Ring** to move. For 1 AP, it can be moved on any of the squares marked with a white dragon. The **Teleportation Ring** is then discarded.

Fire Shield

A character carrying the **Fire Shield** is unaffected by the **Fireball Wand** and the **Red Dragon's Fire Breath**. A **Fire Shield** can also be used to pass safely underneath **Falling Rocks** as with any other **Shield**.

The Key

A character carrying the **Key** can open or close an adjacent **Portcullis** for 1 AP (like a **Thief**). Place or remove an **Open Portcullis** marker. The **Key** is a common object; you can bring more than one **Key** for your starting team if you wish to (and you have several **Key** tokens). The same **Key** can be used multiple times during a game.

Charm Scroll

This object can be used only by a Magic User (for example an **Illusionist** or a **Wizard**). For 1 AP, take control of an opponent's character standing in the same room as your Magic User who is using the **Charm Scroll**. The **Charm Scroll** is then discarded. The controlling player can have the charmed character perform up to 3 valid actions before the end of this turn (an action is considered as valid if it follows all the **Dungeon Twister** rules). Keep track of those actions separately. You can alternate actions from your own characters with the charmed character's actions, but one action must be fully completed before another action can be started (Golden Rule #1). The charmed character cannot engage Combat against characters of its own color. If the charmed character engages Combat, the player who normally controls this character uses and chooses one of his own Combat cards. On the other hand, if the charmed character **Jumps**, it is the charming player who uses his own Jump cards. If the charmed character kills another character, the VP goes to the player who normally controls this character. The Magic User using this spell doesn't need to have a clear line of sight to his charmed victim. He just needs to be standing in the same room (see figure 4). If you play with the timer, you get 1 more minute each time you use a **Charm Scroll**.

DragonSlayer

The character carrying the **DragonSlayer** gains +4 in Combat value against **Dragons**. A **Dragon** wounded by a **DragonSlayer** is instantly killed and placed in front of the player controlling the Dragon Slayer to keep track of VPs.

New Terrain Description

Mist

A character standing in the **Mist** square cannot be targeted by any means. No **Fireball**, **Fire Breath** or **Charm Scroll** can affect him. A line of sight cannot enter or pass through a **Mist** square. A character standing on a **Mist** square has a clear line of sight towards the outside of the **Mist**, but this line of sight is blocked as soon as it enters another **Mist** square. The character can therefore be in the **Mist** and target a character outside of the **Mist**. A character in a **Mist** square can be engaged in Combat normally. Characters can move through **Mist** squares as if they were regular floor squares (see figure 4). **Mist** squares are not considered floor squares (one cannot place a character or an object when revealing the room).

Figure 4

RED DRAGON
WIZARD
FIREBALL WAND
ILLUSIONIST
CHARM SCROLL
PALADIN
MEKANORK

The **Wizard** can kill the **Red Dragon** with his **Fireball**, but he can't kill the **Paladin** as the **Pit Trap** between them is in the **Mist**.

The **Illusionist** is carrying a **Charm Scroll**. She can't target the **Wizard** who is in the **Mist**, but can charm the **Mekanork**. With the 3 Actions from the Charm, the **Mekanork** could rotate the room, giving the **Red Dragon** from the **Wizard's Fireball**, then move twice to commit suicide under the **Falling Rocks**, giving the yellow player 1 VP.

Falling Rocks

The **Falling Rocks** are activated as soon as a non-flying character enters this square (in fact, the floor of this square conceals a mechanism triggered by weight which releases the trap). A character entering this square is automatically killed (crushed by rocks) unless he is carrying a **Shield**. A **Shield** used in this manner is not discarded and protects the character during his movement through the square. A character carrying a **Shield** can therefore pass through the **Falling Rocks** square, but he dies if he ends his movement on it. Flying characters and the **Ghost** don't activate the **Falling Rocks** when they pass through this square.

A Jump card can allow you to pass through these squares without activating the mechanism.

The only way to pick-up an object on a **Falling Rocks** square is to move onto it carrying a **Shield**, drop the **Shield** on the **Falling Rocks** square, and leave with the coveted object. A flying character can also pick-up an object on a **Falling Rocks** square by passing through it. A character jumping over a **Falling Rocks** square cannot pick-up an object on it. If a **Shield** is on a **Falling Rocks** square, characters can freely move through the square.

Objects don't trigger **Falling Rocks**. Flying characters can drop objects on a **Falling Rocks** square while passing through. **Fallen Rocks** don't block line of sight and can't be crossed by using a **Rope**.

Rift

Characters cannot enter a **Rift** square. Flying characters and the **Ghost** can pass through **Rift** squares but they can't stop on these squares. Characters can Jump over a **Rift** square using normal Jump rules. The **Thief** cannot pass over nor stand on a **Rift** square. The **Rope** can be used to cross safely over one **Rift** square at a time (Please see Figure 5 below and the **Rope** clarification on the next page)

Figure 5

ROPE

PICKPOCKET

A **Rope** can only be used to cross ONE obstacle square at a time. The **Pickpocket** carries a **Rope**. For 1 AP, he can move 6 squares and follow the yellow or blue paths, but can't take the red "shortcuts".

Fountain of Youth

A wounded character adjacent to a **Fountain of Youth** can drink from it for 1 AP. The wounded character is healed (flip his token face up again). You must absolutely respect the 2nd Golden Rule after drinking from the **Fountain**. A healed character can act on the same turn he has drunk from a **Fountain of Youth**. The **Fountain of Youth** is a 3D obstacle.

Pentacle Room

The **Pentacle Room** is a goal. The Pentacle is made of 4 squares. A player earns 1 VP as long as he is the only one with at least a character (not wounded) of his own color standing on each of the 4 squares of the Pentacle. If characters from two or more different colors (wounded or alive) are standing on these pentacle squares, nobody gets the additional Victory Point. The 4 squares of the Pentacle are not considered regular floor squares.

Glossary

Magic User: character able to use magic **Scrolls**. The **Wizard** and the **Illusionist** are Magic Users.

Undead: some characters, objects and terrains in future expansions will affect undead characters.

3D obstacle: a 3D obstacle blocks line of sight and movement. 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. **Rope** and **Key** are common objects.

Clarification

Rope

A **Rope** can be used to cross only ONE obstacle square (for example a **Pit Trap** or a **Rift**) at a time. It means that the **Rope** user must start from a valid square to move onto another adjacent valid square (the **Pit Trap** square or the **Rift** square being between the two valid squares). Such movement can be done in straight line or in "L". You must imagine the **Rope** as being "tied on a secure point" on both ends (see figure 5, previous page).

DUNGEON TWISTER TOURNAMENTS:

Dungeon Twister is a game that is perfectly suited to an Organized Play environment. Numerous events will be organized year-round for the game.

If you are interested in this aspect of the game, you can participate or even organize such events during game conventions or in your favorite local game store.

You can even enter the worldwide Dungeon Twister ranking and maybe become a Champion.

More details online at:

www.dungeontwister.com/tournaments

Paladins & Dragons is an expansion for the game **Dungeon Twister** created by Christophe Bøelinger, edited by Asmodee Editions LLC and illustrated by Thierry Masson and Eric Bourgier.

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