



OBJECTIVE

Complete the scenario victory objective before meeting its defeat criteria or needing to stand up with no Healing Surge tokens left.

SETUP

1. Shuffle the Monster, Encounter, and Treasure decks.
2. Pick an Adventure, and perform its Adventure Setup.
3. Choose and setup Heroes and Power Cards as indicated on the Hero Cards.
4. Place the Start Tile at the table center, and each Hero adjacent to the stairs.
5. Place out Healing Surge tokens according to the desired difficulty:
 - Easy: 3, Medium: 2, Hard: 1
6. Determine the starting player, then play begins with clockwise turns around the table.

TURNS

1. Hero Phase
2. Exploration Phase
3. Villain Phase

HERO PHASE

1. If your Hero has 0 HP, use a Healing Surge to stand up.
2. Perform one of the following actions:
 - Move & Attack
 - Attack & Move
 - Move twice

MOVEMENT

Move a number of squares up to your Speed, including diagonally, as long as movement is not blocked by a wall or Monster. You can move through other Heroes, but not stop on them.

ATTACKS

Use a Hero Card power or Treasure power. **Daily Powers** are flipped when used.

UTILITY POWERS

Specify when they can be used, and are flipped when resolved.

CONDITIONS

Dazed tokens removed by other effects immediately restore full action capability.

OTHER ACTIONS

To **pick up any number of items or objects**, stand adjacent to them during movement. This is a free action.

Destroying objects requires Attacking them just like Monsters, using the object stats. Powers that Attack all Monsters on a Tile may include objects.

Disabling a Trap replaces an Attack action.

To **escape the dungeon**, stand on the specified square(s), and at the end of the Hero Phase, remove your Hero from the board. You **still play your Villain Phase** and activate any Monsters or Traps you control.

EXPLORATION PHASE

If **not** on an unexplored edge, skip directly to the Villain Phase. Otherwise:

1. Draw and place a Dungeon Tile with its triangle pointing at your Hero's edge.
2. Draw a Monster Card under your control. If you already control such a Monster, discard and draw again. Place the Monster figure on the Scorch mark.

Long Hallway: Draw an extra Tile and place on the unexplored edge if possible. Resolve any **▲** in the Villain Phase.

VILLAIN PHASE

1. If no Dungeon Tile was placed, or the Tile had a **▲**, draw and resolve an Encounter Card. (Thus, **△** skips Encounters.)
2. If Villains are in play, activate them.
3. Activate Monster and Trap Cards you control in the order you drew them. Activate **all** Monsters matching each Card.

ENCOUNTERS

Encounter Cards can be canceled by the active player when drawn by discarding 5 Experience Points from their Experience Pile.

MONSTER TACTICS

Scroll down the tactic list and use the first one with a true condition statement. The last tactic is the default. Use only **one** tactic.

If the Monster must move to a new Tile, use the Scorch mark; if occupied, place them anywhere on the Tile.

If a Monster requires you to place a new Monster, it is placed under your control, and will act during the same Villain Phase.

COMBAT

For each target, roll the die and add the Attack Bonus. If it meets or exceeds the target's Armor Class, the Attack hits.

Ranged Attacks cannot path diagonally between Tiles.

DEFEATING MONSTERS

Reducing a Monster's HP to 0 defeats it. Remove its figure. Clockwise from the Attacking player, the first player who controls one of that Monster's Cards discards it to the Active Player.

The Active Player puts the Monster Cards into their Experience Pile. They then draw 1 and only 1 Treasure Card, even if multiple Monsters were defeated.

DEFEATING HEROES

A Hero reduced to 0 HP has their figure knocked over and is "downed".

Monsters ignore them, they can't take additional damage, and they can't use powers or items. Conditions stay applied.

At the beginning of their turn, they **must** spend a Healing Surge to stand up. Gain HP equal to the Hero's Surge value. If there are no Healing Surges left, **the party loses the Adventure!**

Healing applied before their turn starts stands them back up.

TREASURE

When drawing a Treasure Card, you can keep the item or give it to another Hero.

A Hero can only choose to benefit from one Attack Bonus or one Defense Bonus from items at a time.

LEVELING UP

When a Hero rolls a natural 20 on an Attack or disable trap roll, they can spend 5 Experience Points to become 2nd level by flipping their Hero Card and discarding the requisite Monster Cards from their Experience Pile.

CHAMBERS

If a Chamber Tile is drawn:

1. Keep drawing Tiles from the appropriate Chamber pile until all unexplored edges are filled, including for the Large Chamber.
2. Draw and follow the instructions on the Adventure-required Chamber Card or the top Chamber Card.
3. Clockwise from the Active Hero, draw Monsters and place them on empty Chamber Tiles, placing leftover Monsters on any Chamber Tile. Mark those Monster Cards with Shields as reminders they are from the Chamber.

DOORS

When a Tile is drawn with a Door symbol, place a Closed Door token face-down on it. As a free action, a Hero adjacent to the door can try to open it by turning it over.

- **Unlocked:** Discard the token.
- **Locked:** Leave the face-up token. In place of an Attack, a Hero must roll a 10 or higher to unlock and discard the token.
- **Trapped:** Each Hero adjacent to the Door takes 1 damage, then discard the token.