

# Characters

## Acrobat

((5/2) (Water and Fire))

\* For 1AP, the Acrobat can jump without using a jump card.

\* He can also jump over 2 adjacent obstacles at the same time, whatever the direction.

\* The Acrobat can jump over:

\* Pit traps,

\* Rifts,

\* Falling Rocks,

\* Water Squares,

\* Lava Squares,

\* Gravity Wells,

\* a broken Small Bridge,

\* broken Pipes,

\* Brazier,

\* remotely activated Pit Trap.

\* The Acrobat cannot jump over:

\* Floor Squares,

\* Snowy Ground,

\* Rotation Mechanisms,

\* other characters (alive, wounded, friendly or hostile),

\* Rubble,

\* Stairs,

\* 3D obstacles,

\* unbroken Bridges,

\* Ice,

\* Ice Bridges,

\* any other square with obstacles.

\*If an ice slope is in the way of the Acrobat, it is necessary that he respects the direction of the arrow of the ice slope.

## Angel of Light

((5/1) (Forces of Darkness))

\*The Angel of Light is a flying character. That means she can fly over all the obstacles: pit traps, falling rocks, rifts, Fountains of Youth, water squares, lava squares, remotely activated pit traps, gravity wells adjacent to a Magophage, trees, and 3D obstacles. However, she cannot stop there (except water squares, falling rocks (in which case she dies) and trees).

\*The Angel of Light cannot fly over rubble, walls, closed portcullises, brambles and columns.

\* The Angel of Light has the ability to light-up darkness for 0 AP (as if she were carrying a torch, even if she's not). The player controlling the Angel of Light chooses the length of the tile (1, 2 or 3 squares) and places it on a square adjacent to the Angel of Light.

\*The placement of the tiles must comply with the following rules:

\* 1) The tile must be placed entirely on boxes of darkness.

\* 2) The tile placed must be adjacent to the Angel of Light.

\* 3) The tile cannot be placed across or on two different rooms but can be placed entirely in a room adjacent to the Angel of Light.

## Araknis

((4/3) (Creatures of the Forest))

\* Araknis is a beast.

\* Araknis can create a web between 2 boxes for 1 AP. Araknis can weave only 3 webs during the game. The web prevents any movement (even for flying characters) between the two squares

between which it is placed.

\* Araknis can create a web in the location of a broken portcullis or wall, but not in the location of an open portcullis. A web in the location of a broken wall which has been burned is replaced by the broken wall which was there previously. When a web is placed on the edge of a room, it is placed on a single room.

\* A web can be burned for 1 AP (remove the web marker) by the Fire Elemental or by any character who possesses a torch. A web can also be burned by the breath of the Red Dragon or a fireball from the Wizard's Fireball Wand.

\* If Araknis dies or leaves the dungeon, its webs remain on the board.

## Archer Elf

((4/2) (Creatures of the Forest))

\* The Archer Elf is an elf and can pass through Secret passages, see other elves located in trees, and is invisible to non-elven characters if he is located in a tree.

\* The Archer Elf can initiate ranged combat for 1 AP, without a turn limitation. He must have a line of sight on his target and must not be adjacent to an unwounded opposing character. The combat value of this attack is of 2 and cannot be modified.

\* The Archer Elf can also use ranged combat to participate in an attacking group combat. He cannot participate in group combat as a defender using ranged combat. He cannot participate in ranged combat if no AP were used to initiate the combat.

\* The Archer Elf cannot be wounded in ranged combat, even if he attacks and loses the combat

(even if the opponent is capable of ranged combat).

\* The Archer Elf can participate in group combat with his ranged attack, even if another character from his team also participates with ranged combat. Ranged combat is considered to be an attack. This means that you cannot initiate a group combat (ranged or otherwise) to target a character already wounded this turn, no matter how the character became wounded.

## **Assassin**

(4/2) (Mercenaries)

\* If the Assassin wins a close combat the enemy characters are killed, bypassing the wounded state. This ability also functions in group combat but only on characters adjacent to the Assassin.

\* This ability does not function when the Assassin is wounded.

## **Backstabber**

((4/2) (Prison))

\* The Backstabber gains a +2 combat bonus in attack and defense if she is participating in close group combat with at least one other friendly miniature.

\* The Backstabber can open or close an adjacent portcullis for 1 AP as if she were carrying a key. The Backstabber cannot close a portcullis which was broken.

## **Banshee**

((4/1) (Prison))

\* The Banshee is undead.

\* For 2 AP, the Banshee can generate a putrid

sound wave able to repulse any character. The Banshee can target any character in his line of sight. The targeted character is pushed back one square in the direction opposite from the Banshee.

\* The Banshee cannot push the target through a wall, closed portcullis, arrow slit, friendly or enemy miniature, a 3D obstacle, or a tree.

\* A repulsed character can land on an object or allied wounded character, as long as he complies with the rules at the end of the repulsion action. In the same manner, a wounded character can be pushed towards a friendly miniature.

\* If a character is repulsed into water, it must drop its object on the last valid square (except if the object is a rope). A character repulsed onto an obstacle must suffer the effects of the square.

## **Barbarian**

(4/3) (Fire and Water)

\* The Barbarian can carry magic objects but cannot use them (unless he is wounded). Thus, he can drink from the Fountain of Youth, or use a Potion of Life, or use a sylvan shield when he is wounded.

\* The Barbarian can pass under falling rocks while carrying a Sylvan Shield as he can with any other shield. Only the defensive bonus of the shield is magical.

\* The Barbarian gains a bonus of +1 in combat against Magic Users. This bonus is valid in the following situations: in group combat (even if the Barbarian is not adjacent to the Magic User), against wounded Magic Users, and against wounded Magic Users being carried by another character participating in the combat.

\* The Barbarian scores 1 additional VP when he kills an opponents Magic User (no matter what method is used).

\* The Barbarian is subject to the negative effects of cursed objects but cannot use any of their positive abilities.

## **Bat**

(6/0) (Forces of Darkness).

\* The Bat is an undead character.

\* The Bat is a flying character, but its flying ability is not magic.

\* The Bat cannot carry or use objects (the Ring of Weakness and the Ball and Chain have no effect on it), nor can it carry wounded characters.

\* The Bat can use the rotation mechanisms and the remote pit trap triggers (although it must end its movement on this square).

\* The Bat had the ability to change itself back into its Vampire form for 1 AP.

\* A wounded Bat which is healed comes back to life in his Vampire form.

## **Beast Master**

(4/2) (Lands of Ice)

\* For 1 AP, and only once per turn, the Beast Master can take control of an opposing beast in his line of sight.

\* The player controlling the Beast Master can use 3 AP to carry out valid actions with the controlled animal before the end of the turn, as if using a Charm Scroll. (Defer to the rules regarding the Charm Scroll to know the valid actions.)

\* As of the Lands of Ice expansion, the beasts are the Araknis, the Yeti, the Mammoth, and the

Werewolf (when it is in its Wolf form).

\* This ability of the Beast Master is not magical.

## **Berserker**

(3/3) (Mercenaries)

\* The Berserker can use 2 combat cards. It must be announced to the opponent before he chooses his card that this ability is being used.

\* The Berserker can only use two cards in one-on-one combat and only when attacking. If a Living Tree is taking part in combat, it is considered to be group combat and 2 cards cannot be used.

\* If the Berserker attacks a Weapon Master, the latter can look at the 2 combat cards before playing hers.

\* If the Scroll of Confusion is used on a Berserker, the Berserker's player decides how many combat cards he wishes to play, then his opponent randomly draws the card(s) from his hand.

\* If a Berserker attacks while under the effects of a charm, it is the owner of the Berserker who decides the number of combat cards played and their value.

## **Breeder**

(3/2) (Creatures of the Forest)

\* The Breeder has the ability to create a Spawnling, for 1 AP, on an adjacent empty floor square.

\* The Breeder can produce only 3 Spawnlings in a game.

\* The Breeder cannot produce a Spawnling on the starting lines (his or the opponent's).

## **Cleric**

(4/2) (Base Game, Prison)\

\* The Cleric has the ability to heal a wounded character (friendly or enemy) on an adjacent square.

\* Caution: A character healed by the Cleric CANNOT act in the same turn, not even to take part in a group combat unless he is attacked directly by a charmed character. Reminder: A turn is until the player finished the actions from the last card played -- not until the 4 action cards are recycled.

\* A Cleric can heal a character during the turn in which it was wounded (so as to prevent another player from killing him).

\* This ability of the Cleric is not considered magical in nature.

## **Colossus**

((2/5) (Prison))

\* The Colossus can break an adjacent portcullis for 1 AP. If the Colossus is adjacent to a double portcullis, he must spend 2 AP to break them. A portcullis broken by the Colossus cannot be closed again.

\* Miniatures with a combat value less than or equal to 1 can pass between the legs of an enemy Colossus during their movement. Thus, they can exit the Dungeon on the opponent's starting line even if the Colossus is blocking the way.

\* If a Colossus is standing on a pit trap while carrying a rope, enemy characters with a combat value of 1 or less can still move through him, but they cannot take the rope away from him.

## **Courtesan**

(3/0) (Fire and Water)

\* The Courtesan cannot be attacked in combat. However, she may initiate combat herself.

\* In the case of group combat, the controlling player can decide if she participates or not.

It is not possible to:

\* Attack the Courtesan in close combat.

\* To kill her with the Fireball Wand.

\* The Red Dragon may not breathe fire at her.

\* Attack the Courtesan with ranged combat (Crossbowman, Archer Elf, etc...)

\* On the other hand, she can be repulsed by a Ring of Repulsion, controlled by a Charm Scroll, or frozen by the Ice Dragon or the Scroll of Ice.

## **Crossbowman**

(3/3) (Mercenaries)

\* Once per turn, the Crossbowman can initiate ranged combat for 1 AP. He must have a line of sight on its target and must not be adjacent to an unwounded opposing character. The combat value of this attack is 3 and cannot be modified.

\* The Crossbowman can also use ranged combat to participate in an attacking group combat. He cannot participate in group combat as a defender. He cannot participate in ranged combat if no AP were used to initiate the combat.

\* The Crossbowman cannot be wounded in ranged combat, even if he attacks and loses the combat (even if the opponent is capable of ranged combat).

\* The Crossbowman can participate in group combat with his ranged attack, even if another character from his team also participates with

ranged combat. Ranged combat is considered to be an attack. This means that you cannot initiate a group combat (ranged or otherwise) to target a character already wounded this turn, no matter how the character became wounded.

## **Dark Angel**

(5/2) (Mercenaries)

- \* The Dark Angel is an undead character.
- \* The Dark Angel is a flying character. That means she can fly over all the obstacles: pit traps, falling rocks, rifts, Fountains of Youth, water squares, lava squares, remotely activated pit traps, gravity wells adjacent to a Magophage, trees, and 3D obstacles. However, she cannot stop there (except water squares, falling rocks (in which case she dies) and trees).
- \* The Dark Angel cannot fly over rubble, walls, closed portcullises, brambles and columns.

## **Druid**

(4/1) (Creatures of the Forest)

- \* The Druid is a magic user and can use scrolls.
- \* The Druid can use magic for 1 AP, and place a bramble marker on an empty floor square in the room in which he is located. The brambles remain magic after they are placed and can be removed by the Magophage if he is adjacent to the bramble at the end of an action.
- \* The brambles block movement for all characters (except incorporeal ones) and line of sight.
- \* The brambles can be attacked and destroyed in combat (they do not go through the wounded state). They play a combat card and have a combat value of 4 (in addition to the card). The brambles

cannot take part in group combat unless they are directly attacked.

- \* The Druid can, for 1 AP, use magic to place climbing plant markers over one or more obstacles which are in his line of sight. The climbing plants markers are placed on each affected obstacle, which will then be considered valid squares which the characters are able to move across. They are also able to stop on these squares even if they are carrying an object or a wounded character.
- \* The Druid can place up to three climbing plant markers. Once placed, a climbing plants marker is not considered magic and cannot be removed by the Magophage. If a climbing plant is destroyed (for example, by being placed on the Living Trap) it is returned to the Druid and may be used again.

## **Dwarf Troll Slayer**

(2/4) (Mercenaries)

- \* A Dwarf Troll Slayer can break an adjacent portcullis for 1 AP. He can do this an unlimited number of times during the game. A portcullis broken by the Dwarf Troll Slayer cannot be closed again (even by a Thief).
- \* A Troll who is wounded by a Dwarf Troll Slayer loses the ability to regenerate for the remainder of the game, even after he heals himself at a Fountain of Youth.
- \* The Dwarf Troll Slayer gets a +2 combat bonus when attacking with the Runic War-Hammer.

## **Elf Scout**

(7/1) (Paladins and Dragons)

- \* During his movement, the Elf Scout can move over pit traps. However, he cannot stop there.

\* The Elf Scout is an elf and can pass through secret passages, see other elves located in trees, and is invisible to non-elven characters when he is in a tree.

- \* If the Elf Scout is moved over a pit trap due to the effects of a charm scroll or a potion of speed (moving magically), and the pit trap is adjacent to the Magophage, he would then stop on the pit trap and suffer the effects of the pit trap.
- \* If the Elf Scout is paralyzed as he moves over a pit trap, he would stop there and suffer the effects of the pit trap.

## **Enchantress Elf**

(5/1) (Creatures of the Forest)

- \* The Enchantress Elf is a magic user and can use scrolls.
- \* The Enchantress Elf, for 0 AP, can magically give life to a tree in her line of sight or in the square she occupies. A living tree marker is then placed on the tree.
- \* The Enchantress Elf can only have one living tree at a time. If the Enchantress Elf enchants a second tree, it uses the marker from the first tree.
- \* The Enchantress Elf cannot replace an opponent's living tree marker with one of her own.
- \* If a Specter reincarnates as an Enchantress Elf, the living tree remains controlled by the player whose color it is. If the Enchantress Elf gives life to another living tree, the first tree disappears and the new one is controlled by the reincarnated Specter.
- \* Once enchanted, the living tree is not considered magic and cannot be removed by the Magophage.
- \* If a living tree is destroyed in combat or cut

down by the Logger, a steam saw, etc..., it is returned to the Enchantress Elf and she is able to use it again.

\* The Enchantress Elf is an elf and can use the Secret Passages, see other elves located in trees, and is invisible to non-elven characters when she is located in a tree.

Living trees :

\* A living tree has a combat value of 2. It can attack or be attacked by an enemy character located on an adjacent square or in the same square. It can take part in group combat by attacking or defending according to the usual conditions (it can support a friendly character in the same square with a +2 combat bonus). If it loses the combat, the marker of the living tree is returned to its owner, thus bypassing the wounded state). The tree under the living tree marker remains intact in this instance, and the Enchantress Elf could then enchant the same tree for OAP.

\* A living tree is a marker; it does not interfere with the rules regarding stacking of characters and objects.

\* If a living tree is enchanted from a tree in mist, the mist does not disappear.

\* A living tree can be attacked from range and burned by a fireball. If a character is in the tree at this time, even if he cannot be targeted directly, he suffers the effects of this attack.

\* A living tree can take part in group combat and so it must be taken into account. The Berserker cannot play two combat cards in group combat that includes a tree in another square (but can play two cards if she is in the tree). The tree cannot

carry a torch, so the opposing Mummy will not have to play a +0 combat card. For example, if an Enchantress Elf carrying a torch and on a living tree attacks a Mummy, he is not obliged to play the +0 combat card.

## **Fire Elemental**

(4/2) (Fire and Water)

\* The Fire Elemental can move across and stop on lava squares and braziers. However, it cannot carry an object or wounded character onto these squares.

\* The Fire Elemental gains a +1 combat bonus when on a lava square or brazier for both attack and defense, even if it is wounded.

\* It is immune to the Wizard's Fireball Wand and the breath of the Red Dragon, even if it is wounded. If it is carrying a friendly wounded character, he is also immune to these types of attacks.

\* If the Fire Elemental enters a water square, it is killed immediately.

\* The Fire Elemental can burn a web if it is adjacent to it for 1 AP.

\* The Fire Elemental can melt an adjacent ice square for 0 AP, and an adjacent ice bridge for 1 AP.

\* If the Fire Elemental (even wounded) is on an ice square or an ice bridge at the end of an action, he is killed immediately (the ice is melted; the ice bridge is broken or the ice square is removed from the board; and the Fire Elemental suffers the effects).

\* The Fire Elemental cannot be frozen.

## **General**

(3/2) (Mercenaries)

\* All friendly characters (even wounded characters) in the same room as an unwounded General gain a +1 bonus in combat (both attacking and defending, and even if the General is in darkness).

\* The combat bonus does not apply to ranged combat.

## **Ghost**

(3/0) (Paladins and Dragons)

\* The Ghost is incorporeal and during movement can pass through any terrain, including darkness and characters (friendly and enemy).

\* The Ghost must always finish his movement on a valid floor square. Darkness squares are valid for him.

\* The Ghost dies, like any other character, if it stops on falling rocks. It can pass through this square, but may not stop there.

\* The Ghost cannot use or carry objects, but he can stop on them. He cannot benefit from any bonuses due to an object (armor, for example). He also cannot stop on a rope that is over an obstacle (except water).

\* An object on the same square as the Ghost cannot be picked up by an enemy character, but it can be stolen by the Pickpocket.

\* The Ghost may not carry wounded characters.

\* The Ghost may activate rotation gears and the remotely activated pit traps (he must stop his movement on the trigger square).

\* Even though the Ghost can pass through enemy characters during movement, enemy characters

cannot pass through the Ghost as they move.

- \* The Ghost cannot search the library, cannot take neutral ropes from the vines, cannot take torches from wall sconces, cannot take the two-handed sword from the stature, cannot take weapons from armories, and cannot take the speed potion from its pedestal.

- \* The Ghost is an undead character.

## **Ghoul**

(6/2) (Forces of Darkness)

- \* The Ghoul is an undead character.

- \* The Ghoul has the ability to carry friendly or opposing wounded characters.

- \* The Ghoul can jump and land on a square containing a friendly or opposing wounded character.

- \* The Ghoul earns 2 VP if it escapes the dungeon while carrying a wounded character (friendly or enemy).

- \* If the Ghoul is wounded while it is carrying an opponent's wounded character, the wounded character dies and gives 1 VP to the owner of the Ghoul.

## **Goblin**

(4/1) (Base Game)

- \* The Goblin does not have a special ability, but he is worth 2 VP when he escapes from the dungeon. He is worth 0 VP if a character carries him from the dungeon while wounded, unless that character is the Ghoul.

## **Gold Dragon**

(3/6) (Mercenaries)

- \* During setup, the Gold Dragon has to be placed face up.

- \* The Gold Dragon is always placed with a neutral treasure on the same square and it can be taken in the same manner as any other object.

- \* The Gold Dragon is prestigious, so the player who eliminates it earns 2 VP.

## **Golem**

(2/4) (Paladins and Dragons)

- \* The Golem can break a wall for 1 AP.

- \* If the Golem wants to cross a double wall, it will have to spend 2 AP and break both walls (therefore using 2 markers).

- \* The Golem can only break 3 walls during an entire game.

- \* If the Golem is charmed, it uses the broken wall markers of his owner.

## **Ice Dragon**

- \* The Ice Dragon is prestigious, so the player who eliminates it earns 2 VP.

- \* The Ice Dragon gains a +1 combat bonus (attack and defense) when it is on snowy ground. This bonus is lost if the Ice Dragon is wounded.

- \* The Ice Dragon can, once per turn for 1 AP, freeze a character (enemy or not) in his line of sight. Place a frozen marker on that character.

A frozen character is subjected in the following rules:

- \* A frozen character cannot carry out any action (jump, move, use an ability, attack, etc...).

- \* A frozen character suffers a -1 penalty in combat (the combat value can never drop below zero).

- \* A frozen character can defend himself and can take part in group combat (defense only, by the choice of the defending player).

- \* Friendly characters can move through a frozen character (as if he were not frozen).

- \* It is possible to take and give an object or wounded character to a frozen character. However, a frozen character cannot be transported by anyone.

- \* A frozen character which is given a torch becomes thawed. He will then be able to act normally.

- \* It is impossible to freeze a character carrying a torch, a Fire Elemental, or an Ice Elemental (the action is valid and the AP spent, but it has no effect).

## **Ice Elemental**

(4/1) (Lands of Ice)

- \* An Ice Elemental on an ice square or snowy ground gains a combat bonus of +1, on both attack and defense, even if wounded.

- \* The Ice Elemental moves in water squares as if they were normal floor squares. However, it cannot carry an object into water squares, but can carry a wounded character.

- \* Every time an unwounded Ice Elemental moves into a water square, this square is turned into ice (place an ice marker on the water square). The water square is frozen after the Ice Elemental moves into it (so it cannot move onto the water square carrying an object).

The applicable rules for ice are:

- \* The ice square is treated as snowy ground.

- \* An ice square can be melted for 0 AP by any

character carrying a torch or by the Fire Elemental (with or without a torch) while he is on an adjacent square.

\* If a character carrying a torch or the Fire Elemental (wounded or unwounded) is on an ice square at the end of an action, the ice melts automatically (with fatal consequences for the Fire Elemental if it becomes a water square).

## Ice Witch

(5/1) (Lands of Ice)

\* The Ice Witch is a magic user and can use scrolls.

\* The Ice Witch can carry two objects or wounded characters. She is an exception to the 2nd Golden Rule. This ability of the Ice Witch is not magical.

\* A wounded Ice Witch cannot carry two objects or wounded characters. It is forbidden for a character to leave a second object when passing through a square already containing a wounded Ice Witch and an object or wounded character.

\* If the Ice Witch is wounded while she is carrying two objects, the 3 pieces will be stack in that square until another character comes to take one of the objects (or the Ice Witch).

\* Certain object confer no additional advantage when two are being carried (2 torches, 2 Amulets of Elvish Vision, 2 Fire Shields, 2 Keys, etc...).

\* An Ice Witch carrying two ropes can cross two adjacent obstacles. She must use the first rope on the first obstacle (two attachment points required) and place the second rope on the second obstacle, provided that the second obstacle has an attachment point (the first attachment point can be provided by the first rope). She can also go back

after placing the second rope and retrieve the first rope (one does not take the attachment points into account at the moment when the rope is retrieved).

\* An Ice Witch carrying a rope and another object (or wounded character) can keep the object or wounded character when she is pushed towards an obstacle requiring a rope provided it has two attachment points.

\* An Ice Witch which carries two objects or two of the same object can combine their effects. Thus, an Ice Witch with:

\* two swords or Runic war-hammers gains a +2 combat bonus when attacking;

\* two armors or Sylvan shields gains a +2 combat bonus when defending;

\* two Dragonslayers gains a +8 combat bonus against dragons;

\* two Rings of Weakness has a -2 penalty in combat;

\* two ball and chains loses two movement points;

\* two katanas can attack 2 times for 0 AP (and not once for 1 AP);

\* two two-handed swords can attack for 3 AP and gain a +4 combat bonus;

\* a two-handed sword and a katana can attack twice by using 1 AP;

\* two rings of repulsion can push back 2 times (only one square each time) for 2 AP (not one push of two squares);

\* two crossbows, she can attack 2 times each turn with a combat value of 2 (not one time with a combat value of 4);

\* two treasures, she will earn 3 VP upon escaping the dungeon;

\* two Rings of Paralysis is able to paralyze twice during his opponent's turn and discard two combat cards; etc...

## Illusionist

(4/1) (Paladins and Dragons)

\* The Illusionist is a magic user and can use scrolls.

\* The ability of the Illusionist is to create magical illusions.

\* She can, for 1 AP, use magic to create an illusionary pit trap in her line of sight. It has all the characteristics of a normal pit trap, except that the illusionist that creates it is not affected by it and can pass through, but cannot stop on the illusionary pit trap.

\* She also can, for 1 AP, use magic to create illusionary rubble on a square in her line of sight. This rubble square becomes impassable for all characters except the Ghost, Specter and the Illusionist that created it (these characters may pass through the square, but not stop there).

\* The Illusionist can, for 1 AP, remove an illusion she created (from wherever it is) and place it (or not) in a new place anywhere in her line of sight.

\* If the Illusionist is killed, then her illusions disappear.

\* If the Illusionist escapes the dungeon, her illusions remain until the end of the game.

\* An Illusionist cannot have more than one illusionary pit trap and one illusionary rubble on the board at any time.

\* If an Illusionist, unwounded or wounded, ends an action on her own illusionary pit trap (for example, following a repulsion), the illusion

disappears without any effect.

\* Since the Illusionist is not affected by her own illusions, the rubble does not block her line of sight.

\* The illusion markers of the Illusionist are magic and are removed if a Magophage is in an adjacent square at the end of an action.

\* An Illusionist can place the illusion if her line of sight to the target square passes through an anti-magic square (from the Magophage or the Anti-Magic Room).

## **Lightning Elemental**

(4/1) (Lands of Ice)

\* The Lightning Elemental is a flying character. That means he can fly over all of the obstacles: pit traps, falling rocks, rifts, Fountains of Youth, water squares, lava squares, remotely activated pit traps, gravity wells adjacent to a Magophage, trees and 3D obstacles. However, it cannot stop there (except water squares, falling rocks (in which case he dies) and trees).

\* The Lightning Elemental cannot move over rubble, walls, closed portcullises, brambles, and columns.

\* The Lightning Elemental can initiate ranged combat for 1 AP any number of times during a turn. It must have line of sight to the target and may not be adjacent to an enemy character. The combat value of this attack is 1, which cannot be modified.

\* The Lightning Elemental can also use ranged combat to participate in an attacking group combat. He cannot participate in group combat as a defender. He cannot participate in ranged

combat if no AP were used to initiate the combat.

\* The Lightning Elemental cannot be wounded during ranged combat, even if it is attacking and loses (even against another ranged fighter).

\* The Lightning Elemental can participate in group combat with his ranged attack, even if another character from his team also participates with ranged combat. Ranged combat is considered to be an attack. This means that you cannot initiate a group combat (ranged or otherwise) to target a character already wounded this turn, no matter how the character became wounded.

\* The Lightning Elemental (wounded or unwounded) dies immediately if it is on a water square at the end of any action.

\* The Lightning Elemental cannot recover a wounded character who is on a water square.

## **Living Trap**

(5/2) (Creatures of the Forest)

\* For 1 AP, the Living Trap can transform into a pit trap on an empty floor square. It is then regarded not as a character, but as a pit trap and has all of its characteristics.

\* For 0 AP, it can regain its form as a Living Trap and play normally. If a character and/or object are located on his square when it regains its human form, the character is eliminated and the Living Trap's owner gains 1 VP and/or the object is discarded from the game. If there is a marker (such as the vines of the Druid) on the pit trap when it transforms, the marker is returned to its owner.

\* While it is in its pit trap form, it cannot be attacked or targeted.

## **Logger**

(3/3) (Creatures of the Forest)

\* The Logger can cut down an adjacent tree for 1 AP.

\* The Logger can cut down an adjacent tree for 0 AP if he is carrying a Steam Saw or a Two-Handed Axe and can do so without limitation during his turn.

## **Magophage**

(4/2) (Fire and Water)

\* The Magophage cancels any magic on the square he is standing on and any adjacent squares. (Adjacent squares are located next to each other and are not separated by a wall or portcullis.)

\* Magic used on these 5 squares is ineffectual (AP and objects are used anyway).

\* The presence of the Magophage does not interfere with the lines of sight for characters and objects with magic abilities. The magic remains valid and the target is effected even if the line of sight crosses through squares influenced by the Magophage. Exception: If a fireball crosses one of the 4 adjacent squares to the Magophage, it is immediately dissipated, but the AP and fireball wand are used.

\* The Magophage is unable under any circumstances (motionless or moving) to use magic objects, including those with remote effects (Fireball Wand, scrolls, Ring of Paralysis, cursed objects, etc...).

\* This ability of the Magophage is not magical and cannot be cancelled by the presence of another Magophage or by the Anti-magic room.

\* The Magophage loses this ability if it is



wounded and can be affected by magic. For example, a wounded Magophage can drink from the Fountain of Youth.

\* An wounded character adjacent to a Fountain of Youth and unwounded Magophage will not be healed by the fountain (but 1 AP is spent). In the same way, the Fountain of Youth will lose its ability to heal if an unwounded Magophage is adjacent to it.

\* It is impossible to push back a character adjacent to a Magophage with a Ring of Repulsion, just as the Ring of Repulsion will have no effect if it is used in a square adjacent to the Magophage (AP are still spent). On the other hand, it is possible to push a character towards a square under the influence of the Magophage.

\* It is possible to reverse a room containing a Magophage with the Scroll of Inversion, since the user is not located in a square under the influence of the Magophage.

\* If the Magophage is adjacent to an illusion or brambles at the end of an action, they will disappear.

\* A cursed object loses its properties if the character carrying it moves through a square under the influence of the Magophage. He can then drop the cursed object on this square or give it to the Magophage. As soon as the cursed object is not under the influence of the Magophage, it becomes cursed again and regains its properties.

\* A character or object being moved via magic (levitation, charms, Speed Potion, telekinesis) stops moving immediately if it enters a square under the influence of the Magophage. It then suffers the effects of the square it is on.

\* If the Magophage is located in a room with a Gravity Well, it cancels the ultra-gravity effect in its zone of influence. The 5 squares of its influence can thus be flown over by flying non-magical characters (angel, bat). However, if the Magophage is adjacent to the Gravity Well, it cancels the ultra-gravity effect throughout the entire room.

## **Mammoth**

(2/4) (Lands of Ice)

\* During setup, the Mammoth piece is placed face up on the gameboard.

\* The Mammoth is a beast.

\* A Mammoth can break an adjacent portcullis for 1 AP. It can do this an unlimited number of times during the game. A portcullis broken by the Mammoth cannot be closed again (even by a Thief).

\* The Mammoth gains a combat bonus of +1 (attack and defense) when it is on a snowy ground square. This combat bonus is lost if the Mammoth is wounded.

\* If the Mammoth finishes its movement adjacent to a tree, it can uproot it (place a tree stump marker on the tree). The Mammoth can uproot only one tree at the end of its movement and must move in order to do so. Jumping is not considered a movement, and the Mammoth is unable to uproot a tree following a jump.

## **Mekanork**

(3/2) (Base Game, Prison)

\* The Mekanork can ignore the directions of the arrows when it uses a Rotation Gear.

\* This action does not allow one to rotate a room and rotate its paired room simultaneously. If the character wishes to rotate both rooms 1/4 of a turn, he must spend 2 AP.

## **Mummy**

(3/4) (Forces of Darkness)

\* The Mummy is an undead character.

\* A Mummy can break an adjacent portcullis for 1 AP. She can do this an unlimited number of times during the game. A portcullis broken by the Mummy cannot be closed again (even by a Thief).

\* The Mummy must play the +0 combat card if all of its adjacent opponents are carrying a torch. This disadvantage is cancelled if the Mummy is carrying a Fire Shield or is in water.

\* The Mummy can carry a torch without this penalty and even use it against an opposing Mummy.

\* A wounded Mummy that is being carried by another character does not force this character to play his +0 card in the event of combat against an opponent carrying a torch.

## **Naga**

((6/2) (Prison))

\* The Naga can pass through arrow slits during his movement, even while carrying an object.

\* He cannot reveal a room through an arrow slit.

## **Necromancer**

(4/2) (Forces of Darkness)

\* The Necromancer is a magic user and can use scrolls.

\* The Necromancer has the power to magically

transform an adjacent wounded character (friendly or enemy) into a Zombie for 1 AP. If a wounded character is turned into a Zombie in the Sacred Tomb, on a square with the Holy Cross, in lava or the brazier from a Fire Elemental, or in the waterfalls from a Water Elemental, the Zombie dies immediately and the player controlling the Necromancer earns 1 VP (2VP if it was a dragon), if the wounded character belonged to the opposing team. If the wounded and eliminated character had the same color as the Necromancer, the opposing team earns 1 VP.

\* The Necromancer can also raise a Zombie if he is adjacent to a tomb.

\* The ability of the Necromancer to create Zombies is magical.

\* The Necromancer can raise a Zombie from a wounded Zombie. In this case, a new Zombie token is not used; it does not count against the three Zombie limit.

\* The Necromancer can turn an wounded enemy on his starting line into a Zombie and gain 1 VP for the Zombie escaping from the dungeon.

\* The Necromancer cannot have more than three Zomgies during the game (including Zombies who were killed or escaped the dungeon), but he can raise Zombies as many times as he wishes.

## Paladin

(4/3) (Paladins and Dragons)

\*The Paladin can carry two wounded characters or objects. He is an exception to the 2nd Golden Rule.

\* If the Paladin is wounded while carrying two objects, the 3 pieces will be stacked on the same

square until somebody comes to take one of the objects (or the Paladin).

\* Certain object confer no additional advantage when two are being carried (2 torches, 2 Amulets of Elvish Vision, 2 Fire Shields, 2 Keys, etc...).

\* A Paladin with 2 ropes can cross 2 adjacent obstacles by leaving the first rope over the first obstacle (2 attachment points are necessary). The 2nd obstacle must have an additional attachment point to those of the first rope. He can also return after having placed the 2nd rope in order to retrieve the first rope (you do not need to worry about the attachment points at the moment when the rope is retrieved).

\* A Paladin carrying a rope and another object or wounded character can keep the other object or wounded character if he is pushed back towards an obstacle that requires a rope and it has two attachment points.

\* A Paladin which carries two objects or two of the same object can combine their effects. Thus, a Paladin with:

\* two swords or Runic war-hammers gains a +2 combat bonus when attacking;

\* two armors or Sylvan shields gains a +2 combat bonus when defending;

\* two Dragonslayers gains a +8 combat bonus against dragons;

\* two Rings of Weakness has a -2 penalty in combat;

\* two ball and chains he loses two movement points;

\* two katanas, he can attack 2 times for 0 AP (and not once for 1 AP);

\* two two-handed swords, he can attack for 3

AP and gain a +4 combat bonus;

\* a two-handed sword and a katana, he can attack twice by using 1 AP;

\* two rings of repulsion, he can push back 2 times (only one square each time) for 2 AP (not one push of two squares);

\* two crossbows, he can attack 2 times each turn with a combat value of 2 (not one time with a combat value of 4);

\* two treasures he will earn 3 VP upon escaping the dungeon;

\* two Rings of Paralysis, he is able to paralyze twice during his opponent's turn and discard two combat cards;

etc...

## Pickpocket

(6/2) (Paladins and Dragons)

\* The Pickpocket can steal an object that is being carried by an adjacent enemy character for 1 AP.

\* The Pickpocket must comply with the 2nd Golden Rule and cannot steal an object if he is already carrying one.

\* If the Pickpocket steals the rope from a character who is standing on an obstacle, the character then suffers the effects of the obstacle.

\* If the Pickpocket steals an object from the Paladin (or the Ice Witch) while he is carrying two, he selects which he takes. If the Paladin (or Ice Witch) is carrying a cursed object, the Pickpocket is not required to take it. If the Paladin (or Ice Witch) is carrying two cursed objects, the Pickpocket selects which one he steals.

\* If a Pickpocket tries to steal a Potion of Strength or an Orb of Peace, his opponent can choose to

use them before the action is carried out, and the Pickpocket who now cannot steal the item does not spend any AP. In the interests of fairness, if the opponent had not really seen that this could happen (the action of the Pickpocket), he should decide not to use the object in order to reward the clever play by the owner of the Pickpocket.

## **Prophet**

(5/1) (Fire and Water)

- \* The Prophet is a magic user and can use scrolls.
- \* For 0 AP once a turn, the Prophet can magically look at a room which has not yet been revealed and the counters which are on this room. He can then choose the orientation of the room before replacing it face down.
- \* This ability of the Prophet is magical.

## **Red Dragon**

(0/6) (Paladins and Dragons)

- \* The Red Dragon cannot move without outside assistance; its movement is zero.
- \* It cannot jump.
- \* The Red Dragon can breathe fire (each breath costs 1 AP) as if it had a Fireball Wand. However, the Red Dragon's breath is not considered to be magical.
- \* A Red Dragon cannot target the Courtesan. The Fire Elemental and the Water Elemental are immune to the Dragon's breath and cannot be killed; the Red Dragon loses its action.
- \* A character in water is protected from the breath of the Red Dragon. On the other hand, a character carrying the rope over water is not protected.
- \* A Red Dragon can breathe fire on a living tree,

in which case it is removed and returned to its owner. If one or more characters are in the tree, they are killed.

- \* Breath from a Red Dragon will also destroy brambles from the Druid.
- \* The Red Dragon can burn webs.
- \* Red Dragons can activate rotation mechanisms as other characters.
- \* A wounded Red Dragon can be transported like all other characters.
- \* A Red Dragon is prestigious, so the player that eliminates it earns 2 VP.

## **Samurai**

(4/3) (Mercenaries)

- \* The Samurai can initiate combat for 0 AP (1 AP if attacking with a two-handed sword) once per turn.
- \* This ability also functions in group combat if the Samurai is the character that initiates combat.
- \* If the Samurai is carrying a katana, he can initiate combat for 0 AP twice per turn.
- \* When the Samurai uses this ability, allied characters cannot take part with ranged combat.
- \* When the Samurai is charmed, he can start a combat for 0 AP in addition to the three actions carried out while charmed.

## **Shadow**

(4/2) (Forces of Darkness)

- \* The Shadow is an undead character.
- \* The Shadow has the ability to move normally in darkness.
- \* The Shadow has the ability to initiate close combat when she is in a darkness square (the

opponent can be in darkness or not).

- \* The Shadow can take, use or drop objects, and carry objects or wounded characters in the darkness.
- \* The Shadow has the ability to choose whether to participate in group combat if she is in darkness.
- \* The Shadow cannot target a character located in darkness (through the use of an object).
- \* The Shadow cannot be seen or targeted by another character while she is in darkness.
- \* The Shadow cannot voluntarily enter a square containing a torch, if the torch is being used or carried by a character.
- \* If at the end of an action, a torch is on the same square as the Shadow, she dies and 1 VP is earned by the opponent.
- \* The Shadow cannot initiate combat or participate in group combat if all of her adjacent opponents are carrying torches, even if the character with the torch is wounded.
- \* The Shadow can decide to take down a wall sconce to make a torch, which results in her death and gives 1 VP to her opponent.
- \* If the Shadow is in darkness which is lit by a torch, the Angel of Light, or the Ring of Light, she is placed in the same place which is now lighted. If she is then on a pit trap, she dies and give 1 VP to her opponent.

## **Spawnling**

(2/1) (Creatures of the Forest)

- \* Spawnlings can act immediately after being produced by the breeder.
- \* Each Spawnling which escapes the dungeon earns 1 VP for its owner.

- \* A player gains 1 VP for each of his opponent's Spawnlings he kills.
- \* The number of Spawnlings is limited to three per Breeder per game.

## **Specter**

(4/0) (Forces of Darkness)

- \* The Specter is an undead character.
- \* The Specter does not earn any VP if it leaves the dungeon.
- \* The Specter has the ability to cross all types of terrain; he is incorporeal like the Ghost.
- \* The Specter cannot stop on 3D obstacles (except the tree), pit traps, lava, libraries, waterfalls, rifts, giant grinders, rubble, brambles, columns, or braziers.
- \* The Specter dies, like any other character, if it stops on falling rocks. She can cross this square, but not stop there.
- \* The Specter cannot use or carry objects, but can stop over them. She cannot benefit from any bonuses of the object (armor, for example). She also cannot stop on a rope that is over an obstacle (except water squares).
- \* An object on the same square as the Specter cannot be taken by an enemy character, but can be stolen by the Pickpocket.
- \* The Specter can use the rotation gears and the triggers for remote pit traps (however, she must stop above them).
- \* The Specter cannot carry wounded characters.
- \* A Specter which ends her movement on a wounded enemy character may reincarnate into him. The opponent's counter is replaced with the corresponding counter of the same color as the

Specter. The character is healed in the process and can act normally immediately.

- \* If the Specter reincarnated into the Illusionist, the illusions also change color.
- If the Specter reincarnates into the Golem, the broken walls remain those used before the reincarnation.
- \* If the Specter reincarnates into the Druid, the brambles also change color. The vines which can be used by the Druid are the remaining vines of the former player (if the character at the time of reincarnation still had 1 vine to use, it only has 1 vine to use after the reincarnation).
- \* If the Specter reincarnates as an Enchantress Elf, the living trees also change color
- \* A Specter cannot reincarnate a wounded enemy character who is on the same square as a Holy Cross. Similarly, a Specter cannot reincarnate a wounded enemy Fire Elemental who is on a lava square or brazier. He dies while moving into the square.
- \* A Specter which reincarnates does not earn any VP at the time of reincarnation.
- \* If the Specter reincarnates while it is charmed, the remaining actions can be used with the newly reincarnated character.

## **Stone Elemental**

(3/8) (Creatures of the Forest)

- \* The Stone Elemental cannot attack either in melee or ranged combat, even in group combat. It defends normally.
- \* A Stone Elemental located adjacent to a portcullis can break it for 1 AP. It can do this an unlimited number of times during the game. A

portcullis broken by the Stone Elemental cannot be closed again (even by the Thief).

- \* A Stone Elemental can pass under the Falling Rocks, without being harmed.
- \* A Stone Elemental which ends his movement on the falling rocks square destroys the Falling Rocks. The square is considered for the remainder of the game to be a floor square without danger, but is still not considered a normal floor square.

## **Telekineticist**

(5/1) (Fire and Water)

- \* The Telekineticist is a magic user and can use scrolls.
- \* The ability of the Telekineticist is magical.
- \* For 1 AP, the Telekineticist can move an object magically; it must be in the same room as her and can move five squares.
- \* During its movement, the object flies. It can pass over 3D obstacles, pit traps, rifts, water squares and lava squares, but cannot stop there (except on the trees). The object can also change rooms during its movement or be sent to a character who is not already carrying an object or wounded character (two for the Paladin or Ice Witch).
- \* An object in the mist cannot be used as a target. However, once levitating an object can move through one or more mist squares.
- \* If a levitating object enters a square adjacent to a Magophage or in square in an ultra-gravity room, its movement stops immediately and it falls to the ground. If it falls into a pit trap, rift, lave, water or gravity well it is destroyed and removed (unless it is a rope and there are two attachment

points available).

- \* The Telekineticist can take a cursed object and move it over characters, who are not required to take it unless the object finishes its movement on their square.

- \* The Telekineticist cannot move an object into an Anti-Magic room or into darkness squares.

## **Telepath**

((3/0) (Prison))

- \* When the Telepath is engaged in one-on-one close combat, he can announce a combat card other than +0. If the opposing player has that card in his hand, he must play it for this combat. If the opposing player no longer has that card in his hand, he must show all his remaining cards to the player controlling the Telepath. Then he is free to secretly play the card of his choice.

- \* The ability of the Telepat also works against markers (representing something alive), as the alives trees or the brambles.

- \* The ability of the Telepat does not function in group combat or in ranged combat.

- \* If two telepaths are engaged in combat, their abilities cancel and the normal combat rules are used.

- \* In one-on-one close combat:

The ability of the Weapon Master is ineffective against the Telepath.

The Telepath only gets to choose one of the two cards of the Berserker

A Telepath under the effect of a charm scroll or scroll of confusion loses his ability. Likewise, the ability of the Telepath does not apply if his opponent is under the effect of a charm scroll,

scroll of confusion or under the controll of the beast master.

## **Thief**

(5/2) (Base Game)

- \* The Thief can move over pit traps during her movement.

- \* The Thief is the only character that has the ability to stop on a pit trap without using a rope. But if she is wounded while on a pit trap, she dies immediately (unless she is carrying a rope).

- \* If the Thief is wounded while on a pit trap without a rope, any objects she is carrying disappear with her.

- \* If the Thief is stopped on a pit trap, friendly characters can move over this pit trap as if it were a normal floor square.

- \* The Thief can open or close an adjacent portcullis for 1 AP without using a key. (Even if she were using the key, it would cost 1 AP.)

- \* The Thief cannot close a broken portcullis.

## **Troll**

(2/4) (Base Game)

- \* The Troll has the ability to regenerate during his turn for 1 AP.

- \* A Troll cannot regenerate during the turn in which it was wounded.

- \* A Troll who regenerates cannot carry out any additional actions during that turn, including participating in group combat.

- \* This ability to regenerate is not magical.

- \* The Troll can regenerate only if he complies with the Golden Rules at the end of regeneration.

- \* The Troll can regenerate himself on a small

bridge or the pipes which break at the end of the action. The Troll then suffers the effects of the terrain underneath.

- \* The Troll can regenerate himself in a tree, but the tree then breaks and the Troll is wounded.

- \* If the Troll has been wounded by the Dwarf Troll Slayer, he loses his ability to regenerate permanently, even after healing at a Fountain of Youth.

## **Undead Dragon**

(2/6) (Forces of Darkness)

- \* The Undead Dragon is an undead character.

- \* The Undead Dragon has the ability to regenerate for 1 AP.

- \* An Undead Dragon cannot regenerate in darkness; it can do nothing other than move out of the darkness.

- \* The Undead Dragon can only regenerate so that it will be in compliance with the golden rules at the end of regeneration.

- \* The Undead Dragon can be regenerated on a small bridge or pipes which will break at the end of the action -- it will then suffer the effect of the ground underneath.

- \* The Undead Dragon can be regenerated in a tree, but the tree will break and the Undead Dragon will be wounded again.

- \* After regenerating, the Undead Dragon can not perform any other actions during that turn, not even participating in group combat.

- \* This ability of the Undead Dragon is not magical in nature.

- \* The Undead Dragon is prestigious, so the player who eliminates it earns 2 VP.

## **Vampir**

(4/2) (Forces of Darkness)

- \* The Vampire is an undead character.
- \* Each time the Vampire eliminates an enemy character in close combat, he gains a +1 combat bonus for both attack and defense. This combat bonus is cumulative (indicated by the blood markers).
- \* The weight of the Vampire is always 2, regardless of the number of blood markers. He can go on trees, small bridges, and pipes.
- \* The Vampire has the ability to transform himself into a Bat for 1 AP. For 1 AP, the Bat can change back into the Vampire form.
- \* While the Vampire is wounded or in the Bat form, he does not benefit from the blood combat bonus.
- \* The Vampire recovers this bonus after it is healed, changes from Bat form into Vampire form, or is reincarnated by a Specter.

## **Wall-Walker**

(4/1) (Base Game)

- \* The Wall-Walker can move through a wall (or double wall) for 1 AP. Passing through the wall does not include movement ; the action of crossing the wall uses the entire AP.
- \* She can carry an object or wounded character through the wall.
- \* The Wall-Walker can only pass through walls and not through rubble (much too thick), portcullises, webs, brambles, columns, or 3D obstacles.
- \* This ability of the Wall-Walker is not magical.
- \* The Wall-Walker can pass through a wall to

arrive on an obstacle with a rope already across it. She may also pass through a wall carrying a rope to arrive on a pit trap or other obstacle. She may cross an obstacle with the rope first, and then pass through the wall (to enter a valid square), and take the rope with her.

- \* The Wall-Walker can cross the arrow slits and secret passages using her ability.

- \* The Wall-Walker cannot be paralyzed after passing through a wall since this is an action, not movement.

## **Warrior**

(3/3) (Base Game)

- \* A Warrior can break an adjacent portcullis for 1 AP. He can do this an unlimited number of times during the game.

- \* If the Warrior is adjacent to a double portcullis (two portcullises which touch but are located on two different rooms), he must spend 2 AP to break both of them.

- \* A portcullis which has been broken by the Warrior can never be closed (even by the Thief).

## **Water Elemental**

(4/2) (Fire and Water)

- \* The Water Elemental move in water as if they were normal floor squares. However, he cannot carry objects in water, but he can carry wounded characters through water (like any other character).

- \* The Water Elemental on a water square gains a +1 combat bonus for both attack and defense. This ability applies even if the Water Elemental is wounded.

- \* The Water Elemental is immune to the Fireball Wand of the Wizard as well as the breath of the Red Dragon. The ability also applies even if the Water Elemental is wounded. If it is transporting a wounded character, the wounded character is also immune to these types of attacks.

## **Weapon Master**

(3/3) (Paladins and Dragons)

- \* During combat (attack and defense), the player controlling the Weapon Master can see the combat card played by his opponent before playing his. This ability also works in group combat.

- \* The ability of the Weapon Master does not work in ranged combat.

- \* If two Weapon Masters are engaged in the same combat (individual or group) the abilities cancel each other.

- \* A wounded Weapon Master loses her ability.

## **Werewolf**

(4/2 or 4/4) (Lands of Ice)

- \* The Werewolf is a beast only in his werewolf form.

- \* The Werewolf is usually in its human form. In this case, its combat value is 2.

- \* The human form is transformed into the Werewolf when the controlling player plays his "5 actions" card. At this time and as long as the "5 actions" card is visible, the combat value of the Werewolf is 4.

- \* If the Werewolf is in a tree when the "5 actions" card is played, he uproots the tree, the Werewolf becomes wounded, and he cannot regenerate this turn.

- \* If the Werewolf is in his human form and wounded when the "5 actions" card is played, he is regenerated and becomes unwounded (even if he is frozen).
- \* The Werewolf can only be regenerated if he will be in compliance with the golden rules at the end of regeneration.
- \* A Werewolf who regenerates can take no other actions this turn, not even to participate in group combat.
- \* The ability of the Werewolf to regenerate is not magic and does not use any AP.
- \* A wounded Werewolf that is in a room when it is forgotten by the Disciple does not regenerate if the 5 Actions card is played, as this room is still hidden.
- \* A wounded Werewolf who transforms into his human form remains wounded.
- \* A Werewolf in human form can change while on a small bridge or pipes. However, they will break before any other action and the Werewolf suffers the effects of the terrain below.
- \* The Werewolf in human form can change while in a tree, but the tree is uprooted and the Werewolf becomes wounded.
- \* As soon as the "5 actions" card is taken back into the hand (recycled) or covered by another actions card, the Werewolf reverts to its human form.
- \* As a reminder, recycling of the action cards is done at the end of the player's turn and not at the beginning of the next turn of the same player (see the basic rules, page 11, 2nd paragraph "Phase 3: recycling Action cards").

## Wizard

(4/1) (Base Game, Prison)

- \* The Wizard is a magic user and can use scrolls.
- \* The abilities of the Wizard are magical in nature.
- \* The Wizard is the only character that can use the Fireball Wand.
- \* The Wizard levitates, which means he can magically fly over all obstacles (pit traps, characters, falling rocks, rifts, water, lava, braziers, remotely activated pit traps, and waterfalls) and 3D obstacles (Fountain of Youth, sarcophagus, statue, armories, trees, etc...). However, he cannot stop on them (except water, falling rocks (in which case he dies) and trees).
- \* He can fly over water and therefore is not limited to one square of movement per 1 AP.
- \* He cannot fly over the rubbles, walls, portcullises, brambles, gravity wells, pit traps in the Anti-magic room, the Anti-magic artifact, pit traps in a room containing a gravity well (unless a Magophage is adjacent to the gravity well), and columns.
- \* The Wizard cannot levitate on any square of the Anti-magic room, but automatically can levitate as it leaves the room (he can fly over an obstacle in a square adjacent to the Anti-magic room).
- \* If the Wizard tries to fly over an obstacle which is adjacent to a Magophage, he immediately stops flying and suffers the effects of the obstacle.

## Yeti

(3/3) (Lands of Ice)

- \* The Yeti is a beast.
- \* The Yeti gains a +1 combat bonus (attack and

defense) when it is on a snowy ground square.

- \* This bonus is lost if the Yeti is wounded.
- \* The Yeti can go up the ice slopes during its movement as if they did not exist. However, this does not allow the Yeti to make normally prohibited actions through an ice slope (close combat, jump over an obstacle going uphill, etc...).

## Zombie

(3/2) (Forces of Darkness)

- \* The Zombie is an undead character.
- \* Zombies are not magical.
- \* Zombies can act immediately after being created by the Necromancer.
- \* Each Zombie who escapes the dungeon earns 1 VP for its owner.
- \* A player earns a VP if he eliminated an enemy Zombie.
- \* The number of Zombies for each player is limited to three during a game.
- \* A wounded Zombie can be raised again for 1 AP by the Necromancer who created it and can act immediately.

## Object 7 League Boots

(Fire and Water)

- \* The 7 League Boots are magical objects and can be used only once.
- \* A character who uses the 7 League Boots can move up to 10 squares while levitating for 1 AP.
- \* The 7 League Boots are used at the time the player announces the action, so the character can pick up another object during the movement.

\* If at any time during his movement the character passes through a square adjacent to the Magophage, he falls on the square. If he falls into a pit trap, rift, or lava square, he dies immediately. If he falls into water and is carrying an object, it is removed from the game. (The Fire Elemental does not die if he falls into lava, but will die if he falls into water.)

\* A character flying under the effects of the 7 League Boots cannot enter the Anti-Magic Room.

\* A character in flight must stop on the first square when entering a room with an Ultra-Gravity well and suffer the effects.

\* If at the time flight is interrupted the stacking rules are not followed, the action is forbidden and the character does not enter the square in question.

## **Amulet of Elvish Vision**

(Creatures of the Forest)

\* The character carrying the Amulet of Elvish Vision can move through the secret passages and see elves located in trees.

## **Armor**

(Base Game)

\* A character carrying the armor has their combat value increased by 1 point for defense only. The Ghost, Specter, and the Bat cannot benefit from it.

\* A Paladin or Ice Witch carrying two Armors has a +2 bonus.

\* The Armor gives this bonus to wounded characters who are wearing it (except the Ghost, Specter, and Bat).

## **Ball and Chain**

((Forces of Darkness)

\* The Ball and Chain is a cursed object. If a character moves through the square (even flying above), he is required to take the item, even if it means he must drop the object he was carrying on the previous square he occupied.

\* The character is not able to drop the Ball and Chain; he must keep it.

\* A wounded character cannot keep the Ball and Chain if another character moves through his square -- this character is required to take it. If a character moves over a wounded character possessing the Ball and Chain, he is required to leave the object he is carrying on the previously occupied square (and not exchange it with the cursed object). If this is not possible (for example, a pit trap that already has a rope across), it is necessary to drop the object on the square previous to the pit trap.

\* A character who kills the character with the Ball and Chain in close combat, must take the cursed object at the end of the combat -- even if he needs to exchange the object he is carrying with the Ball and Chain.

\* The Ball and Chain is magical. The Magophage is insensitive to its effects. A character may drop a cursed object in the Anti-Magic room or on a square adjacent to a Magophage (even while moving past). The character immediately recovers his full abilities without waiting until the end of the action.

\* A character carrying the Ball and Chain cannot enter or be pushed back into a water square.

\* When revealing a room, the player of the same color as the Ball and Chain places the cursed

object on an empty floor square, a rotation gear, or a darkness square.

\* The character carrying the Ball and Chain loses 1 point of movement immediately (even during the action in which the Ball and Chain is obtained). He recovers this movement point at the moment when the Ball and Chain are dropped (in the Anti-Magic room or in a square under the influence of the Magophage), even if it would be the last movement point due to the effects of the Ball and Chain.

## **Bow**

(Prison)

\* The Bow allows the user to engage in ranged combat by spending an AP and can be used several times per turn.

\* The Bow has a combat value of 1, which replaces the normal combat value of the figurine.

\* An Archer Elf with the Bow does not total the values and does not receive any combat bonus.

\* A Crossbowman carrying a Bow can shoot with his Crossbow once per turn and shoot with the Bow as long as he has AP left.

## **Charm Scroll**

(Paladins and Dragons, Fire and Water)

\* The Charm Scroll follows the rules for scrolls.

\* The user can charm an enemy character who is in the same room (no need for line of sight). However, the victim must be able to be seen. A character who is in mist or darkness cannot be targeted, and only an elf or the carrier of the Amulet of Elvish Vision can charm an elf in a tree.



\* The user of the Charm Scroll can have the charmed character perform up to 3 valid actions (3 AP) before the end of the turn.

\* If you play with a timer, the player who used the Charm Scroll gains 1 additional minute for their turn.

\* Charming a wounded character is allowed.

\* The valid actions are to: move, use an object, move through squares occupied by characters of the same color and to take objects or wounded characters from them, attack a character of the opposing team (in this case, the player who usually controls the charmed character chooses the combat card), use the Fireball Wand or the breath of the Red Dragon to kill a character of the same color, use a Speed Potion to give the charmed character four additional actions, to jump in which case the player who charmed the character uses one of his jump cards (in case of double charm it is always the active player who spends jump cards), move a wounded character of the same color, commit suicide under falling rocks, move into a water square (even if the charmed character is the Fire Elemental or Lightning Elemental), take down objects off walls or other terrain (torches for the Shadow, for example), move a non-flying undead character into a square with the Holy Cross.

\* It should be noted that if a charmed Golem breaks a wall, the token comes from the reserves of the Golem's owner. It is the same for the webs of Araknis, vines of the Druid, Zombies of the Necromancer, Spawnlings of the Breeder, etc...

\* In addition, if a player charms an opposing character, and he reveals a room with this

character, the active player places all the pawns except the objects of his own color.

These actions are not allowed: to attack a character of the same color, to move through an opposing character, to commit suicide in a pit trap, rift, lava, etc..., to take a rope when a character of the same color is standing on an obstacle as he moves through, to move into a square containing a torch with the Shadow.

## **Crossbow**

(Creatures of the Forest)

\* A character carrying the Crossbow can initiate ranged combat once a turn for 1 AP. He must have line of sight to his target and cannot be adjacent to the target or another enemy character. The combat value of this attack is 2 and cannot be modified. (The combat value of the carrier is not used.)

\* Ranged combat with the Crossbow follows the same rules as those of the Archer Elf or the Crossbowman.

\* The Ghost, Specter and the Bat cannot use the Crossbow.

## **Dragon Slayer**

(Paladins and Dragons)

\* The Dragon Slayer gives a +4 combat bonus to the character wielding it when in combat against and adjacent to a dragon.

\* If a dragon is defeated in combat with a Dragon Slayer, it is immediately killed (bypassing the wounded state).

\* Even though the Dragon Slayer is a sword, no bonus is received when a character fights a character other than a dragon -- unless it is forged

in a Brazier, in which case it gives a +1 bonus against all characters and +5 against dragons.

\* The sword gives only one combat bonus, regardless of the number of adjacent dragons. If the combat is won, all the adjacent dragons are killed immediately.

\* Two Dragon Slayers (not forged) give a total combat bonus of +8 if used against at least one dragon.

\* The Ghost, Specter, and the Bat cannot use the Dragon Slayer.

## **Elemental Scroll**

(With Fire and Blood)

\* The Elemental Scroll follows the rules for the other scrolls.

\* This scroll is a neutral scroll, used in friendly games or scenarios.

\* When a character searches a library from the Fire and Water expansion (room 16), it is possible to add this scroll to the other 4 neutral scrolls used.

\* A magic user can use the Elemental Scroll for 1 AP during his turn. He can then create a Water Elemental on any water square in his line of sight or a Fire Elemental on any lava square in his line of sight. It is impossible to create an elemental, if the player already has that elemental on his team. A player cannot control two Water Elementals or Fire Elementals.

\* By extension, one can consider the following semi-official rule (by choice of the two players). This parchment may be used to create an Ice Elemental on an ice square (or bridge of ice) or a Stone Elemental on a square of falling rocks.

## Fire Shield

(Paladins and Dragons)

\* A character (even if wounded) who carries a Fire Shield is not affected by fireballs from the Red Dragon or the Fireball Wand. The Ghost, Specter, and Bat cannot benefit from the Fire Shield.

\* Also, the Fire Shield allows the carrier to pass underneath falling rocks, but cannot stop there. (If he does stop there, he suffers the effects.) He can drop the Fire Shield on the falling rocks square, which will allow other characters to move through the square and be able to take items from the square.

\* The Fire Shield does not provide a combat bonus. But it cancels the surcharge of the mummy when she fights a character transporting a torch.

\* Wounded characters are protected by the Fire Shield (except the Ghost, Specter, and Bat).

## Fireball Wand

(Base Game, Prison)

\* The Fireball Wand can only be used by the Wizard. Other characters may still carry it.

\* The Fireball Wand enables the Wizard to throw a fireball towards a square in his line of sight. The first character (friend or enemy, wounded or unwounded) who is hit by the Fireball dies immediately and the opposing player gains 1 VP. If this character was carrying a wounded character, both characters are eliminated and 2 VP are gained. If the character killed is a dragon, 2 VP are gained. If the character was carrying an object, the object remains on the square unless it is on an obstacle (except for the rope).

\* A character who is wounded may be killed by

the Fireball Wand in the same turn.

The Water Elemental (even if wounded), the Fire Elemental (even if wounded), and the Magophage (unless wounded) cannot be killed with the Fireball Wand (object and AP are still spent).

\* A character in water is protected from the effects of the Fireball Wand. However, a character on a rope over a water square is not protected.

\* It is forbidden to target the Courtesan.

\* It is possible to use the Fireball Wand on a Living Tree, in which case, it returns to its owners hand. If one or more characters are in the tree, they are killed, even if it is an elf or Courtesan.

\* It is possible to fire on the Druid's brambles.

\* The Fireball Wand is a magical object and cannot be used towards or through an anti-magic square or a square under the influence of the Magophage (object and AP spent).

\* A character carrying a Fire Shield is protected from a fireball (object and AP spent).

\* A fireball can be used to burn a web.

## Flying Carpet

(Lands of Ice)

\* The Flying Carpet is a cursed object. If a character moves through the square (even flying above), he is required to take the item, even if it means he must drop the object he was carrying on the previous square he occupied.

\* A character is not able to drop the Flying Carpet; he must keep it.

\* A wounded character cannot keep the Flying Carpet if another character moves through his square -- this character is required to take it. If a character moves over a wounded character

possessing the Flying Carpet, he is required to leave the object he is carrying on the previously occupied square (and not exchange it with the cursed object). If this is not possible (for example, a pit trap that already has a rope across), it is necessary to drop the object on the square previous to the pit trap.

\* A character who kills the character with the Flying Carpet in close combat, must take the cursed object at the end of the combat -- even if he needs to exchange the object he is carrying with the Flying Carpet.

\* The Flying Carpet is magical. The Magophage is insensitive to its effects. A character may drop a cursed object in the Anti-Magic room or on a square adjacent to a Magophage (even while moving past). The character immediately recovers his full abilities without waiting until the end of the action.

\* A character carrying the Flying Carpet cannot enter or be pushed back into a water square.

\* When revealing a room, the player of the same color as the Flying Carpet places the cursed object on an empty floor square, a rotation gear, or a darkness square.

\* The character carrying the Flying Carpet can use it to fly during his movement action.

\* The character's movement points remains the same (a Red Dragon cannot move even with a Flying Carpet).

\* For each movement action using the Flying Carpet, the controlling player must discard a combat card of his choice (except the +0) and show it to the opposing player.

\* The flight is valid for only that movement action

and costs a combat card for each use.

The character begins flying at the beginning of the movement. It is not possible to initiate flight in the Magophage's influence zone and thus the character cannot fly at all during this movement action. It is impossible to pick up the Flying Carpet during movement and then use it before that movement action is over.

\* Since the Flying Carpet is magical, it is not possible to fly in the Anti-Magic room. In an ultra-gravity room or on a square adjacent to the Magophage, the flight will stop immediately and the character will suffer the effects of the square. The character can then continue his movement on foot.

\* Under the influence of a Charm Scroll, it is the player who takes control of the charmed character who discards combat cards if he decides to use the Flying Carpet.

## **Holy Cross**

(Forces of Darkness)

\* If a non-flying undead character enters a square with the Holy Cross, he dies immediately and the opposing player gains a VP.

\* If for any reason, an undead character finds itself on a Holy Cross at the end of an action, it dies immediately and the opposing player gains a VP.

\* If the Necromancer manages to turn a wounded character into a Zombie on a Holy Cross, the wounded character is eliminated and the active player receives a VP (or the opposing players gain a VP if the wounded character belonged to the active player).

\* A living character can move through the square of undead teammates while carrying the Holy Cross without killing them. On the other hand, if it is the undead character that moves, it cannot move through the square of the Holy Cross (even if it is carried by a teammate) -- it would die immediately.

## **Katana**

(Mercenaries)

\* A character who carries a Katana can initiate an attack for 1 AP less once per turn. For example, 0 AP for a traditional attack, 1 AP if he uses a Two Handed Sword, 2 AP if he is using 2 Two Handed Swords, etc...). The Ghost, Specter, and Bat cannot benefit from the use of the Katana.

\* This ability also functions in group combat, but no one can participate in the group combat using a ranged weapon or ability.

\* If the Katana is forged at a Brazier, it give a +1 combat bonus when attacking.

Only one Katana can be used per combat. Several Katanas can be used during a turn, but only one use during each combat.

\* A Samurai with a Katana, or a Paladin or Ice Witch with 2 Katanas can attack twice per turn for one less AP (for example, two attacks for 0 AP). The cost of combat can never be lower than 0 AP (particularly if the above rules are respected).

## **Key**

(Paladins and Dragons, Fire and Water, Forces of Darkness, Mercenaries, Prison)

\* The Key is a common object.

\* A character who has a Key can, for 1 AP, open

or close an adjacent portcullis, just like the Thief.

## **Large Shield**

(Prison)

\* A character carrying a Large Shield cannot be the target of ranged combat.

\* A Large Shield makes it possible to move through falling rock squares without stopping like any shield.

## **Orb of Peace**

(Creatures of the Forest)

\* A character carrying the Orb of Peace can use it for 0 AP during his adversary's turn and prohibit any close combat on the board until the end of the current turn.

\* This announcement must be made when the opposing player plays his action card or at the end of any action.

\* The Orb of Peace is discarded after use.

\* The Orb of Peace is not magical.

\* Ranged combat and the use of Fireball Wands are still allowed.

## **Potion of Life**

(Lands of Ice)

\* The Potion of Life is magical.

\* The Potion of Life can only be used once. It is discarded after use.

\* A wounded character can drink a Potion of Life for 0 AP, but only during his turn.

The wounded character is healed and returns to the unwounded state.

\* The recently healed character can take actions

during the remainder of the turn.

An unwounded character cannot drink the Potion of Life in order to prevent the opposing player from taking it.

## **Potion of Strength**

(Mercenaries)

\* The Potion of Strength is magical.

\* A Potion of Strength can be used for 0 AP. The character who drinks the Potion of Strength gains a +3 combat bonus until the end of the turn (even after being wounded during the turn).

\* The Potion of Strength can also be used during the opposing player's at the end of an action or after combat has been declared).

\* A character who drinks the Potion of Strength and moves through an Anti-Magic square or a square under the influence of the Magophage loses his combat bonus immediately and for the rest of the turn.

\* The combat bonus is not considered if the character is crossing the pipes, small bridges, trees or for carrying the Steam Saw.

\* A character under the influence of the Potion of Strength cannot use the bonus if all of his combat opponents are located in a Anti-Magic square or a square under the influence of the Magophage. On the other hand, the effects of the potion are strong enough, that the bonus can be used if one of the characters is not on an Anti-Magic square.

\* A character drinking two Potions of Strength in the same turn has a +6 combat bonus in close combat, which is cumulative with his weapons.

## **Ring of Chaos**

(Lands of Ice)

\* The Ring of Chaos is a magical object.

\* A character located on a rotation gear can use the Ring of Chaos for 1 AP. The Ring of Chaos is discarded after use; it can only be used once.

\* A character using the Ring of Chaos changes the reference of the rotation gear by placing one of the rotation gear markers (T1, T2, or T3) on his location. He then chooses another rotation gear anywhere on the board, and places the paired marker (T1, T2, or T3) on that rotation gear. The initial rotation direction of the gears is not taken into account. After using the Ring of Chaos, certain rooms may not be paired any longer. It is possible to target the rotation gears of matching rooms, which simply reverses their direction of rotation.

\* The new rotation gears (T1, T2, or T3) are magical. Therefore, it is impossible to target the rotation gear in the Anti-Magic Room or a rotation gear which is adjacent to or located under a Magophage. A rotation gear resulting from a Ring of Chaos (T1, T2, or T3) is removed if the Magophage ends his movement on the rotation gear or an adjacent square.

## **Ring of Light**

(Forces of Darkness)

\* The Ring of Light is a magical object.

\* The Ring of Light is discarded after use; it can only be used once.

\* A character adjacent to a darkness square can use the Ring of Light for 0 AP. He can then place

up to 5 corridor tiles on adjacent darkness squares. He chooses the size of the tile (1,2, or 3 squares) he wishes to draw and places it. Then he chooses the second tile of the corridor and places it as well. He continues in this manner until up to five tiles have been drawn and placed.

\* The Ring of Light cannot be used in the Anti-Magic room or in the zone of influence of the Magophage (AP and the object are used). Also, it is impossible to light a square of darkness which is adjacent to a Magophage.

\* Placement of the tiles must follow these rules:

\* All the tiles must be completely placed on darkness squares only.

\* The first tile must be adjacent to the character using the ring.

\* Subsequent tiles must be placed so that they are either adjacent to the user of the ring or adjacent to one of the tiles already placed.

\* The tile cannot be placed so that it covers two different rooms. But some of the tiles can be in one room and some in another. In this case, darkness squares of two rooms must be adjacent.

## **Ring of Paralysis**

(Creatures of the Forest)

\* The character carrying the Ring of Paralysis can, during an opponent's turn, magically paralyze an enemy character who moves into his line of sight. The paralyzed character can not perform any actions until the end of the turn.

\* Paralyzing an enemy character does not cost any AP, but the player must discard a combat card of his choice (other than the +0).

\* The Ring of Paralysis cannot be used more than once per turn.

\* The paralyzed character suffers the effects of the square upon which he stopped.

The Ring of Paralysis may only be used if the affected character will not be in violation of the Golden Rules at the end of the action. For example, it is impossible to paralyze a character carrying an object on a square containing another object or character.

\* The Ring of Paralysis is a magical object, so it is impossible to paralyze on or through a square that is in the Anti-Magic Room or under the influence of the Magophage. The combat card is still spent, but the Ring has no effect.

\* If the Ice Elemental enters a water square with mist, the fog disappears at the moment when the Ice Elemental enters the square and he is able to be targeted. An enemy carrying a Ring of Paralysis can use it in this case.

## **Ring of Repulsion**

(Fire and Water)

\* The Ring of Repulsion is a magical object.

\* It cannot be used more than once per turn (even on different characters). Use of the Ring of Repulsion costs 1 AP.

\* The Ring of Repulsion makes it possible to push a character backwards (friend or enemy, wounded or unwounded) who is on an adjacent square to the user. Repulsion is done in a straight line directly away from the ring user. If he is carrying an object, the repelled character keeps it.

\* A character pushed back onto a pit trap, rift, falling rocks, or lava square dies immediately. If

he is carrying an object (even cursed) or a wounded character, it stays in the square where it was before being repelled.

\* A character pushed back towards a water square leaves the object in the square where it was, but if he is carrying a wounded character, he keeps it. If the object is cursed, the character cannot be pushed back into the water, because he cannot be relieved of his cursed object. The exceptions are the lightning elemental and the fire elemental, which die when they are repulsed into the water, leaving the object on the previous valid square. In the same way, a fire elemental carrying a cursed object cannot be repulsed into a lava square.

\* A character cannot be pushed back into a wall, portcullis, rubble, a 3D obstacle, or a tree.

\* A character cannot be pushed towards another character if it violates the stacking rules. Therefore, it is possible: to push a ghoul onto a wounded character, to push a wounded character towards a character of the same color or towards an opposing ghoul. It should be noted that in this case, it is perfectly legal to attach the living character and to kill the wounded character even if he was wounded on the same turn (he is not being attacked directly).

\* A character can be pushed onto a small bridge and suffer the effects of being there.

The ring user can push a character onto an object, which is then picked up.

\* A character who is carrying an object (or a Paladin or Ice Witch with 2 objects) cannot be pushed onto a square with another object, since it would violate the 2nd Golden Rule.

It should be noted that: A character can be pushed

back onto a starting line or pushed sideways on the starting line. If a Fire Elemental is pushed into lava, he does not die. A Thief pushed onto a pit trap does not die.

\* It is possible to push a Ghoul onto an opposing wounded character (as far as he is not carrying an object). On the other hand, it is not possible to push a Specter onto an opposing wounded character, as the Specter cannot use his reincarnation ability at the end of the movement action.

\* A character pushed back onto an obstacle that has a rope over it survives. A character carrying a rope who is pushed onto an obstacle can use the rope to survive if there are 2 points of attachment around the obstacle. In the case of a double obstacle, the character dies, and the rope remains in the first square of the obstacle.

\* It is impossible to push a character who is in an anti-magic square and also to push a character into an anti-magic square. It is impossible to push a character who is adjacent to a Magophage, as the ring will have no effect. The Ring of Repulsion will not work while adjacent to a Magophage (the AP is used, however). However, it is possible to push a character towards a square under the influence of the Magophage.

\* One cannot push a character who is adjacent to the carrier of the Ring of Repulsion if they are separated by an ice slope (the slope breaks adjacency). On the other hand, it is possible to push the character over the ice slope, if the direction of the ice slope allows it.

## **Ring of Weakness**

(Forces of Darkness)

\* The Ring of Weakness is a cursed object. If a character moves through the square it occupies (even if he flies above it), he is required to take it, even if he has to drop the object he is carrying on the previous square. The character is not able to drop it; he must keep it. A wounded character cannot keep the Ring of Weakness if another character moves through his square (the moving character is required to take it). Also, if a character moves over a wounded character with the Ring of Weakness, he must leave any object he is carrying on the previous square (and not in the place of the cursed object). If this is not possible (for example, if the wounded character is on a pit trap with a rope), it is necessary to leave the object on the square previous to that one.

\* A character who kills the character holding the Ring of Weakness in close combat must take the Ring of Weakness at the end of the combat, even if he must exchange it with the object he is carrying.

\* A cursed object is magic, and does not work when under the influence of the Magophage (or if the Magophage is carrying it). A character with a cursed object who is on a square of the Anti-Magic Room or on a square adjacent to a Magophage, may drop the object, even during movement. He recovers his full capabilities immediately without awaiting the end of the action.

\* A character carrying a cursed object may not be pushed into a water square.

\* When a room is revealed, the player of the same color as the cursed object places it on a normal

floor square, a rotation gear, or a darkness square.

\* The character bearing the Ring of Weakness suffers a -1 penalty to his combat value, in both attack and defense. The combat value of a character cannot drop below 0. The Ghost, Specter, and the Bat are not affected by the Ring of Weakness because they cannot use objects (and their combat value is already 0). A Paladin or Ice Witch with two Rings of Weakness suffers a -2 penalty in combat.

## **Rope**

(Base Game, Paladins and Dragons, Fire and Water, Mercenaries, Lands of Ice, Prison)

\* A rope is a common object.

\* A character carrying a rope can move over an obstacle except for the falling rocks (pit trap, rift, water square, lava square, etc...). He can even stop there.

\* A character with a combat value higher than 3 can use the rope to help cross or stop on a small bridge. A character with a combat value higher than 2 can use the rope to help cross or stop on pipes.

\* A rope can only be placed on an obstacle if it has 2 points of attachment. That means that 2 of the 4 adjacent squares (not separated by a wall or portcullis) to the obstacle (where the rope is to be placed need to be: squares of the exit or starting line, a pit if the Thief of the same team is on it, rotation gears, empty floor squares, misty floor squares, falling rock squares, pentacle squares, staircases, small bridges (even for characters with a combat value of 4 or greater), pipings, ice

bridges, ice or ice markers from the Ice Scroll, ice slopes (in the direction of descent), obstacle squares (pit trap, rift, water, lava, ultra-gravity wells, waterfalls) which have a rope or vine from the Druid.

On the other hand, the following may not be used as points of attachment: obstacle squares (pit trap, rift, water, lava, ultra-gravity wells, waterfalls), walls, closed portcullises, darkness (safe for the shadow), fountains, rubble from the Illusionist, libraries, Anti-Magic artifact, the sacred tomb, the statue, armories, arrow holes, secret passages, webs, brambles from the Druid, ice slopes (in the direction of the ascent).

\* If a character who is stopped on a rift, pit trap, lava square, etc... loses the rope in any way, it suffers the effects of the obstacle.

\* If a character is stopped on an obstacle with a rope, characters of the same color may cross it while benefiting from the effect of the rope.

\* If you wish to cross 2 successive squares of pit traps (or other obstacles), you can use the rope to cross the first pit trap and use a jump to go over the second (the whole action requires 2 AP). You may not pick up the rope from the first pit trap (see double pit).

## **Runic War-Hammer**

(Mercenaries)

\* The Runic War-Hammer is a magical object.

\* A character carrying the Runic War-Hammer gains a +1 combat bonus when attacking (+2 if it is forged).

\* A dwarf who carries the Runic War-Hammer

gains a +2 combat bonus when attacking (+3 if it is forged).

\* Since the Runic War-Hammer is a magical weapon, it is useless if used while standing on an anti-magic square, or against a character on an anti-magic square (either in the Anti-Magic room or under the influence of the Magophage). The Barbarian cannot use the Runic War-Hammer.

## Scroll of Confusion

(Fire and Water)

\* The Scroll of Confusion follows the rules for scrolls.

\* A Magic-User can use the Scroll of Confusion for 0 AP, during his turn or the opponent's turn.

\* The Magic-User can use it during any combat in which a character of the same color or the Magic-User himself is engaged and one of the participants in the combat (friend, enemy or himself) is in the same room AND at least one opposing character can be targeted (i.e. not in mist) even if he's not in the same room. If the targeted character is on an Anti-magic square under the influence of the Magophage or is a Magophage, the scroll has no effect (object and AP are spent nonetheless).

\* When the Scroll of Confusion is used, the victim will have to play a combat card randomly (drawn randomly from his deck of combat cards by his opponent).

\* The following enemy characters are not able to be targeted: characters in mist, characters in darkness, elven characters in trees (except by other elves).

\* In group combat, it is enough to be able to target just one of the enemy characters.

## Scroll of Flight

(Creatures of the Forest)

\* A Magic-User carrying the Scroll of Flight can for 1 AP levitate himself or a character in his line of sight.

\* The levitation is effective until the end of the turn.

\* Levitation is magical.

\* The Scroll of Flight is discarded after use.

## Scroll of Ice

(Lands of Ice)

\* The Scroll of Ice follows the rules for scrolls.

\* A Magic-User can use the Scroll of Ice for 1 AP during his turn.

\* The Scroll of Ice can be used in one of two ways:

1. It can freeze a characters in the Magic-Users line of sight like the Ice Dragon and places a frozen marker on the character. A frozen character is subject to the following rules:

\* A frozen character cannot carry out any actions (jump, movement, abilities, attacks, etc...).

\* He suffers a -1 to his combat value (which cannot go below 0 at any time).

\* He can defend himself and can participate in group combat in defense (by the choice of the defending player).

\* Allies can move through a frozen character (as with a non-frozen character).

\* It is possible to take or give an object to a frozen

character.

\* A frozen character (wounded or unwounded) cannot be transported by another character.

\* A frozen character is thawed at the end of any action, if he has a torch. He can then act normally immediately.

\* It is impossible to freeze a character carrying a torch, the Fire Elemental, or the Ice Elemental (the action is valid but there is no effect).

\* A frozen character keeps the object he is carrying. It is not possible for an enemy character to take objects from him, and he keeps cursed objects as if he were not frozen (if he is not wounded).

2. The Magic-User can place up to 8 ice markers.

The first marker must be adjacent to the Magic-User. The following tiles must be adjacent to the Magic-User or to another ice marker that was just placed.

\* It is only possible to place ice markers on normal floor squares, water squares, or rifts. Ice markers cannot be placed on trees, rotation gears, bridges, lava, pit traps, etc...).

\* Ice markers are considered snowy ground.

\* An ice marker can be melted for 0 AP by any character with a torch or by the Fire Elemental (with or without a torch), if he is on an adjacent square (remove the ice marker).

\* If a Fire Elemental (wounded or unwounded) is on an ice marker at the end of an action, the latter melts automatically -- with fatal consequences to the Fire Elemental if it becomes a water square.

\* The following characters cannot be targeted: characters in mist, characters in darkness, elven

characters in trees (except by other elves).

\* Even though the Scroll of Ice is magical, the ice markers and frozen markers are not.

## **Scroll of Inversion**

(Fire and Water, Forces of Darkness)

\* The Scroll of Inversion follows the rules for scrolls.

\* When a Magic-User uses the Scroll of Inversion, he can switch the room he is standing in with an adjacent room. Rooms can be switched horizontally and vertically, but never diagonally.

\* All tokens and markers remain in the room they were in, and in their actual positions.

The Anti-Magic room cannot be switched after it is revealed (scroll and AP are spent nonetheless).

\* Unrevealed rooms can be switched with that of the Magic-User.

\* A room containing the Magophage can be switched (unless the Magic-User is in a square adjacent to the Magophage).

## **Scroll of Reconstruction**

(Fire and Water)

\* The Scroll of Reconstruction follows the rules for scrolls.

\* The character who uses the Scroll of Reconstruction can recover a discarded object.

A discarded object can be: an object which can only be used once which has already been used during the game, an object which was destroyed, an object which was carried out of the dungeon by a character (except the Treasure).

A discarded object is not: an object which was

not used in this game (for example, if no player chose the Fireball Wand at the beginning of the game, it is impossible to reconstruct it), an object which has not yet been revealed, a Treasure which has left the dungeon with an escaping character.

## **Speed Potion**

(Base Game)

\* It costs 1 AP to drink a Speed Potion.

\* The character who drinks the Speed Potion received 4 additional actions. Only the character who drank the potion can use these 4 actions.

\* The Speed Potion is discarded immediately after drinking and before taking the 4 additional actions.

\* A character who drinks the Speed Potion can use the 4 additional actions to initiate group combat.

\* A charmed character who drinks the Speed Potion also gains 4 additional actions.

The player can alternate normal actions (with the other characters) between the actions gained from the Speed Potion.

\* The effect of the potion ends if the character passes through a square adjacent to a Magophage. The character must then stop and suffer the effects of the box on which he stops. If the stacking rules are not respected by this action, the action is prohibited and the character must choose another route (the effects of the potion are not cancelled in this case). The same thing occurs if a character who has drunk the Speed Potion attacks a character on a square adjacent to a Magophage -- the effect of the potion is cancelled. In the case of

group combat, if the attacker who drank the Speed Potion and the character being attacked are not adjacent to the Magophage, group combat is possible even if one of the other characters is adjacent to the Magophage.

\* A character cannot use the actions from a Speed Potion to enter the Anti-Magic Room. Even if he uses a normal action to do it, the effect of the potion is cancelled and the remaining actions from the potion are lost. The same thing happen if the character who drank the Speed potion attacks a person located on an Anti-Magic square -- the effect of the potion is cancelled. In the case of group combat, if the attacker who drank the Speed Potion and the character being attacked are not in the Anti-Magic room, group combat is possible even if one of the other characters is on an Anti-Magic square.

\* If the potion is drunk in an Anti-Magic square or a square under the influence of the Magophage, there is no effect (object and action are still spent).

\* If you play with a timer, the player who uses the Speed Potion gains one minute of play.

## **Steam Saw**

(Creatures of the Forest)

\* A character carrying the Steam Saw can cut an adjacent tree for 1 AP.

\* The character carrying the Steam Saw gains a +1 bonus in combat when attacking.

\* The Steam Saw cannot be forged at a Brazier.

\* To be able to carry or use the Steam Saw, the character must have a combat value of 3 or more.

\* The Telekineticist can move the Steam Saw with her ability.



- \* The Logger carrying a Steam Saw can cut adjacent trees for 0 AP.

## **Sword**

(Base Game)

- \* A character carrying the Sword receives a +1 combat bonus only when attacking. The Ghost, Specter, and Bat cannot benefit from it.
- \* A Paladin or Ice Witch carrying two swords receives a +2 combat bonus when attacking. Each Sword forged in a Brazier gives a +2 combat bonus when attacking.

## **Sylvan Shield**

(Mercenaries)

- \* The Sylvan Shield gives a +1 combat bonus when defending. This bonus is magic. The Ghost, Specter, and Bat cannot benefit from it.
- \* The Sylvan Shield also protects wounded characters (except the Ghost, Specter, and Bat).
- \* The Sylvan Shield allows the character carrying it to move through squares of falling rocks but not to stop there (if the character stops, he suffers the effects). It can be left on a square of falling rocks in order to allow other characters to move through or to take objects located on that square.

## **Teleportation Ring**

(Paladins and Dragons)

- \* The player who uses the Ring of Teleportation can, for 1 AP, magically teleport to any empty floor square in an adjacent room.
- \* The rotation gears or mist are not empty floor squares.
- \* The Teleportation Ring does not allow a

character to teleport onto a starting line.

- \* The Teleportation Ring is a magical object, so it cannot be used on or to move into an anti-magic square or a square under the influence of the Magophage (object and AP are spent anyway).
- \* The Teleportation Ring can only be used once. Discard after use.

## **Telescoping Spear**

- \* A miniature carrying the Telescoping Spear can initiate close combat from a distance of 2 squares in a straight line. Combat with a Telescoping Spear is considered to be close combat in all aspects, not ranged combat.
- \* This combat can be carried out across a normal square, obstacle, stairs, tomb or arrow slit (provided that the square is not occupied by another character). In the case of an arrow slit, the two characters must both be adjacent to the arrow slit.
- \* The user of the Telescoping Spear is not affected by the result of the combat. However, in the event of defeat, the Spear is broken and discarded from the game. In the event of victory, the Spear remains intact and the enemy becomes wounded (or eliminated if he was already wounded).
- \* The Telescoping Spear can be used in group combat.
- \* The Telescoping Spear may not be used to initiate close combat with adjacent characters, or in defense.
- \* If the attacker is adjacent to an enemy miniature, he cannot use the Telescoping Spear to attack another character two squares away.

- \* A character using a Telescoping Spear cannot combine its effect with another attack weapon.
- \* The Telescoping Spear is an attacking weapon that may be forged.

## **Torch**

(Forces of Darkness)

- \* The Torch is a common object.
- \* When a room is revealed, the Torch is always placed by the player who reveals it, regardless of color. It cannot be placed on a darkness square.
- \* The character carrying the Torch can, for 1 AP, burn an adjacent web or melt an ice bridge on an adjacent square.
- \* The character carrying the Torch can, for 0 AP, melt a square of adjacent ice.
- \* The character carrying the Torch can, for 0 AP, reveal adjacent darkness squares. He chooses the size of the corridor tile (1, 2, or 3 squares) and places it. The placement of the corridor tiles must comply with the following rules: The tile must be placed entirely on darkness squares. The tile must be placed adjacent to the character using the Torch. The Tile cannot be placed covering two rooms, but can be placed entirely on a room adjacent to the Torch bearer.
- \* The Shadow cannot enter a square containing a Torch. In the same manner, it cannot attack a character carrying a Torch nor take part in group combat if all of its opponents are carrying a Torch (unless it is attacked directly).
- \* It is possible to thaw a frozen character by giving him a Torch. This character is automatically thawed out at the end of the action

in progress. In addition, it is impossible to freeze a character (even wounded) who is carrying a Torch.

## Treasure

(Base Game, Mercenaries)

\* A character who exits the dungeon with the Treasure earns an additional VP for his team.

The Treasure can be any color.

\* Once a Treasure has been carried out of the dungeon, it is placed beside the player to mark the VP earned. It is not discarded and cannot be reconstructed with the Scroll of Reconstruction.

## Two Handed Sword

(Forces of Darkness, Mercenaries)

\* To attack with a Two Handed Sword, one additional AP must be spent. The combat does not need to be initiated by the character using the Two Handed Sword.

\* The Two Handed Sword gives a combat bonus of +2 when attacking.

\* In a combat which utilizes several Two Handed Swords in attack will cost 1 additional AP for each Two Handed Sword being used.

\* A Samurai using a Two Handed Sword or starting a combat using at least one Two Handed Sword will reduce the total cost of combat by 1 AP due to his ability (1 AP for a Two Handed Sword, 2 AP for 2 Two Handed Swords, etc..).

\* A Two Handed Sword forged in a Brazier gives a combat bonus of  $\neg$  +3 when attacking. No combat bonus is given if additional AP are not used.

## Two-Handed Axe

(Lands of Ice)

\* A character carrying the Two-Handed Axe can cut down an adjacent tree for 1 AP.

\* In order to attack with the Two-Handed Axe, it is necessary to spend 1 additional AP. The combat does not need to be initiated by the character using the Two-Handed Axe.

The Two-Handed Axe gives a +1 combat bonus when attacking to the character who is carrying it.

\* A combat in which several Two-Handed Axes are being used will cost 1 AP for each additional Two-Handed Axe.

\* A Samurai using a Two-Handed Axe or initiating a combat utilizing at least one Two-Handed Axe for the attack will reduce the total cost of the combat by 1 AP due to his ability (either 1 AP for one Two-Handed Axe, 2 AP for two Two-Handed Axes, etc..)

\* A Two-Handed Axe forged in a Brazier gives a combat bonus of +2 when attacking if one uses 2 AP. There is no combat bonus if the additional AP is not spent.

\* A Logger carrying the Two-Handed Axe can cut adjacent trees for 0 AP.

## Sceneries

### 3D Obstacle

\* A 3D Obstacle is a terrain element that occupies an entire square.

\* A 3D Obstacle can be crossed by flying characters, the Ghost, and Specter, but noone can stop on it.

\* 3D Obstacles do not block lines of sight from characters in a tree.

\* 3D Obstacles cannot be used as attachment points for rope (except for trees).

## Anti-Magic Room

(Fire & Water)

\* The Ant-Magic Room contains an ant-magic artifact. No magic can be effective in this room or reach the room (if it is tried, the object and AP are spent nonetheless).

\* No character can enter this room using magical means. Teleportation, repulsion, speed potion or levitation are all ineffective. These actions are completely prohibited.

\* A character entering the room while under the influence of a Potion of Strength immediately loses all its benefits.

\* The anti-magic artifact which is in the center of the room includes two squares and is a 3D obstacle.

## Armory

(Mercenaries)

\* An Armory is a 3D obstacle.

\* A character who is not carrying an object (or a Paladin with only one object) and is adjacent to an Armory can search it for 1 AP. He randomly draws a neutral weapon from the following: Two Handed Sword, Sword, Sylvan Shield, Runic War-Hammer, Dragon Slayer, Katana, Armor and Ball and Chain. Place a broken marker to indicate that the Armory has already been searched.

\* The Ghost, Specter, and Bat cannot search the Armory.

## Arrow Slit

- \* A character adjacent to an Arrow Slit does not have his line of sight blocked by the wall. He can target an enemy character (even if the enemy is not adjacent to the Arrow Slit).
- \* If the character is not adjacent to the Arrow Slit, it is considered to be a normal wall and cannot be used to target an enemy character.
- \* An Arrow Slit can be broken by a golem like a normal wall.
- \* An Arrow Slit can be passed through by the Wall Walker.
- \* A character cannot reveal an adjacent room through an Arrow Slit.
- \* Two characters on either side of the same Arrow Slit are not considered adjacent with each other in most cases (ranged combat, close combat, etc...).

## **Brambles**

- \* For 1 AP, the Druid can place a Brambles marked on any normal floor square located in the same room.
- \* Only incorporeal characters (Ghost, Specter...) can move through Brambles, but they cannot stop there. All the other characters cannot move into Brambles.
- \* The Brambles block line of sight.
- \* Brambles cannot take actions, and therefore cannot attack.
- \* However, Brambles can be attacked. They defend as for normal combat (combat value 4). If the Brambles lose, the marker is returned to his owner who can reuse it at another time.
- \* If the Brambles lose, they do not give a VP.
- \* If the Brambles win, the character initiating the combat becomes wounded.

- \* Brambles can never take part in group combat, whether it is attacking or defending.
- \* For 1 AP, the Druid can remove or move the Bramble marker.
- \* The Brambles disappear if the Druid dies or the Magophage finishes his movement on a square adjacent to the Brambles.
- \* The Brambles can be destroyed with a Fireball Wand or the breath of the Red Dragon.

## **Brazier**

- \* Braziers are treated as lava squares. The Fire Elemental thus benefits from a +1 combat bonus.
- \* A character who is carrying a close combat weapon and is adjacent to a Brazier can forge the weapon for 1 AP. Replace the weapon token with its forged equivalent.
- Forged arms gain a +1 combat bonus when attacking for the rest of the game.
- \* A forged weapon cannot be forged a second time.
- \* The combat bonus of the Two Handed Sword is usable only if the additional AP is spent (+3 combat bonus for 2 AP).
- \* A forged Dragon Slayer gives a bonus of +5 against dragons and a +1 bonus against any other opponent.
- \* The Brazier cannot be used if it is occupied (vine, Fire Elemental, character on a rope, etc...).

## **Column**

- \* No character or object can pass through a Column square, except the incorporeal characters (Ghost and Specter).
- \* Columns block line of sight.

## **Corridor Tile**

- \* These tiles are provided with the Forces of Darkness expansion.
- \* They come in three sizes: 1x1 square, 1x2 squares, and 1x3 squares.
- \* The Corridor Tiles are placed on boxes of darkness lit by a torch, a Ring of Light, or the Angel of Light.
- \* If a darkness square is discovered through a broken wall and it contains a wall which is superimposed on the broken wall, then this wall (on the corridor tile) is considered to have been already broken, as long as the corridor tile and the broken marker are in the same room. It is the same for open and broken portcullises.

## **Darkness**

- \* Darkness squares are not normal floor squares and they block line of sight.
- \* When a room is revealed containing darkness squares, it is possible to place objects in darkness, but not characters.
- \* It is impossible for any character to move into a darkness square (except for the Shadow, Ghost, and Specter).
- \* A character on a darkness square (other than the Shadow, Ghost, or Specter) is unable to perform any actions other than to leave the darkness or reveal an adjacent room. Moving out of the darkness is only possible with a movement action (not jump, the use of an object, or any other means) and only if the character is adjacent to a valid square.
- \* A character or object in darkness cannot be targeted in any way.

\* A character in darkness cannot be attacked in close combat (except for the special rule of the Shadow).

\* Darkness squares can be illuminated by the Angel of Light or by any character carrying a torch.

\* Illumination of the darkness squares is carried out through the use of the corridor tiles.

## **Double Pit Trap**

\* Sometimes when rooms are rotated, it happens that 2 pit traps become adjacent to one another.

\* Characters who usually pass over the pit traps can pass without problem (Thief, Elf Scout).

\* Flying characters (like the Wizard, Ghost, and Specter) travel above the pit traps and can also cross the obstacle (without stopping there).

\* Paladin carrying two ropes can go on the first pit, drop the first rope and cross the second without dropping the second rope. He can also go back to recover the first rope after he drops the second rope. While leaving a trap using a rope, he can only take the rope with him if the square he is moving to is valid before the movement.

\* Other characters, since a rope must go on the first pit trap, can drop a rope there and then use a jump to go over the second pit trap or can seek another rope. They cannot in any way jump over the two pit traps in a straight line or cross using a single rope.

\* For a rope to be dropped on a pit trap, it must have two attachment points (floor squares, rotation gears, trees, pipes for a character with a combat value of 2 or less, small bridge for a character with a combat value of 3 or less).

## **Fallen Tree**

\* All characters may cross or stop on a fallen tree.

\* The fallen tree is not considered to be normal floor squares.

## **Falling Rocks**

\* Falling rocks is not a normal floor square; objects cannot be placed there.

\* A non-flying character who passes under or stops on a Falling Rocks square is killed from being crushed (except the Stone Elemental).

\* Only flying characters, the Stone Elemental, the Ghost, or the Specter can pass under Falling Rocks (but if they stop there, they die immediately, except for the Stone Elemental who permanently disables the Falling Rocks).

\* A non-flying character carrying a shield can pass under Falling Rocks, but is not able to stop there (or he will be crushed to death). He is able during the movement to drop the shield under the Falling Rock so that other characters will be able to pass.

\* A character can pass under Falling Rocks if a shield is placed there. If he wants to pick up another object that is there, he will have to pass there with help -- to drop a shield and pick up the other object (except for the Paladin who can carry two objects and flying characters who don't need a shield).

\* A character can enter and stop on a Falling Rocks square on their own. He will then give the corresponding VP to the active player or to the adversaries of the active player when he kills one of his own characters.

## **Floor Square (Normal Ground)**

\* Normal floor squares are squares which do not present any element influencing play.

\* The pit traps, rotation gears, mist, trees, 3D obstacles, etc... are not normal floor squares.

## **Fountain of Youth**

\* A wounded character who is on one of the 4 squares adjacent to a Fountain of Youth can drink there for 1 AP. He immediately becomes unwounded and can perform other actions.

\* If an unwounded Magophage is on a square adjacent to the Fountain of Youth, the fountain is ineffective. The same holds true if the wounded character is adjacent to the Magophage or in a square of Anti-Magic -- the wounded character will be able to drink, but without gaining the positive effects of the Fountain of Youth, even if the Fountain of Youth is not adjacent to the Magophage (AP is still used).

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

## **Gravity Well**

\* A Gravity Well is an obstacle, which can be crossed by jumping or using a rope.

\* No flying movement may occur in a room that contains a Gravity well.

\* The loss of flying ability occurs at the moment a character enters the room. A character cannot voluntarily arrive over a pit trap.

\* A character moving with the aid of the 7 Leagues Boots has his magical movement end when he enters the first square in the room.

\* An object cannot be moved by the Telekineticist in a room containing a Gravity Well.

If a Magophage is adjacent to a Gravity Well, its effects are cancelled. In the same manner, it is possible to fly nonmagically over the squares under the influence of the Magophage in the ultra-gravity room.

- \* The Gravity Well prevents the characters from flying in the room, but does not affect ranged combat.

## Ice

- \* Ice is not magical even if it results from the Scroll of Ice.

- \* Ice markers are considered to be Snowy Ground.

- \* The Yeti, the Mammoth, the Ice Dragon, and the Ice Elemental gain a +1 combat bonus when they are on an ice square.

- \* A tile of ice can be melted for 0 AP by a character carrying a torch and by the Fire Elemental (with or without a torch), if he is on an adjacent square. Remove the ice marker.

- \* If the Fire Elemental (wounded or unwounded) is on an ice square at the end of an action, the ice square melts automatically (and the Fire Elemental dies as the ice turns into water).

- \* Ice is not considered to be an obstacle. A character with a rope on ice does not lose any bonus from snowy ground.

## Ice Bridge

- \* An Ice Bridge can be crossed by any character (regardless of combat value) like normal ground.

- \* For other purposes, the Ice Bridge is not normal ground however.

- \* An Ice Bridge can be melted for 1 AP, by the Fire Elemental or a character carrying a torch if

they are on an adjacent square. Place a rift marker on the square.

- \* A character without a rope who is on the Ice Bridge when it is melted is automatically killed. A character carrying a rope who is on the Ice Bridge when it is melted can only stay there if the rope has two valid attachment points.

- \* Any objects on the Ice Bridge when it is melted are destroyed (except for the rope if it has two valid attachment points).

- \* An Ice Bridge is considered to be Snowy Ground. Thus, the Yeti, Mammoth, Ice Dragon, and Ice Elemental have a +1 combat bonus when they are on an Ice Bridge.

- \* If the Fire Elemental (wounded or unwounded) is on an Ice Bridge at the end of an action, it melts automatically (with fatal consequences for the Fire Elemental).

## Ice Mirror

- \* The effects of the Ice Mirror are applicable in all cases where the rules require line of sight.

- \* A line of sight leading to an Ice Mirror is reflected at a right angle.

- \* A line of sight can be reflected successively on several Ice Mirrors.

If one of the two walls supporting the Ice Mirror is destroyed, the Ice Mirror is also destroyed.

- \* An improved line of sight (from a tree) reflected on an Ice Mirror retains its improved status.

## Ice Slope

- \* An Ice Slope can only be crossed in the direction of the arrow during movement.

- \* An Ice Slope does not block flying characters.

- \* Ice Slopes are not obstacles. However, they can be jumped in the direction of descent if an obstacle is adjacent to the slope.

- \* Two adjacent squares separated by an Ice Slope are not considered adjacent for the purposes of actions. It is impossible to carry out an action on the adjacent square across an Ice Slope (to drink from the Fountain of Youth, reveal a room, or repel a character for example) even in the direction of the slope.

- \* Close combat cannot take place between two characters separated by an Ice Slope.

- \* An Ice Slope does not block line of sight in either direction.

- \* It is possible to repel a character down an Ice Slope in the direction of the slope.

## Illusion

- \* The Illusionist has the ability to create an Illusion.

- \* The Illusion is either Rubble or a Pit Trap.

## Lava

- \* A Lava square is an obstacle. It can be crossed with the help of a rope or by jumping.

- \* A character cannot enter a Lava square. If a character ends up in a Lava square for any reason, he dies immediately.

- \* The Fire Elemental can enter a Lava square at will, but cannot carry objects or wounded characters there.

## Library

- \* The Library is a 3D obstacle.

- \* When a room containing Libraries is revealed,

the player revealing the room takes 2 neutral scrolls and places them face down, one on each library without looking at them.

\* A character standing on one of the two squares adjacent to the Library may search it for 1 AP. He can take the scroll and place it under his character after showing it to his opponent. If he cannot take the scroll (because he already has an object, or 2 in the case of the Paladin), he cannot search the Library.

\* The Ghost, Specter, and Bat cannot search the Library.

\* The available neutral scrolls are: Charm Scroll, Scroll of Confusion, Scroll of Inversion, and Scroll of Reconstruction.

## **Mist**

\* Mist can cover other types of terrain (ground, pit trap, rotation gear, falling rocks, etc...).

\* Mist blocks line of sight.

\* A character in Mist cannot be targeted by a Fireball Wand or another magic spell (Charm Scroll, for example) or ranged combat even if the enemy character is adjacent to him.

\* A character in Mist can use ranged combat and throw Fireballs as long as the line of sight does not cross another Mist square. He can also target himself.

\* An object in a Mist square cannot be reached using the ability of the Telekineticist.

\* A character in Mist can be attacked in close combat.

\* When a room is revealed, a character or object cannot be placed on a Mist square.

## **Obstacle**

\* Only obstacles can be crossed using a jump.

\* Pit Traps, Water, Lava, Rifts, Braziers, Small Bridges for character with a combat value greater than 3, Gravity Wells, Pipes for characters with a combat value greater than 2, and open Pit Traps are the only obstacles.

## **Pentacle Room**

\* If a player is the only one to have a character standing on the Pentacle (which consists of 4 squares) and that character is unwounded, he has an additional VP. This VP will be lost if the character leaves the Pentacle or is wounded.

\* He will also lose this VP if character of another color moves onto one of the squares of the Pentacle.

\* A player with two characters on the Pentacle still only gains 1 VP.

## **Pit Trap**

A wounded or unwounded character can stop on a Pit Trap if he is carrying a rope. If the rope is removed (taken by an enemy character, stolen by the Pickpocket) the character falls into the Pit Trap and dies.

\* The Thief is the only character who can stop on a Pit Trap without a rope. However, if she is wounded, she will die (unless she is carrying a rope).

\* Some characters, mostly flying and incorporeal, can move over a Pit Trap, but cannot stop there: Angel of Light, Dark Angel, Wizard, Ghost, Specter, Elf Scout.

\* Other characters can cross the Pit Trap by using

a jump card.

\* Sometimes, two Pit Traps are adjacent to form a double pit trap.

\* If at the end of an action, a character is on a Pit Trap without a rope, he dies immediately.

## **Pit Trap Trigger**

\* Pit Trap Triggers allow a character to activate all the Remote Pit Traps on the board which have the same symbol as the trigger.

\* Pit Trap Triggers are regarded as normal floor squares for the sake of movement and line of sight rules.

\* To activate a Pit Trap Trigger, it is enough for most characters to move over the trigger or to stop there.

\* The flying and incorporeal characters (Ghost and Specter) must stop on the Pit Trap Trigger in order to activate the Pit Traps.

\* The Pit Trap Trigger is considered activated as long as a character (living or wounded) remains on the trigger square.

\* Pit Trap Triggers are not obstacles, but characters may jump over them.

## **Portcullis**

\* The Portcullis acts like a wall and is impassable.

\* The Warrior, Mummy, Dwarf Troll Slayer, Stone Elemental, Mammoth, Colossus and Minotaur can break a Portcullis, which will remain broken for the remainder of the game.

\* The Thief and the Treacherous can open a Portcullis. They can also close an open Portcullis.

\* The Ghost and Specter can pass through Portcullises as if they weren't there.

- \* The Wall Walker cannot cross a Portcullis.
- \* A character carrying a Key can open or close a Portcullis like the Thief.
- \* A web can be placed on a broken Portcullis, but not an open Portcullis.

## Remote Pit Trap

- \* A Remote Pit Trap is active when the corresponding Pit Trap Trigger is activated by a character standing upon it. When this occurs, all traps having the same symbol are activated.
- \* An activated Remote Pit Trap is treated as a Pit Trap.
- \* An inactivated Remote Pit Trap is treated as a normal floor square for movement only.
- \* A Remote Pit Trap does not block line of sight.
- \* A character on a Remote Pit Trap when it is activated dies immediately (except for the Thief, or if the character has a rope and there are two attachment points).
- \* Any objects on a Remote Pit Trap when it is activated are destroyed (except the rope if it has two attachment points).

## Rift

- \* A Rift is simply a hole in the ground.
- \* A flying character (Wizard, etc...), the Ghost, or the Specter can pass over Rift squares during movement, but cannot stop there.
- \* Characters who can move over Pit Traps, like the Thief or Elf Scout cannot move over a Rift square.
- \* A character carrying a rope can use it to cross or stop on a Rift square if there are two valid attachment points available. However, the

character's movement must travel from one valid floor square to another.

## Room

- \* A Room is a board of 5x5 squares.
- \* Each Room has a sister Room denoted by a matching number.

## Rotation Gear

- \* A character who is on a Rotation Gear can, for 1 AP, rotate the room in the direction indicated by the arrow a quarter turn.
- \* He can spend several AP to rotate the room several quarter turns.
- \* The character can also spend 1 AP to rotate the paired room of the same color and number in its place. This rotation must be done in the direction indicated by the arrow in the room which is rotating.
- \* The Mekanork can rotate rooms in the direction he wishes regardless of the arrow's direction.
- \* It is legal to place a character or object on a Rotation Gear at the time a room is revealed.

## Rubble

- \* Rubble is an illusion created by the Illusionist.
- \* Rubble must be placed within the Illusionist's line of sight on an empty floor square. The Rubble square becomes impassable to any characters except: the Illusionist who placed the Rubble, the Ghost, and the Specter who can cross the square but not stop there.
- \* Rubble is discarded at the end of any action in which the Magophage is adjacent to it.
- \* It is impossible to create a Rubble illusion in or

through the Anti-Magic room (AP spent nonetheless).

- \* The Illusionist can remove the Rubble of her color for 1AP and place it somewhere else in her line of sight if she wishes.
- \* Rubble blocks line of sight, except for the Illusionist who created it, who it does not affect.
- \* Rubble is removed if the Illusionist of the same color dies. It remains in place indefinitely if the Illusionist of the same color exits the dungeon.
- \* Rubble is not a valid attachment point for a rope.

## Sacred Tomb

- \* The Sacred Tomb is in Room 17 (clockwise direction).
- \* The Sacred Tomb is comprised of the sarcophagus and the 10 squares around it.
- \* The sarcophagus is a 3D obstacle.
- \* Undead characters cannot enter the Sacred Tomb or be placed there when the room is revealed.
- \* An undead character cannot attack a character standing in the Sacred Tomb. While attacking, an undead character cannot take part in group combat if one of the adjacent enemies is in the Sacred Tomb.
- \* If for any reason an undead character ends up in the Sacred Tomb, he dies immediately and gives a VP to the opposing player or the active player that caused the action.

## Secret Passage

- \* Elves may pass through Secret Passages as if there was no wall.

- \* Elves may not jump through a Secret Passage.
- \* Elves or any other character may not initiate combat (close or ranged combat) with an enemy character located on the other side of a Secret Passage.
- \* A character carrying the Amulet of Elvish Vision can move through Secret Passages like the elves.
- \* A character cannot reveal a room through a Secret Passage.

## Small Bridge

- \* The Small Bridge is an obstacle for characters having a combat value greater than 3.
- \* Characters having a combat value less than 4 can pass over the Small Bridge as if it were normal ground.
- \* Characters having a combat value of greater than 3 (the value on the token only) cannot go onto a Small Bridge of their own accord, even under the effect of a Charm Scroll. If such a character ends up on a Small Bridge, it breaks (place a broken marker on the Small Bridge square) and the character is on the terrain under the bridge and suffers its effects.
- \* A character having a combat value higher than 3 can cross a Small Bridge if he is carrying a rope. They can also jump over a Small Bridge.
- \* A Small Bridge can be used as an attachment point for a rope for any character whose combat value is 3 or less.
- \* A Druid can place vines on a Small Bridge as he can for any other obstacle.

## Snowy Ground

- \* Snowy Ground squares are considered to be normal floor squares.
- \* Snowy Ground squares are not Ice squares.
- \* Snowy Ground squares are not obstacles. Therefore, a rope does not affect the combat bonus (see below).
- \* Up to the "Lands of Ice" expansion, only rooms 33, 34, 35, and 36 contain Snowy Ground squares.
- \* All of the normal ground squares in these rooms are Snowy Ground (with or without mist).
- \* The squares with Wall Sconces are Snowy Ground squares.
- \* These squares are not Snowy Ground squares (with or without mist):
  - \* Rotation Gears,
  - \* Trees,
  - \* Fallen Trees,
  - \* Water,
  - \* Starting Lines,
  - \* Rifts,
  - \* Pit Traps.
- \* Currently, the characters which gain a +1 combat bonus when on Snowy Ground are: Yeti, Mammoth, Ice Dragon, and Ice Elemental.

## Stairs

- \* A character standing on Stairs has his combat value reduced by one (for both attack and defense). Stairs do not carry a penalty during ranged attacks. There is no penalty for attacking with a ranged weapon, for the Archer, Crossbowman or any other character/object with ranged capabilities when they are on a staircase.
- \* Characters move on Stairs as if it were normal

ground.

- \* Stairs block line of sight. However, line of sight can start or end on a Stairs square.

## Starting Line

- \* The Starting Line is not considered a room. A character cannot be charmed while on a Starting Line. An illusion cannot be created there, and characters cannot teleport there.
- \* The squares of the Starting Line are valid squares, but they are not normal floor squares.
- \* A character can move on his Starting Line and leave objects there as in a room. He can even go back onto the Starting Line from a room.
- \* A character standing on his Starting Line can be attacked, targeted, or burned by a fireball.
- \* A character who arrives on the opponent's Starting Line is directly teleported and leaves the dungeon. He gains 1 VP (two for the Goblin). He cannot under any circumstances pick up an objects on this Starting Line during his movement.
- \* Only flying and incorporeal characters can exit if an enemy character is located on the exit square of the opponent's Starting Line and this is also true if it is the last square of movement.
- \* A character can exit the dungeon while moving into a square which contains a wounded enemy character and this is also true if it is the last square of movement..
- \* A character cannot exit the dungeon on the opponent's Starting Line by jumping if there is a wounded enemy character at the end of the jump.

## Statue

- \* The Statue is on clockwise room 18 (from the



Forces of Darkness expansion).

- \* The Statue holds a Two Handed Sword in its hands.

- \* A character (except the Ghost, Specter, and Bat) standing in front of the Statue (the only square adjacent to both the Statue and darkness) can, for 1 AP, take the Two Handed Sword.

- \* The Statue can only provide one Two Handed Sword per game.

The Statue is a 3D Obstacle.

## **Tomb**

- \* There are 3 tombs in each room 30 from the Forces of Darkness expansion.

- \* A Tomb does not block movement, but does block line of sight.

- \* It is possible to stop on a Tomb.

- \* A Necromancer adjacent to a Tomb can, for 1 AP, raise a Zombie. Place a Zombie token of the same color as the Necromancer on the Tomb (the stacking rules must be respected).

- \* A Tomb can provide only one Zombie per game (place a broken marker on the Tomb).

## **Trees**

- \* Trees are 3D obstacles.

- \* Characters that have a combat value of 3 or less can finish their movement in a Tree (they cannot pass through them in one action, except for flying and incorporeal characters).

- \* A character stopped in a Tree can move normally for 1 AP.

- \* A character in a Tree has improved line of sight: it is not blocked by other characters, 3D obstacles, stairs, other Trees and vines. An improved line of

sight (leaving a tree) retains its "improved" ability when reflected in a mirror.

- \* An elf in a Tree is invisible and cannot be targeted except by another elf or a character carrying the Amulet of Elvish Vision. Close combat is still possible.

- \* A character cannot be pushed back into a Tree.

- \* A character can jump from a Tree, but not towards a Tree.

- \* If a Tree in the mist is chopped down or uprooted, the mist disappears.

## **Vines**

- \* Vine squares can be crossed normally.

- \* A character can stop in a Vine square and can take a neutral rope for 1 AP (if he does not have another object or wounded character). Place a broken marker on the Vine square to indicate that the rope was taken.

- \* A Vine square can provide only one rope per game.

- \* Line of sight can enter or leave a Vine square, but cannot pass through it (even if the rope has already been taken).

## **Wall**

- \* The Wall-Walker can pass through an adjacent Wall for 1 AP.

- \* The Ghost and the Specter can pass through Walls during their movement as if they did not exist.

- \* The Golem can break an adjacent Wall for 1 AP (he can only do so three times per game).

- \* Walls block line of sight.

- \* Two squares separated by a Wall are not

adjacent.

## **Wall Sconce**

- \* A character, except the Ghost, Specter, or Bat, adjacent to a Wall Sconce can take a neutral torch (white token) for 1 AP.

- \* The Wall Sconce can only provide one torch per game.

- \* A wall holding a Wall Sconce that is broken by a Golem cannot provide a torch.

- \* If a Shadow takes down a torch, he dies immediately, and gives 1 VP to the active player or to his opponents if the Shadow acts of his own accord.

- \* A square adjacent to a Wall Sconce is considered normal ground.

## **Water**

- \* A water square is an obstacle. It can be crossed with by jumping or using a rope.

- \* A character can move into a water square for 1 AP, regardless of his usual movement value. This does not apply to the Water Elemental who moves normally in water.

- \* A character who leaves water can move normally.

- \* A character cannot enter water while carrying an object, but he can carry wounded character in water.

- \* An object that falls into water for any reason is lost and removed from the game.

- \* A character in a water square is protected from the breath of the Red Dragon and the Fireball Wand, unless he is carrying a rope.

- \* If the Fire Elemental enters a water square for

any reason (for example, under the effect of a Charm Scroll), he is immediately killed.

\* A Mummy in a water square loses its weakness regarding torches as long as it remains there.

\* A character carrying a cursed object cannot be pushed towards a water square.

\* A character carrying an object that is not cursed, drops his object on the previous square when he is pushed into a water square.

\* It is impossible to voluntarily drop an object into the water (a flying character or a Paladin on a rope cannot do so, it is prohibited).

## Web

\* Only Araknis can create a Web between two squares for 1 AP.

\* The Web must be placed on a border of the square occupied by Araknis. This line between the 2 squares must be empty -- without wall, portcullis, secret passage or anything else.

\* The Web can be placed on a broken portcullis or a broken wall, but not an open portcullis.

\* The Web is always placed on a single room, never between two rooms.

\* If a Web is placed on the edge of a room, the player controlling Araknis must indicate clearly in which room the Web is placed.

\* Araknis can weave only three Webs per game.

\* A Web cannot be destroyed by the Golem or attacked.

\* A Web can be destroyed by an adjacent character carrying a torch or by a Fire Elemental. The Red Dragon's breath and Fireballs also destroy Webs. For 1 AP, the Web is burned. When a Web is destroyed, it is removed from the

game.

\* The Web prevents any movement, including that of flying characters, between the two squares on which it is located.

\* The Web is not magic.

\* Webs block line of sight

## Miscellaneous Marqueurs "vivants"

\* Tous marqueurs (jetons carrés) pouvant participer à un combat (comme les arbres vivants ou les ronces) sont considérés comme des marqueurs "vivants".<br />\* Lors d'un combat, ces marqueurs sont considérés comme des personnages/figurines et sont donc sensibles aux pouvoirs des autres personnages (télépathe, traîtresse, général, maître d'arme ....)<br />

## Objet

\* Un personnage passant sur une case occupée par personnage ennemi non blessé et un objet (ou deux: paladin, Sorcière des glaces), ne peut pas récupérer ce (ou ces) objet(s).

Même si ce personnage ennemi ne peut transporter ou utiliser l'objet (ex : fantôme, spectre, scie à vapeur ).

## Action

\* An Action allows a character:

\* To reveal a room

\* To move a character a number of squares lower than or equal to his movement value.

\* To initiate combat.

\* To use a special ability.

\* To use an object.

\* To jump.

\* To move one square when entering a water square.

## Beast

\* The beasts can be charmed by the Beast Master.

\* The beasts are: Araknis, Yeti, Mammoth, and the Werewolf in his non-human (wolf) form.

## Combat

\* When 2 characters are on adjacent squares and there is nothing separating them (no wall or portcullis), then combat can occur. Combat is not required, and in order to attack the player must use 1 AP.

\* The attacker and defender secretly play a combat card. The two cards are revealed and their value is added to the inherent combat value of the characters (number on the right).

\* Certain objects like the armor or sword modify the combat value of the characters.

\* In case of a tie, nothing happens, but the attacker can attack again (if he has AP remaining).

\* The character with the lowest score is wounded.

\* Attacking a character who was just wounded during the same turn is prohibited. It is necessary to wait for the next turn to complete the kill.

\* A wounded character can be attacked and must fight. In this case his combat value is 0, but he still plays a combat card. A wounded character who loses a combat dies and the victorious enemy wins a VP.

\* Sometimes more than two characters are involved in combat. It's called group combat.

## Common objects

- \* The keys, ropes and torches are common objects. All other objects are not.
- \* When choosing a starting team in Equal Forces and Full Frontal Modes, a player can take as many of the common objects as he wishes.

## Cursed objects

- \* A character entering a square (even if he flies) with a cursed object, not being carried by another character, is required to take it, even if it means he will drop the current object on the previous square.
- \* The character will not be able to drop the cursed object; he must keep it.
- \* A wounded character cannot keep a cursed object if another character moves through his square; the moving character is required to pick up the cursed object. Moreover, if someone moves through a wounded character with a cursed object, it is necessary to drop any object being carried on the previous square (and not in place of the cursed object). If this is not possible (for example, a pit which already has a rope over it), it is necessary to leave the object on the previous square.
- \* If a character is killed in close combat while carrying a cursed object, one of the adjacent victorious characters must take the cursed object at the end of combat, even if he needs to exchange the currently carried object with the cursed object. If the victorious character is on a water square, the cursed object is straightened and lost in the water.
- \* A cursed object is magical, and its curse is

negated by the Magophage.

- \* A character can get rid of a cursed object upon entering a square in the Anti-Magic Room or a square adjacent to the Magophage during the course of movement. He recovers his full capabilities without waiting until the end of the current action.

- \* A character carrying a cursed object cannot enter or be pushed into a water square.

At the time a room is revealed, the player of the same color as the cursed object places it on an empty floor square, a rotation gear, or a darkness square.

- \* the cursed objects are:
  - \* the Ball and Chain,
  - \* the Ring of Weakness,
  - \* and the Flying Carpet.

## Elf

- \* Elves can use secret passages and are invisible when they are in a tree (even hurt), except to other elves.

The Elves are:

- \* Elf Scout,
- \* Enchantress Elf,
- \* Archer Elf.

## Flying

- \* There are two types of flying characters.
  - \* The Wizard or a character using the ability of the Scroll of Flight -- magical flight.
  - \* Angels, the Bat, the Lightning Elemental use natural flight.
  - \* During their movement, flying characters can pass above the falling rocks, pit traps, rifts, water

squares, lava squares, and other 3D obstacles. However, they cannot stop there, except on a box of water.

- \* Flying characters cannot move over the walls, columns, brambles of the Druid, rubble of the Illusionist, and webs of Araknis.

- \* Flying characters can fly over squares occupied by enemy characters.

## Frozen

- \* A frozen character is subject to the following rules:

- \* He cannot carry out any action (jump, movement, abilities, attacks, etc...).

- \* He has a -1 penalty to his combat value (which cannot be less than zero at any time).

- \* He can defend himself, and take part in group combat in defense (if the controlling player so chooses).

- \* Friendly characters can move through the square he occupies (as if he were not frozen).

- \* It is possible to take and give objects or wounded characters to frozen characters.

- \* It is possible to stop on a frozen wounded friendly character.

- \* A frozen character (wounded or unwounded) cannot be transported by anyone.

- \* A frozen character is thawed out if he is given a torch. He is immediately able to act as normal.

- \* It is impossible to freeze a character carrying a torch, the Fire Elemental, or the Ice Elemental (the action is valid but has no effect).

- \* If a character carrying a wounded character is frozen, the wounded character is not frozen. It can be taken and carried by another character.

\* The frozen character hangs on to objects: an opposing pickpocket can steal his object, but he will not lose his cursed object if someone moves through him, whether it is an adversary or a friend.

At the end of his turn, a player removes every marker "frozen" on all his characters

## Group Combat

\* When more than 2 characters are adjacent, group combat can take place.

\* Group Combat is handles like normal combat, except all the combat values of the combatants are totaled.

\* All the characters on the losing team who participated in the combat are wounded.

\* A wounded character cannot participate in group combat (unless he is the one who is directly attacked).

## Jump

\* A jump is an action.

\* When a character carries out a jump, he must use a jump card (each player has three to use during the game).

\* When a character jumps, he moves two squares, either in a straight line or an "L" shape.

\* A character can jump over a pit trap, a rift, a water square, a lava square, or falling rocks. He is forbidden from jumping over rubble.

\* He is not allowed to jump over a wounded character, no matter what type of terrain he is on.

\* A character having a combat value above 3 can jump over a small bridge (except the Red Dragon).

\* When a character jumps, he can land on an empty floor square or a square containing an object or a friendly wounded character. Also, he cannot use a jump to leave the dungeon if he would land on a wounded character in the opponent's starting line (except with a Ghoul). Under no circumstances can he jump and land on a square occupied by an unwounded character which is his color or a wounded enemy character.

## Line of Sight

\* Line of sight is the field of view of the character.

\* It extends from the character's square until the first object it meets in a straight line.

\* Line of sight is blocked by:

- \* an unwounded character,
- \* a wounded character (except that carried by the character who is using the line of sight),
- \* a wall,
- \* a closed portcullis,
- \* mist (Line of sight can leave a mist square as long as there is no other mist square in the line of sight.),
- \* a Fountain of Youth,
- \* a 3D obstacle,
- \* a staircase (Line of sight can leave a staircase and may reach a staircase, but cannot cross it.),
- \* rubble,
- \* darkness,
- \* columns,
- \* armories,
- \* trees,
- \* webs,
- \* vines (Line of sight can leave a vine square

and may reach a vine square, but cannot cross it.).

Line of sight is not blocked by:

- \* an object,
  - \* a pit trap,
  - \* a rotation gear,
  - \* a rift,
  - \* falling rocks,
  - \* water squares,
  - \* lava squares,
  - \* a bridge,
  - \* an ultra-gravity well,
  - \* a brazier,
  - \* a pit trap trigger,
  - \* a remotely activated pit trap.
- \* A character in a tree does not have his line of sight blocked by characters, 3D obstacles, stairs, and vines. A character in a tree can target a character of his choice located behind other characters (wounded or unwounded, friendly or enemy).

## Magic

The following are consider magical:

- \* levitation of the Wizard,
- \* illusions,
- \* the Fireball Wand,
- \* all scrolls,
- \* all rings,
- \* all potions,
- \* Fountains of Youth,
- \* 7 League Boots,
- \* ultra-gravity wells,
- \* the Sylvan Shield,
- \* the Runic War-Hammer,

- \* cursed objects,

- \* all the abilities of magic users (except the Ice Witch).

The following are not considered magical:

- \* the ability of the Wall Walker,

- \* the ability and healing of the Cleric,

- \* the regeneration of the Troll and the Undead

Dragon,

- \* the breath of the Red Dragon,

- \* ability of the Ghost,

- \* ability of the Magophage,

- \* ability of the Specter,

- \* ability of the Holy Cross,

- \* ability of the Katana,

- \* the ability of the Samurai,

- \* the Dragon Slayer,

- \* the Fire Shield,

- \* the Anti-Magic Room,

- \* flying specified as non-magical (Angels, the Bat, Lightning Elemental, etc...).

## **Magic Users**

- \* Magic users can use scrolls.

Magic users are:

- \* the Wizard,

- \* the Illusionist,

- \* the Telekineticist,

- \* the Prophet,

- \* the Necromancer,

- \* the Druid,

- \* the Enchantress Elf,

- \* the Ice Witch.

## **One-on-One combat**

- \* One-on-One combat is combat in which there is

one attacking miniature and only one opposing character. This is opposed to group combat which involves a minimum of 3 characters.

- \* The abilities of the Berserker and the Telepath can only be used in one-on-one combat.

## **Prestigious**

- \* A prestigious character give 2 VP instead of one to the enemy player who kills it.

- \* For the moment, the only prestigious characters are the dragons.

## **Ranged Combat**

- \* Only the Crossbowman, Archer Elf, Lightning Elemental, or any character armed with a Crossbow, a Bow or an Elven Bow can initiate ranged combat.

- \* The character must have a line of sight to his target and cannot be adjacent to an enemy character. The combat value for this attack cannot be modified (3 for Crossbowman, 2 for Archer Elf and Crossbow, 1 for Lightning Elemental and Elven Bow).

- \* The character can support group combat with a ranged attack. He cannot support a defensive combat.

- \* The character cannot be wounded while participating ranged combat, even if he attacks and loses (even against another ranged combatant).

- \* The character can participate at range in a group combat, even if another character on his team also is participating at range. Ranged combat is considered to be an attack. This means that you

cannot initiate a group combat (ranged or otherwise) to target a character already wounded this turn, no matter how the character became wounded.

## **Regeneration**

- \* Regeneration is an ability of the Troll, the Undead Dragon, and the Werewolf.

- \* Regeneration is not magic

Regeneration for the Troll and Undead Dragon follows these rules:

- \* They can during their turn, for 1 AP, return from the wounded state to the unwounded state.

- \* It is forbidden to regenerate during the turn in which the character was wounded.

- \* A character who regenerates cannot make any other actions during that turn, not even to participate in group combat.

Regeneration for the Werewolf has slightly different rules:

- \* If the Werewolf is in his human form and wounded at the time that his controlling player plays his "5 actions" card, the Werewolf transforms himself into the Werewolf and regenerates to the unwounded state.

- \* This ability of the Werewolf does not cost any AP.

- \* The Werewolf can only regenerate if he is in compliance with the Golden rules at the end of regeneration.

- \* When the Werewolf regenerates he cannot make any other actions during that turn, not even to participate in group combat.

## **Revealing a room**

- \* Revealing a room is an action.
- \* To be able to reveal a room, the player must have a character adjacent to the room. A wall, closed portcullis, or ice slope may not be between the character who reveals the room and the room to be revealed, even if the character has the ability to pass through walls.
- \* When a player reveals a room, he places all the tokens except the objects of his own color.
- \* Each token must be placed on an empty floor square or a rotation gear.
- \* Two tokens may not be placed on the same square.
- \* No token can be placed on a mist square.
- \* It is forbidden to place characters or the torch in darkness, but other objects may be placed there.

## Rotating (or twisting) a room

- \* A character located on a rotation gear can for 1 AP rotate the room in the direction indicated by the arrow one quarter of a turn.
- \* He can also for 1 AP rotate the paired room a quarter turn in the direction indicated by its arrow.
- \* The Mekanork chooses the direction of room rotation without worrying about the arrow.

## Scrolls

- \* Scrolls are magical items that can only be used a single time.
- \* They can only be used by Magic-users.
- \* Scrolls are useless if they are used on, into, or through a square or character on an Anti-magic square or a square under the influence of the Magophage (however, the object and AP are

spent).

The available scrolls are:

- \* Charm Scroll,
- \* Scroll of Reconstruction,
- \* Scroll of Confusion,
- \* Scroll of Inversion,
- \* Scroll of Flight,
- \* Elemental Scroll,
- \* and Scroll of Ice.

There are 5 neutral scrolls that can be used in scenarios or found in the library (room 16 - Fire and Water expansion): Charm Scroll, Scroll of Reconstruction, Scroll of Confusion, Scroll of Inversion, Elemental Scroll.

## Undead

\* Undead characters can be killed by the Holy Cross and the Sacred Tomb.

The undead characters are:

- \* the Mummy,
- \* the Ghoul,
- \* the Undead Dragon,
- \* the Shadow,
- \* the Ghost,
- \* the Specter,
- \* the Dark Angel,
- \* Zombies,
- \* the Vampire,
- \* the Bat.

## Wounded

- \* A wounded character must remain motionless.
- \* However, a wounded character may be transported by a friendly character as if he were an object. A wounded character who escapes on the

opponent's starting line does not earn a VP.

\* A wounded character cannot use an object that uses AP for its abilities (even for 0 AP) since the wounded character cannot carry out actions.

\* However, wounded characters can benefit from the use of objects which do not require AP (Fire Shield, Sylvan Shield, Torch to prevent freezing, etc...).

The wounded character can:

- \* drink out of a Fountain of Youth if he is on an adjacent square,
- \* be carried like an object,
- \* be healed by the Cleric or a Potion of Life,
- \* fight with a combat value of 0 if he is attacked.
- \* A wounded character who carries an object always benefits from the effects of the object.
- \* Thus, a wounded character in armor always has a +1 combat bonus if he is attacked.
- \* On the other hand an unwounded character moving over a wounded character (friendly or enemy) can take the object at no cost.
- \* A wounded character cannot take part in group combat, unless he is being directly attacked.
- \* Caution: If a character carrying a wounded character is wounded or killed, then the wounded character he was carrying also dies.
- \* Note: A wounded character can be charmed.

## Goodies Amazon

(3/3) (German Collectors Box)

- \* Once per game for 1 AP, the Amazon can charm an adjacent male character.
- \* The player controlling the Amazon has 3 AP to carry out valid actions with the charmed character

before the end of the turn, as if she had a Charm Scroll. (Defer to the Charm Scroll to know the valid actions.)

\* A male character is a character whose drawing does not have breasts (definition from the Arch-Mage himself!). Thus, the dragons are male, as well as the Golem, Ghost, Yeti, etc... The Specter, Araknis, Shadow... are female.

\* This ability of the Amazon is not magical.

## **Anti-Magic Ring**

(Object, Goodies 2007)

No official rules exist for this object.

\* Like all rings, the Anti-Magic ring is magic.

The semi-official rule is to consider the character carrying the Anti-Magic ring to have the powers and abilities of the Magophage, but he retains his own combat and movement values.

## **Arch-Mage Treasure**

\* A character standing on an Arch-Mage Treasure square can pick up the treasure for 1 AP. Place a Treasure token under the character.

\* Each Arch-Mage Treasure square can only offer one Treasure per game. Place a broken marker on the Arch-Mage treasure square to indicate that this square was already looted.

\* If the Disciple "forgets" this room and it contains a looted (with a broken marker) Arch-Mage Treasure square, the broken marker is withdrawn. The square will provide another treasure once the room is discovered again.

\* The Arch-Mage Treasure squares are considered to be normal floor squares only with regards to movement and line of sight.

\* The Arch-Mage Treasure squares are not obstacles.

## **Arch-Mage Treasure Rooms**

(Rooms P1, Goodies 2004-2005)

\* The number of VP necessary to win the game is increased by 1 FP for each face-up Arch-Mage Treasure room. For example, if the game is being played to 5 VP and both Arch-Mage Treasure rooms are visible, the game is now played to 7 VP.

## **Beggar**

(5/1) (Goodies 2004-2005)

\* The Beggar is not worth any VP when killed (by anyone).

\* The Beggar still earns 1 VP if it leaves the dungeon on the opponent's starting line.

## **Cursed Trunk**

(Object, Goodies 2007)

No official rules exist for the Cursed Trunk. You are to use your imagination!

\* The Cursed Trunk is a cursed object, and a character moving through it (even above if flying) is required to pick it up, even if he must give up the object he is currently carrying. This object will be dropped on the previous square.

\* A character is not able to drop the Cursed Trunk, he must keep it.

\* A wounded character cannot keep the Cursed Trunk if another character moves through him, the latter is required to take it.

\* If a character is killed in close combat while carrying a Cursed Trunk, one of the adjacent

victorious characters must pick up the Cursed Trunk, even if it means that he must exchange objects.

\* The Cursed Trunk is magical, and the Magophage is safe from its effects. A character moving through a Anti-Magic square or a square adjacent to a Magophage can drop the Cursed Trunk there and recover his full abilities.

\* A Character carrying the Cursed Trunk cannot be pushed into a water square.

\* At the time when a room is revealed, the player that has the same color as the Cursed Trunk places it on a normal empty floor square, a rotation gear, or darkness square.

## **Disciple**

(4/1) (Goodies 2004-2005)

\* The Disciple can, for 1 AP, forget the room where she is.

\* A forgotten room is turned face down, all the tokens (characters and objects) in this room are placed face down on the room, including the Disciple.

\* All markers are withdrawn and returned to their owner, if necessary (broken wall of Golem, web of Araknis, etc...).

\* Wounded characters remain wounded.

\* The forgotten room cannot be revealed again during the turn in which it was flipped.

\* During the turn of the following player, the room can again be revealed and the normal rules are followed.

## **Dolmen**

(Room P3, Terrain, Goodies 2007)

\* Dolmens are 3D obstacles.

\* There are seven squares of Dolmens surrounding the Reflecting Pool and a normal floor square allowing access to the pool.

## **Dwarf Elf Slayer**

(4/2) (Goodies, 2008 Championship of France)

\* The Dwarf Elf Slayer gains a +1 combat bonus against elves for both attack and defense.

\* He can go onto the same square as the wounded elf and can use him like a shield. The dwarf keeps the +1 combat bonus as long as he is in the same square or an adjacent square as the elf (even in attacks against other characters).

\* He cannot move the wounded elf.

\* He is a dwarf, and like other dwarves gains a +2 combat bonus when attacking with the Runic War-Hammer.

## **Elven Bow**

(Object, Goodies 2007)

Caution: The following rules are currently not official but are accepted by a majority of the DT community.

\* A character who carries the Elven Bow can initiate ranged combat for 1 AP an unlimited number of times per turn. He must have line of sight to his target and cannot be adjacent to the target or another enemy character. The combat value of this attack is 1 and cannot be modified (you do not use the combat value of the character carrying the Elven Bow).

\* Ranged combat with an Elven Bow follows the same rules as those for the Lightning Elemental, the Archer Elf, or the Crossbowman.

## **Father Christmas**

(5/1) (Goodies Christmas 2007)

\* The player who controls Father Christmas must select the contents of his bag before the beginning of the game.

\* The bag holds a useless toy (cursed object), a useful toy (common object: rope, key, or torch), a magical toy (ring, scroll, etc...) and a warrior toy (weapon, armor...).

\* The selected toys are put on the side of the board and cannot be chosen by the team that has Father Christmas (except for the common objects).

\* When he is adjacent to a characters, friend or enemy, Father Christmas can, for 1 AP, offer him one of the toys in his bag.

\* If the character already had an object (or two objects, in the case of the Paladin and Ice Witch), the object is given to Father Christmas in exchange.

\* If Father Christmas is already carrying one object, the object being given to Father Christmas is discarded.

\* Father Christmas can use the Flying Carpet (Lands of Ice expansion) without discarding combat cards.

## **Forest Elf**

(6/2) (Goodies 2007)

\* The Forest Elf is an elf and can use the secret passages, see other elves located in the trees, and is invisible to non-elven characters when he is in a tree.

\* The Forest Elf can cross trees as if they were normal ground.

\* The Forest Elf can stop in a tree like any other character whose combat value is less than or equal to 3.

## **Giant Grinders**

(Room P1, Terrain, Goodies 2004-2005)

\* The Giant Grinders work exactly like rifts.

\* A flying character (Wizard, Ghost, Specter, etc...) can fly over a Giant Grinder during his movement, but cannot stop there.

\* Characters who can move over pit traps, like the Thief or Elf Scout, cannot move over a Giant Grinder square.

\* A character carrying a rope can move over a Giant Grinder or stop there as long as there are two valid attachment points available. However, his movement must be from one valid square to another valid square.

\* The Giant Grinders are obstacles.

## **Jade Mask**

(Object, Goodies 2007)

No official rules exist for the Jade Mask. Use your imagination. Here are some examples:

\* Disguise: For 1 AP, a character can use the Jade Mask, which is then discarded. The counter of the using character is the exchanged for another counter (DT character) who is not already present on the team. Once the character is transformed, he cannot carry out any more actions until the end of the turn.

\* Hidden Strength: The carrier of the Jade Mask loses its weakness. Examples: undead characters lose their vulnerability to the Holy Cross while they carry the mask, a dragon does not die



automatically when losing combat to the Dragonslayer, the Wizard does not give a +1 bonus to the Barbarian, etc...

\* Demonic Guise: The Jade Mask give its wearer a demonic appearance which frightens his attackers. Consequently, the wearer of the mask cannot be attacked in close combat (individual or group combat). Only the Berserker will dare to attack an individual in this condition using her "Killer Rage" ability.

## Lava Channels

(Room P2, Terrain, Goodies 2005-2006)

\* The Lava Channels are obstacles no matter the state of the Lava Evacuators.

\* The Lava Channel squares do not block line of sight (no matter the state of the Lava Evacuators).

\* When the Lava Evacuators are inactive, the Lava Channels are empty and are considered normal floor squares with regards to movement.

\* When the Lava Evacuators are active, the Lava Channels are filled with lava and treated as normal lava squares.

\* If an object or character (except the Fire Elemental) is on the Lava Channels with the Lava Evacuators are activated, the object is destroyed and the character is killed.

## Lava Evacuator

(Room P2, Terrain, Goodies 2005-2006)

\* The Lava Evacuators is always considered to be lava squares.

\* The Lava Evacuator is an obstacle. It can only be crossed with aid -- a rope or jump.

\* A character cannot enter a square of a Lava

Evacuator. If he enters the square for any reason, he dies immediately.

\* The Fire Elemental can enter the Lava Evacuator squares, but cannot carry an object or wounded character there.

\* When at least one "5 AP" Action card is visible on top of any player's discard pile (last card played, except recycling) the Lava Evacuators are active. When active, the Lava Evacuators fill the Lava Channels with lava.

\* Reminder: Recycling of the action cards is done at the end of the players' turn and not the beginning of the following turn for this same player (see the Basic Rules of the game -- page 11, 2nd paragraph "Phase 3: recycling Action cards").

## Master of Time

(3/1) (Final of the 2006 DTL)

Warning: The Master of Time, because of his abilities, forces players to play their best, as the players play with a stopwatch (explained in the Basic Rules, page 11 "Playing with a Timer").

\* The Master of Time is a magic-user and can use scrolls.

\* The Master of Time for 1 AP can "stop time". The actions that have not been used on the action card played this turn are saved and can be used on the next turn. Only the actions from the card can be stored. Actions from another source (Speed Potion, Charm Scroll, etc.) cannot be stored. It is possible at most to have 9 actions in one turn.

\* The Master of Time cannot "stop time" during two consecutive turns. He cannot stop time during a turn in which saved actions are being used.

\* The Master of Time can also "accelerate time" for 1 AP. The opponent of the player controlling the Master of Time then loses 30 seconds to play in his future turn. The same player cannot lose more than 60 seconds per turn.

## Minotaur

(4/3) (Goodies 2005-2006)

\* The Minotaur cannot enter a start zone, his own as well as his opponents.

\* Thus, the Minotaur cannot earn a VP by escaping the dungeon (because it cannot leave).

\* The Minotaur must start the game in the dungeon and cannot be among the 4 characters that are on the starting line.

\* The Minotaur can break an adjacent portcullis for 1 AP.

\* A portcullis broken by the Minotaur cannot be closed again (even by a Thief).

## Neutral Characters

(Goodies 2004-2005-2006-2007)

\* The neutral characters are printed on white counters. They do are not a part of any team.

\* The neutral characters are used in specific scenarios. The produced neutral characters are:

- \* Cleric,
- \* Mekanork,
- \* Thief,
- \* Pickpocket,
- \* Red Dragon,
- \* Magophage,
- \* Courtesan,
- \* Assassin.

\* Neutral characters based on the finalists of the

2006 DTL are:

- \* Belsirat (Angel of Light),
- \* Tanazan (Dark Angel),
- \* Myriades (Shadow).

## Ogre

(2/4) (Goodies 2004-2005)

- \* The Ogre can stun an adjacent enemy character for 1 AP.
- \* Place a stunned marker on the character.
- \* This character is then treated as if he was wounded this turn and follows the same rules.
- \* A stunned character cannot be attacked during the turn in which he was stunned by the Ogre.
- \* A character carrying a wounded character can be stunned. The carrying character is stunned, the wounded character remains wounded and can be attacked (without killing the stunned character).
- \* At the end of his turn, the active player removes all stunned markers from all of his characters.
- \* At the moment when the stunned markers are moved, the stunned character should not be under another character (violating the 2nd Golden Rule). You must finish your turn by leaving the stunned character on a square that will allow him to awaken.

## Pipes

(Room P1, Terrain, Goodies 2004-2005)

- \* Pipes are not normal floor squares.
- \* Pipes do not block line of sight.
- \* Pipes are obstacles for characters with a combat value of 3 or more (only the unmodified combat value on the character counts).
- \* Characters of combat value 0,1,or 2 (only the

unmodified combat value on the character counts) can use pipes like normal ground.

- \* Characters of combat value 0,1, or 2 can stop on pipes.
- \* Characters of combat value 3 can move over pipes like normal ground. Characters of combat value 3 cannot stop on pipes. If they do stop on the pipes, the pipes break (place a broken marker) and the character falls into the giant grinders, which causes immediate death.
- \* Characters of combat value 4 or more can use pipes, but as soon as they step on them, the pipes break and the character is killed.
- \* When pipes break, only the square where the character was standing is broken (not all of the pipes). That can lead to a strange situation (but legal) where a piece of pipes is all alone because the pipes on each side were broken.

## Purple Dragon

(2/6) (Essen 2006)

- \* The Purple Dragon is prestigious; the player who eliminates the Purple Dragon earns 2 VP.
- \* For 2 AP and the player must sing loud and clear at least one chorus of the song "Purple Rain" by Prince, the Purple Dragon can invoke an acid purple rain which destroys all the portcullises in the room he is standing in. Place broken portcullis markers

## Reflecting Pool

(P3 Room, Terrain, Goodies 2007)

- \* The Reflecting Pool is magic. Its powers can be cancelled by the Magophage.
- \* A character entering the Reflecting Pool must

immediately end his movement.

- \* A character who enters the Reflecting Pool will remain still (he enters into meditation) and cannot carry out any action as if he were wounded (except actions specified below).
- \* A character meditating in the Reflecting Pool has a combat value of 0. The Ghost and Specter can also meditate.
- \* The meditating character (standing in the Reflecting Pool) can for 2 AP activate the rotation gear of any "natural" room. The room turns a 1/4 turn in the direction of the arrow (or the opposite direction for the Mekanork).
- \* A room is considered "natural" if it contains at least one trees or vines.
- \* As of the Lands of Ice expansion, the forested rooms are P3, 29, 30, 31, 32, 33, 34, 35, 36.

## The Elusive One

(4/2) (Goodies 2005-2006)

- \* For 0 AP, at the end of an opponent's action, and only once during an opponent's turn, the Elusive One can move one square.
- \* The square does not need to be a normal floor square, but must be valid (like water, or a pit trap if the Elusive One has a rope).

## The Merciless One

(6/1) (Goodies 2007)

- \* The Merciless One can attack a wounded character on the same turn he was wounded.
- \* In this case, only the Merciless One can attack. Allies of the Merciless One cannot take part in the combat.

## **The One Ring**

(Object, Goodies 2007)

No official rules exist for the One Ring. Use your imagination.

## **Zephyr, the Cheater**

(4/2) (Goodies 2007)

\* Zephyr, the Cheater can attack diagonally (only in close combat).

\* Zephyr, the Cheater can take part in group combat diagonally (in attack and defense) if the controlling player chooses.