



Building Round

- New cards phase**
3 from the deck or 3 from the face up or 1 Black card
- Upgrade dungeon phase**
1 or more facedown on cards already placed
- Build dungeon phase**
No spaces, max of 5 rooms, facedown
- Add dungeon contents phase**
Monsters above and traps below
- Improvement or Interference phase**
One major improvement card or play a card that has "Interference" written on it.

Adventuring Round

- Movement Phase**
Turn room faceup, move counter, door charges = phases stuck
- Room Encounter phase**
Turn traps faceup and resolve, then turn monsters faceup and resolve
- Recovery phase**
If Morale=0, flee and any other cards may be played

Card List

- Yellow** Major Adventurer Hinder or Help
Blue or Purple upgrade
- Red** Major Improvements
- Black** Major Dungeon Rooms
Double Blue or Purple upgrade
- Green** Medium Dungeon Rooms
Minor Adventurer Hinder
- Grey** Minor Dungeon Rooms
Minor Adventure Help
- Purple** Traps
- White** Adventurers
- Brown** Adventuring Party types

Adventurer's Special Abilities

- Bash** Cause Str damage to a door or trap (if not disarmed by Thief). Damage removes charges from the door or trap - if the item has no charges left, it is destroyed.
- Berserk** Autokill: The current monster is killed no matter it's health (does not effect Dragons). The next monster encountered automatically damages the character.
- Disable trap** Autokill: The revealed trap is destroyed before it goes off (does not effect the DHSSTWKBWPBGS).
- Fireball** Autokill: The current monster is killed no matter it's health (does not effect Dragons or Lizardmen)
- Hatred** Autokill: the first monster encountered in the dungeon is killed (does not effect Dragons, choose the next non-Dragon monster instead). If this monster type is encountered again in the dungeon, it may also be killed.
- Heal** A character that has at least 1 HP goes back to full health.
- Illusion** A defeated monster becomes a party member. This costs 1 charge for a base monster, 2 for the first upgrade and 3 for a two upgrade monster.
- Moral Compass** A character that has at least 1 Morale goes back to full morale.
- Unlock door** Autokill: The door is opened.