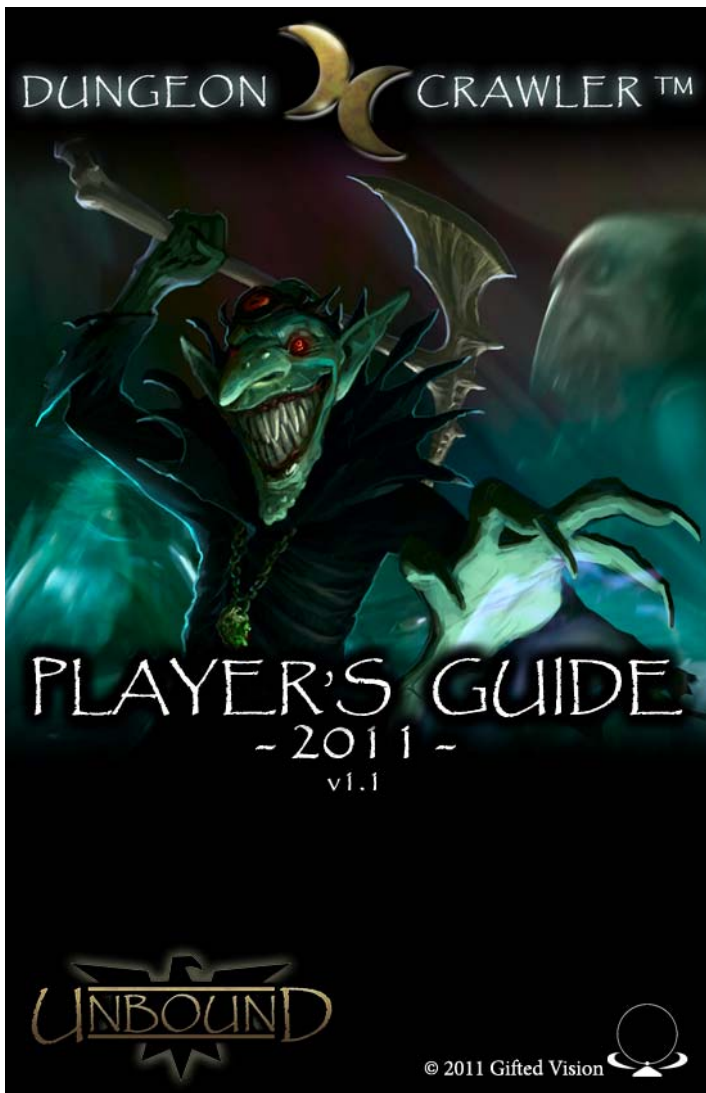


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PRELUDE

Nearly a century has passed since the Black Tusk invasion ended and the eight Grassland Tribes united in defense against the tyrant horde. One by one the virtuous Chieftains met their fate on the battle grounds, all except for one, Kreadore Keldorn. With only one chieftain remaining, many of the grassland tribes became lost without their leaders and civil brawls broke out for the right of ascension.

The valiant Chieftain Kreadore's reputation rose above the turmoil of the tribes, and the challenge for leadership ended. Kreadore made a declaration to the grassland people that the lands would be his daughter and those within were under his protection. The people united under one flag, the flag of Keldorna. This brilliant white flag bares a seven point crimson eagle as a monument of the seven heroic Chieftains that gave their lives for the people. Pleased with the new King, the people were quick to take his lead and slept peacefully knowing they were protected...

But today, the kingdom is ruled by Kreadore's descendant and a new terror threatens the land. It is now the strength of King Maurtius Keldorn that the people turn to. He must now face the challenges that lie ahead as their southern border is threatened by a mysterious army making their way across the wastelands from the Ruins of Zhira. They lie in wait at Keldorna's border behind their black wall and towers.

DUNGEON CRAWLER™

Welcome to the first installment of our collectible card game, Unbound. Unbound is the first set in a series where you enlist the help of Adventurers, and set out to diminish the evils that terrorize the lands. As you adventure, you will cross paths with a series of encounters that may include various villainous characters, deadly traps, daunting locations, and challenging events. Alone or with friends you are sure to embark on epic journeys through distant lands that will keep you spellbound game after game.

Dungeon Crawler™ offers a variety of formats to fit your gaming interests. Our supported formats include; solitaire (1 player), competitive (2 players), co-operative (2-4 players) & multi-player (3-6 players).

Unbound comes in two parts; the white box Starter which allows 1 player to begin playing immediately, and the red Booster box which allows that player to expand their collection and the formats in which they can play.



INTRODUCTION

Welcome to Dungeon Crawler™ the collectible card game.

The world of Ara is fraught with many dangers, it is up to a few noble heroes to take up their swords and make a difference in this world to keep the darkness at bay.

This Starter's Guide is designed to aid in playing the Starter. Additional rules on specific formats such as Competitive, Cooperative or Multi-player can be found online at www.dungeoncrawler.com. Please feel free to visit our forums if you have any questions or concerns. We also have predesigned Quests available for when you expand your collection.



Designed to be played with 1 player, the Starter set comes with 5 Quests, 5 Adventurers, 30 double-sided tokens, a 65 card Crawler deck and a 65 card Dungeon deck.

SOLITAIRE FORMAT

Your objective is to complete 2 out of 3 preselected Quests that you select or to deplete the Dungeon (if you try to Draw a Dungeon card from the deck, but can not you will have depleted the Dungeon). However, should you lose all of your Adventurers in battle or try to Draw another Crawler card from your deck, but can not, you have lost the game.

CARD ANATOMY

There are three core types of cards; Adventure, Crawler and Dungeon cards. Adventure cards are not played in decks, but Crawler and Dungeon cards are. Adventure cards have gold backs and are divided in to two categories; Adventurer and Quest cards.

CARD TYPE, ARTIST & SET SYMBOL



Card Types are labeled in the left hand margin in a black text tab, but they are each marked with an icon in their top left hand corner. There are a total of 10 different types of cards; Adventurer (shown above), Quest (shown above), Equipment, Magic, Skill, Tactic, Character, Event, Terrain and Trap.

The Set Symbol can be found at the top right hand side.

Credit to the artist can be found on every card at the top, just below the card's name.

RARITIES & CARD NUMBER



Card Rarities and Card Numbers are found at the bottom right of the face of the card.

*A good rule of thumb for figuring out which card is more difficult to find than another is to count the number of edges the icon has. The more edges a rarity symbol has, the less likely it is found. A common has 1 edge (as a dot), while an infrequent has 3 edges (as a pyramid), so an Infrequent is harder to find than a Common.

QUEST CARDS



Select 3 different Quests cards. Your objective will be to complete 2 of these Quests in a Standard Game of Solitaire (or completely deplete the Dungeon deck).

Should you decide on constructing a random Dungeon deck you may choose to try and strategically select Quests according to what you know to be in the Dungeon. In competitive this will have to be assumed to be in your opponents dungeon.

Once you have fulfilled the requirements for a Quest, it is **completed and can not be undone** by changing the state of the game.

For instance; if you defeat 30 Characters, and completed Den of Evil, should Reinforcements come in to play and put 3 Characters back in the Dungeon, your Quest remains completed. By the same token, until you have 30 Characters in the Grave, you have not completed Den of Evil.

ADVENTURER CARDS



When deck building, you may select any 4 Adventurers, even multiples of the same one to face your Quests.

Adventurers have three sections for stats along the bottom of the card that can provide versatility to your adventure.

ADVENTURER CLASSES

The first icon found on the bottom left is called the Class icon, this stat allows Adventurers to enhance certain Crawler cards called Boost cards.

If an Active Adventurer has a matching Class icon to either of the icons on a Boost card text box found on a Crawler card, the player can choose whether or not to use that ability instead of the Basic text box ability.

See the Crawler cards section for more information on how to use Boost cards (see pg4).



RESOURCES



The next group of icons are the Adventurer's Resources. These are used as a pool the highest resource available to the team each round provided by a single Adventurer, as long as that Adventurer is Active. The hero with the highest score in any given Resource is the best at what they do, there is no one better than them at working Equipment, Magic, Skills or Tactics.

If they should leave play or be Locked, the hero with the next highest score steps up to provide their Resources.

You will notice that each of the Crawler cards (shown below) has a large number at the top left with symbols matching these; that is the Cost to put that card in play. The Resource points are then used up until that card leaves play, at the end of the Round in Step 7.

LIFE SCORE & ALIGNMENT



The last stat found on the bottom right is the Adventurer's Life Score and their Alignment. When the Adventurer has attained as many Wounds as they have Life they are sent to the grave. The Alignment of your Adventurers can trigger certain effects, but they are not found in the Starter.

*You will notice that the Adventurer's do not have a Power or Stamina score listed, this is because they must Activate to commit either 1 Power or 1 Stamina to Combat and rely on their Crawler cards to enhance their combat scores further (explained further in the Combat section on pg8).

CRAWLER CARDS



Crawler cards are your Adventurer's bag of tricks to deal with the dungeon. These cards can be brought in to play after the Encounter has been Drawn as part of the respond/combat Step on pg7. There are four kinds of Crawler cards; Equipment, Magic, Skills and Tactics.

Equipment is the physical items that the Adventurers use to protect, circumvent or slaughter their enemies and obstacles.

Magic covers the celestial, terrestrial, elemental and even the sorcerous powers of the universe wielded by mortals.

Skills are the trades that the Adventurers have learned during their exploits, things they can physically do or have attained.

Tactics represent the use of wits and cunning, by outmaneuvering your enemies, employing innovative strategies, and altering the terms of the encounter.

There are three sub-variations on the Crawler cards: Basic cards, Boost cards and Disruption cards.

"Basic" and "Boost" cards will both be explained in the "Game Play" section on pg8. As "Disruption" effects are not used in Solitaire format they will be described here.

DISRUPTION CARDS



Disruption cards are cards that can be used against your opponents, allowing you to interfere with their progress against your Dungeon Encounters.

They can also have a standard use ability to protect your Adventurers or attack the Dungeon in any game format.

Despite the fact that there are two versions of Disruption cards, they function essentially the same way. One has a single half red & half white text box, while the other has two separate text boxes; one white and one red. The white text box benefits a Solitaire gamer or can be used in Multi-player as a boon to your Adventurers, while the red box is harmful towards your enemies in Multi-player or Competitive formats.

The distinction between these two versions is that IF the terminology changes based on who the target is, it would get split into two separate text boxes.

DUNGEON CARDS



Dungeon cards build the Encounters your Adventurers will face. There are four kinds of dungeon cards; Character, Event, Terrain and Trap.

The claw represents Characters which are the adversaries that will impede your progress.

The weathervane represents Events which affect the overall Encounter, it could be a change in weather or luck as the fates conspire against you.

The skyline represents Terrain which can change how easily or difficult a battle can be, and this imitates these effects.

The Steel Jaw Trap represents Traps which are sprung on the unwitting Adventurers as they slog through the dungeons, usually these will vanish once triggered.

The three sub-types of Dungeon cards are Basic cards, Draft cards and Condition cards (such as Damsel).

“Basic”, “Condition” and “Come In To Play” effect cards will be explained in the Game Play section. As “Draft” effects on cards are not used in Solitaire format they will be described here.

DRAFT CARDS



Draft cards are Dungeon cards with Normal attributes that have been given the attribute of Draft, these cards are indicated with a purple text box. Character cards also have an indicator with the “Draft” Attribute.

As part of the Draft effect, when Draft cards are brought in to play during the Encounter Draw Step, the player that

owns the Dungeon can decide whether or not to bring that card to their Hand (this card does count against the Player’s Hand Limit).

The Draft ability must be decided on when the card comes in to play before anything else is determined (even before a “Come In To Play” ability). If it remains in play, it then acts as any other Dungeon card and functions as normal.

COME IN TO PLAY & CONDITION CARDS



Some Dungeon cards have a “Come In To Play” effect indicated by a black box with a white arrow. This is an immediate effect on a card.

Condition cards effect game play, but also have triggers that give specified results. Both of these are explained further in the Game Play Section (pg6).

TOKENS



There are 8 different types of Tokens found in the Starter. Quest counters can be found on the back side of each Token. These are; Lock, Quest 1, Quest 5, Quest 10, Poison, Spent, Time and Wound Tokens.

Lock Tokens are used to signify if a card has been Locked. **Locked cards are considered Inactive.** Instead of Resetting a card with this Token, one Lock Token is removed in its place.

Poison Tokens are used to signify if a Character or Adventurer have been Poisoned. **During Step 9 a Poison Token is removed from each card that has one, and is replaced with a Wound Token.**

Quest Tokens are used to either keep track of Quests with a required number of successes, such as sending 9 goblins to the grave, or to any kind of tracking which may involve a count. For instance you could use the Quest Tokens to keep track of which Target certain cards have.

Spent Tokens are used to mark a card that has an Ability that has been used. Examples include; Belt Pouch, Brawling or Rampage on the Infernal Minotaur.

Wound Tokens are used to track the number of Wounds a Character or Adventurer has.

Time Tokens are used to keep track of the duration that a card remains in play. **Instead of removing a card from play when they have Time Tokens on them, remove a single Time Token.**

DECK BUILDING

The Unbound Starter includes 65 Dungeon cards and 65 Crawler cards, which can be used immediately for your first solitaire game.

Standard games have 80 cards in your Crawler and Dungeon decks and a minimum of 60 cards. Both of these decks should be equal in size before the game begins. There is a maximum of 4 copies of any one card with the same name allowed in any deck (promos also count as a copy).

You will need **4 Adventurers** for your team, and **3 Quest** cards. Your Adventurers can all be different or the same, while your Quests must all be different. Your starter comes with 5 of each, you may choose which to use. Note that Axis of Evil is geared towards expanded or multi-player games.

GAME PLAY

For Solitaire format ignore Draft and red Disruption effects.

As a general rule, each card only affects one other card unless it specifically states otherwise.

GAME LAYOUT/SET-UP



STEP A: PLACE ADVENTURERS

Adventurers are arranged in front of their Controller in **Marching Order** from left to right, with the Adventurer on the left being the **Primary Target**. The Primary Target is by default the Adventurer that will be attacked by the dungeon as they lead the party of heroes through each encounter.

Some Dungeon cards and even Crawler cards can change the Primary Target, such as Broken Formation or Adjust Marching Order.

It is advisable to place a tougher Adventurer near the front of your Marching Order as they will be targeted by attacks most often.

STEP B: PLACE QUESTS

You can place your Quests cards nearby, so that you can reference them easily. We suggest laying them out in a vertical line alongside the play area. Choose 3 Quests that you can accomplish with the Dungeon deck you are playing against (excluding Competitive play)..

When a Quest is completed you can turn it over to represent this. Once you have completed 2 Quests you will win the game

STEP C: SHUFFLE & PLACE DECKS

The Crawler and Dungeon decks should be shuffled separately and placed face down alongside your play area so that the DC icon is facing upwards.

Leave enough room so that you have space for your discard piles (also called your Crawler Grave and your Dungeon Grave respectively).

STEP D: DRAW YOUR HAND

Draw 5 Crawler cards from your Crawler deck. 5 cards is your standard Hand Limit.

Although Step 13 is also a Draw Your Hand Step, do not repeat Steps A through D.

STEP 1: BUILD THE ENCOUNTER



You will begin play by bringing Dungeon cards in to the play area face up one-by-one from the Dungeon deck. As these cards are brought in to play take a tally of their Cost (indicated by the number located in the top left hand corner) and the Cost of the Dungeon cards already in play. When that tally reaches **5 points or more** in total stop drawing Dungeon cards (the icons beside the card Cost do not factor in to Building the Encounter). The 5 point limit is called the **Encounter Limit**. The drawing of Dungeon cards is affected by the special circumstances, Bust, Flip and Pull, which are described below.

It does not matter how many Dungeon cards are put into Play, only how many points those Dungeon cards represent in total.

If a card is already face-up on the Dungeon deck when you begin this Step and there is **less than 5pts in play**, you may draw this card. If this card would exceed the Encounter Limit, the face-up card is *Pulled* in to play (see pg7).

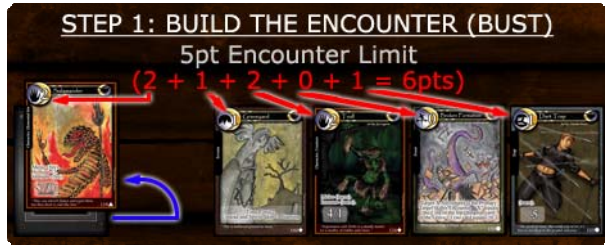


COME IN TO PLAY

When a card comes in to play with this icon on it, **this ability is triggered before any more cards are Drawn**. If the card is also a Draft card, decide whether or not to Draft the card first, then carry out the "Come In To Play" effect.

BUST

When Building the Encounter and you draw a card who's **Cost exceeds the Encounter Limit** it is called a **Bust**. The card is then placed back on the top of the Dungeon deck face-up and the player proceeds to Step 2.



*If we would have drawn the Salamander instead of the Zombie (from pg6) we would be 1pt over the Encounter Limit, so the Salamander would not come in to play and instead goes face-up on top of the Dungeon deck.

FLIP

If the Encounter Limit has already been reached when you begin Step 1, instead of Drawing a card in to play you will **Flip** a card instead. Turn the top Dungeon card to be face-up on the Dungeon deck, this card does not come in to play this round even if it's Cost is "0".



*In the case where we have 5 or more points already in play when we start to Build the Encounter we will **Flip** the top Dungeon card on the deck so that it is face-up. Even if that card is a 0 Cost card it does not come in to play right now.

PULL

If you begin Step 1 AND there is a card face-up on the Dungeon deck that if drawn may or may not exceed the Encounter Limit, that card is a **Pull** which means it is brought in to play regardless of the Encounter Limit. This keeps the game pressing forward.



*In the case where we have a card face-up on the Dungeon deck when we start to Build the Encounter because we were unable to eliminate enough cards to bring the total Cost of cards in an Encounter below 5pts this card will **PULL** in to play. If the pulled card does not meet or exceed the limit continue to draw cards to fill the Encounter Limit Even if a Bust results.

ADDITIONAL TRIGGERED EFFECTS

Some cards brought in to Play will require other cards to be Searched for and then Restocked.

To Search for a card turn over cards from the top of the appropriate deck one by one and pull aside cards that meet your conditions. If the cards came from the Grave, place those cards back in order. If the cards came from one of the decks Reshuffle that deck. If a card was face up on that deck, put it aside until the deck is reshuffled and then place it back on top of the deck.

To Restock a card, shuffle it back into its corresponding deck.

STEP 2: RESPOND

You can now begin to put Crawler cards into play; this is only allowed during Steps 2, 3 and 4 (before the End Encounter Step).

You may decide to play any cards at any time during these Steps to either enhance an attack or a defense or to manipulate the encounter.

*It is advisable to hold out as long as possible to play certain cards when playing competitively. Although you can go back to the beginning of the Step you are currently on, you may get stuck in a corner if someone changes the dungeon on you.

In order to bring a Crawler card in to play you must have enough **Active Resources** to do so.



For example; when you bring the card in to play and its Cost is 3 with a money bag symbol (the cost is listed in the top left hand corner of all Crawler cards) that requires 3 Equipment Resources to be available to put it in play.

To determine how many Resources you have check your Active Adventurers. **All Adventurers that are not Locked are Active**, even if they have been Activated to attack or defend.



The cluster of icons found at the bottom center of the Adventurer cards are your available Resources. The Adventurer with the **highest score** in any one of the Resources is the best score you can get for that Resource. Therefore, between an Adventurer with 4 Resources in Magic and an Adventurer with 2 Resources in Magic, you will be capped at 4 Magic (unless that Adventurer becomes Locked or sent to the Grave, in which case you now have 2 Magic). You **do not add these scores together**.



Each Crawler card type is independent, so if you have Skill cards in play they only occupy Skill Resources, not Tactic, Magic or Equipment Resources.

If you are using the Gold Dwarf Warrior Adventurer (who has 4 Equipment Resources), and already have a Permanent card in play that costs 2 Equipment Resources (like the Backpack), you can not bring the 3 Cost "Magic Greatsword" equipment card in to play. Crawler cards in play occupy Resources until they leave play.

In the case where an Adventurer has several Locks on them and can not supply Resources or that Adventurer leaves play before Step 12 and you do not have enough Resources to keep Crawler cards in play, you will remove them from play at that time. You do not have to remove Crawler cards from play if you suddenly do not have enough Resources after successfully playing the card.

You can play as many 0 Cost Crawler cards as you like even if you do not have that Resource type available to you at all.

BASIC & BOOST CARDS



This is a great card to put in to Play before Combat begins, assuming it is needed. Primal Environment can remove one (or all, if Boosted) Terrain effects from Play before they cause any issues for you during Combat. Removing cards from Play with Primal Environment will not set off Attributes that are normally triggered by a card like Lava Pit ("When this card is removed by Play, Adventurers and Characters take a Wound") being removed from

Play in Step 7: Remove cards. Those Attributes are only triggered by their own conditions unless otherwise specified.

Disruption cards are cards that can be used against your opponents, allowing you to interfere with their progress against your Dungeon Encounters. They can also be used to protect your Adventurers in any game format.

Characters that are Locked or Activated contribute their Stamina score to the Dungeon's defense.

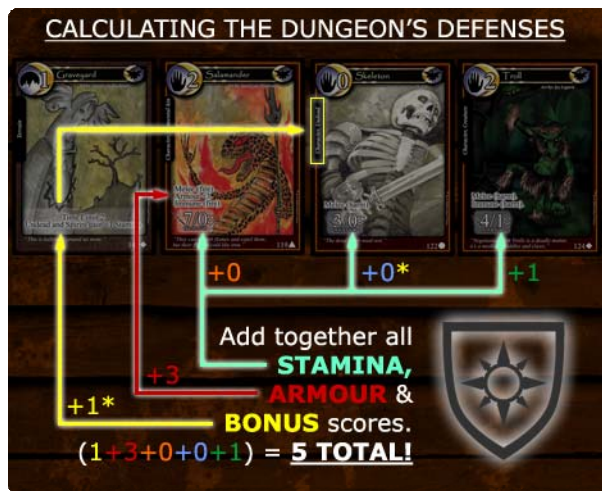
STEP 3: ADVENTURERS ATTACK (COMBAT)

The Adventurers attack first. During the attack you are trying to win a power struggle to deliver a single Wound in Combat. The attack is a combined effort which pools the attacker's Power score to overcome the defender's Stamina score.

If you meet or exceed the Dungeon's Stamina score with your Power you have successfully attacked the Dungeon.

DUNGEON ANALYSIS

In order to accomplish this, you must first determine the dungeon's defense score, this is the sum of all of the dungeon's Stamina and Armour combined. If you can meet or exceed that score you can deliver a Wound in Combat.



*If a Character's Stamina is being increased by another card's effects, remember that it is not increasing their Life score. In the above example we use a Skeleton, but in the case of a Ghoul being enhanced by a Graveyard is harder to deal a Wound to it, but the Ghoul can still only take 2 Wounds before it is sent to the Grave.

ADDITIONAL TRIGGERED EFFECTS

Some other effects may hinder or bolster the Adventurer's attack, like Gloom or Unlucky which start the Adventurers with a negative Power score.

In order to attack at least one Adventurer MUST "Activate to attack".

For each Adventurer Activated to attack, the heroes gain +1 to their Power. The default attack type is Melee (harm) when the Adventurers are unequipped. As soon as Crawler cards are added to the combat they will take on all attributes for the Crawler cards that are brought in to play to enhance their Power (like "fire ranged" and "melee supernatural"). The Adventures are the only attackers that offer this kind of flexibility.

When equipping Crawler cards they are not assigned to a specific Adventurer unless the card says it must be. Attackers and Defenders are just "equipped" by putting cards in to Play as a pooled effort to overcome the dungeon.

CALCULATING THE ADVENTURER'S ATTACK

Add together all **POWER** scores.
Note the **Damage Type**. **Range** is not a factor at this time.

$(3+3+0+0+1+0)$
= 7 TOTAL!

+0 +0 +1 +0 +3* +3

**This equals 3 because 1 Ally is Locked.*

*The damage type will factor in to whom you can target, see Example of Immunity below.

Indicate an Activation by turning the card by 45 degrees or more.

The attack Power must be a positive score in order to deliver a **successful attack**. If your attack Power is 0 or less, it is an ineffective attack and even if it meets or exceeds the dungeon's defenses (which could be 0 or less) it will not win the power struggle.

EXAMPLE OF IMMUNITY

NOT A VALID TARGET
Because the attack contains (fire).

VALID TARGET

NOT A VALID TARGET
Because the attack contains (harm).

*Because the default range and damage type from an Adventurer is Melee (harm), they can not Wound a Troll in Combat without using a different damage type provided by Crawler cards. Also note that Adventurers adopt the attributes of whatever they wield, so that their (harm) damage type changes to (fire) when they use a Fireball, while it becomes (harm & fire) when using a Fireball and Shortsword.

Resist types will reduce the attack Power of the entire attack if the attack contains particular Damage types.

You can not deliver a Wound to targets without a Life score (Events, Terrain and Traps can not usually be attacked), and there are two circumstances where Characters can not be targeted.

In the case of Immunity, you can not deliver a Wound to a Character with a specific Immunity IF your attack contains that Damage type anywhere in its formula.

EXAMPLE OF STEALTH

Stealth, Cost 1 Target #2

No Stealth Target #1

Stealth, Cost 3 Target #3

In the case of Stealth, you can not target a Stealth Character in Combat if there is another legal target available. You may target another Stealth target of lower Cost in Play if no other Characters are in play. If there are only Characters with Stealth in Combat and they have the same Cost, they are both valid targets.

MELEE, REACH, THROWN & RANGED

Crawler cards with these attributes are attack types that strip bonuses from the same attributes found in a Characters attack. In essence, they actually help with your Defense!

When a Character comes in to play, they already have all of their bonuses already included, like the Massive Animated Tree which has +2 Reach (harm). This means that its Power is increased by +2 unless you can strip that bonus away from it by **meeting or exceeding the "distance"** of its attack. You can do this by putting various cards in to play like Staff or Fireball, both of which meet or exceed the range of "Reach". The amount of the bonus itself is irrelevant.

ATTACK RANGES

RANGED

THROWN

REACH

MELEE

To strip Attack bonuses from these Characters you will need these Ranges or better.

Stripping the Character's attack bonus, **does not change their Damage type**. So, if a Character is attacking with Thrown +1 (fire), and you place a Short Bow in play, you strip the +1 bonus, but the attack damage remains as (fire).

Deliver the Wound by placing a Wound Token on the Character.

Remove the Wounded Character from play **immediately** if they have as many Wounds as they have Life or more.

You may choose not to Attack at all, unless a card is put in to Play that specifies otherwise.

If you overpower the Dungeon's Defense you have won the Adventurer Combat, in this case you can Play Striding Strike, which gives you the opportunity to Activate any Character in Play so that they can not attack!

Note that the Character does not have to be the target of the Wound dealt in Combat or even require a Wound to be dealt.



CONCLUSION OF SCENARIO ONE

In the scenario above if we used; Fireball, Charge and Activated our Stormcatcher Gypsy for the attack (it does not matter which Adventurer Attacks or Defends as the Crawler cards are pooled and not assigned) we overcome the Dungeon's Defense and can deliver a Wound.

Next we put in Striding Strike, which allows us to Activate the Salamander since it is the greater threat it is wiser to tie it up so that it can not attack.

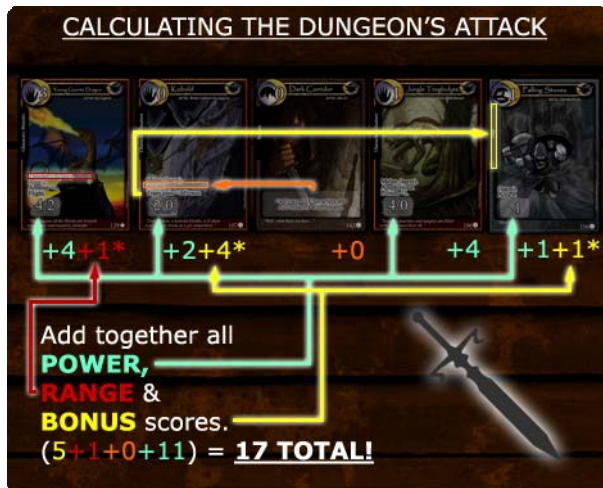
That will leave the Skeleton as the only Attacker, and with 3 Adventurers still available to Defend, we can Activate all of them to provide +1 Defense each which will meet or exceed the Skeleton's attack Power.

This completes the Adventurer Attack.

STEP 4: DUNGEON ATTACKS (COMBAT)

The Adventurers now defend against the dungeon's attack. During the dungeon's attack you are trying to win a power struggle to prevent taking a Wound in Combat.

Below we have a new scenario which can showcase a more "complex" defense situation. In our analysis we will break down the attack to its most basic components.



Attackers include any Dungeon cards that have an attack value (generally indicated by a number next to a grey sword). This usually includes Characters and Traps. **Cards that provide bonuses** to an Attacker are **not** considered Attackers.

ATTACKER ANALYSIS

The Young Granite Dragon not only has **Thrown** which boosts its attack (unless you've played a Crawler card with Thrown or Ranged on your Attack), it also has **Area 2**, which means it attacks the Primary target AND the target adjacent to them.

Falling Stones targets not only the Primary Target, but up to **4 Adventurers!** If there are not enough targets, it will not affect an Adventurer twice, but will restart the count from the left if it reaches the end of the Marching Order with targets remaining.

The Kobold is boosted by the Dark Corridor for having **Stealth** AND boosts Falling Stones with its special Attribute **Traps gain +1 Power.**

The Jungle Troglodyte has a **Poisonous** attack which can inflict extra damage if left unchecked. Secondary effects of a Character trigger if it makes a successful attack against you; Drains, Locks (Pin) & Poison are amongst those. **Drain** makes you **Burn** cards from your Crawler deck, while Locks tie up your Adventurers and Poison inflicts additional damage.

As noted below some Attributes like **Unstoppable**, **Incorporeal** or **Contact** can not always be stopped by increasing your Stamina!

Unstoppable (Pendulum) must be brought to "0" Power, Incorporeal (Wraith) can be defended against using Stamina (magic) and Contact (Slime) Attackers must be Activated, Locked or destroyed!

Unlike the above Attributes; **Cold, Electric, Fire, Sonic** or other energy attacks are just damage Types and can be stopped by raising your Stamina score normally while defending. For instance; a Wooden Shield can prevent a Fireball from roasting you if used properly, but it won't stop a Slime from squishing around your armour and poisoning you!



*This example shows how dangerous Area attacks can be. Each Adventurer must now defend themselves (or each other) from at least 2 Power, while the 2nd Adventurer must defend themselves from 7 Power and the Primary Target must defend from 17 Power (calculated in the Dungeon's Attack)!

Each Adventurer will need to defend themselves separately against the attack power they are facing.

If you **meet or exceed** the Dungeon's Power score you have successfully defended against the Dungeon.



*Using the Area attack example above, the Dungeon is attacking our Primary Target with a whopping 17 Power attack and the others aren't much better off! It might be best to figure out where the threat is coming from and try to neutralize some attackers first, then get ready to defend.

DEFENSE ANALYSIS

You can pick apart the Dungeon's attack by using various Crawler cards like Phase or Use Cover, but overall the Dungeon attacks as a whole.

We can make all of our Adventurers immune to (harm) against all of the Attackers in our scenario that deal (harm) as a damage type by using the Phase card and boosting it with the Gypsy Stormcatcher! We **do not** have to **Activate** the Stormcatcher in order to put the Crawler card in Play or to Boost it. By playing this single card, we have neutralized all of the attackers except the Dragon.

When playing Crawler cards, always check to make certain you are not putting more points in Play than you have in **Resources**.



The Dragon is attacking with (fire) and Area 2, so our Gold Dwarf Warrior and our Wood Elf Scout are now the only targets of 5 Power each, since we used Phase to neutralize Harm damage.

Remember that **if you used an Attack** that met or exceeded the **Range** that the Dragon used (Thrown), the Dragon **does not gain their Bonus** of +1 Power from Thrown (Fireball would be a great example).

In order to defend at **least one Adventurer MUST** "Activate to defend".

For each Adventurer that you Activate to defend you will gain +1 Stamina. You can not defend with an Adventurer that is already Activated for other reasons (like attacking). You can however Reset Adventurers using Crawler cards to allow them to defend like Regain Feet.

In our scenario we treat the area attack as two separate attacks to be defended against.

Assuming the Warrior is Locked and the Thief is already Activated that only leaves us with two Adventurers to defend with. If we Activate both of those Adventurers we only get +2 Stamina total! That's not enough to defend either of our heroes.

If we put the Wood Shield in play we can get +5 Stamina (we can not boost this however as our Warrior is the only one that could boost it, and he is locked). This Costs us "0" Equipment Source to put in Play.

We now have enough Stamina to defend 1 Adventurer. We can decide at this point to not Activate the Scout or the Stormcatcher, as we only need 1 Adventurer in the defense, of a single attack. This will leave the 2nd Adventurer available to defend as well from the additional attack. We do not have any further cards to build our defense however, so someone will likely take a Wound.

You can always **choose whom your Adventurer is defending**, but they each can only defend 1 Target Adventurer.



Since our currently Locked Warrior is likely going to be the target for most future attacks, we can use a little tactical insight to spread out the damage and let the Scout take the Wound by defending the Warrior with the Scout.

Shield Ally allows us to do exactly this, even against our opponents.

Place a Wound Token on the Scout.

As long as the Scout does not have as many Wounds as he has Life, he will remain in Play. Otherwise, he will go to the Grave.



Since the Troglodyte was **unable to deliver any damage** (its attack being negated) it is not able to deliver its Triggerred effect of Poisoning the Adventurer.

Just as the attack Power must be a positive score for an Adventurer to deliver a **successful attack the same goes for the Dungeon**. If a Character's Power is 0 or less, it is an ineffective attack and even if it exceeds the Adventurer's defenses (which could be 1 or less) it will not win the power struggle.

Attacking Characters that have an Attribute that **triggers when they Damage an Adventurer** MUST actually have a Positive Power score on the attack, or the effect does not trigger. A special case for this is the **"Contact"** Attribute which occurs regardless of an attack having Positive Power.

You can voluntarily choose not to Defend, unless a card is put in to Play that specifies otherwise.

STEP 5: END ENCOUNTER

In this Step you can still put Crawler cards in to Play. This may be an excellent time to regain lost Life with a Cure Wounds or make preparations for the next Encounter.

STEP 6: DROP CARDS

You can no longer put Crawler cards in to Play.

Now that combat is over, you may choose to drop any number of unwanted Crawler cards from your Hand.

STEP 7: REMOVE CARDS

Characters with Stamina that have been increased by another card's effects will remain in play until the enhancing card leaves play.

If a card is being kept in Play by another card, do a removal of all appropriate cards, then double check to see if any dependent cards will leave play as well.

During this Step **Remove anything** from Play that:

- has "0" Stamina.
- is NOT a Permanent.
- does NOT have a Time Token on it.
- is NOT an Adventure card.



*Stamina Boosts can keep a Character in Play, while a special Attribute like Shapeshift can Restock a Character.

STEP 8: TIME TOKENS

Remove 1 Time Token from each card that has any Time Tokens on it.

STEP 9: POISON TOKENS

Replace 1 Poison Token from each card that has any Poison Tokens on it with a Wound Token. If that Character or Adventurer should have as many Wounds as they have Life, remove them from Play immediately.

STEP 10: RESET CARDS

Turn all cards in Play so that they are upright unless they have a Lock Token on them.

STEP 11: LOCK TOKENS

Remove 1 Lock Token from each card that has any Lock Tokens on it.

STEP 12: PERMANENTS

Check at this point to ensure that you can still afford your Crawler cards in Resources remaining in Play.

You may now choose to Discard any Permanent Crawler cards you Control from Play. Keep in mind that this may deplete your game time more quickly.

STEP 13: DRAW HAND

Draw up to your Hand Limit (usually 5) in Crawler cards from your Crawler deck. You must always Draw at least 1 card even if it exceeds your Hand Limit. 5 cards is your starting Hand Limit.

STEP 14: DISCARD

If you have more cards than your Hand Limit you must Discard down to your Hand Limit at this time. You may choose which cards to Discard from your Hand.

STEP 15: END ROUND

Return to Step 1 and begin a new Round.

CHECK LIST

All cards found in the Starter are marked with an * by their rarity for each card. # indicates the card number in the set of 160. Rarities are indicated by; Rare (star), Uncommon (diamond), Infrequent (pyramid) and Common (dot).

#	Card Name	Card Type	Rarity
1	Barbarian Berserker	Adventurer, Human	★
2	Barbarian Medicine Man	Adventurer, Human	★
3	Gold Dwarf Brawler	Adventurer, Dwarf	★
4	Gold Dwarf Priestess	Adventurer, Dwarf	★
5	Gold Dwarf Warrior	Adventurer, Dwarf	*★
6	Gypsy Stormcatcher	Adventurer, Human	*★
7	Gypsy Thief	Adventurer, Human	*★
8	Keldornan Cleric	Adventurer, Human	*★
9	Keldornan Mercenary	Adventurer, Human	★
10	Keldornan Pyromancer	Adventurer, Human	★
11	Wood Elf Scout	Adventurer, High Elf	*★
12	Wood Elf Wizard	Adventurer, High Elf	★
13	Axis of Evil	Quest	*★
14	Den of Evil	Quest	*★
15	Dragon Slayer	Quest	★
16	Evil Has A Name	Quest	*★
17	Goblin Slayer	Quest	★
18	Hold Dominion	Quest	★
19	Journey's End	Quest	★
20	Knowledge is Power	Quest	★
21	Path Finder	Quest	★
22	Rescue the Damsel	Quest	*★
23	The Stars Align	Quest	*★
24	Undead Slayer	Quest	★
25	Backpack	Equipment	*▲
26	Belt Pouch	Equipment	*●
27	Chainmail Armour	Equipment	*◆
28	Full Plate Armour	Equipment	★
29	Greatsword	Equipment	*◆
30	Hide Armour	Equipment	*▲
31	Leather Armour	Equipment	*●
32	Longsword	Equipment	**▲
33	Magic Greatsword	Equipment	*★
34	Magic Hide Armour	Equipment	◆
35	Magic Longsword	Equipment	◆
36	Magic Shortsword	Equipment	*▲
37	Rope & Grapple	Equipment	*▲
38	Short Bow	Equipment	*◆
39	Shortsword	Equipment	**●
40	Staff	Equipment	*●
41	Wood Shield	Equipment	**●
42	Corrupt	Magic, Enchantment	◆
43	Dispel Magic	Magic, Celestial	*▲
44	Earthen Form	Magic, Primal	*▲

DUNGEON CRAWLER™

45	Fireball	Magic, Fire Elemental	*▲	127	Wild Naga	Character, Monster	*▲
46	Flaming Fury	Magic, Fire Elemental	**●	128	Wraith	Character, Spirit	★
47	Fly	Magic, Air Elemental	*▲	129	Young Granite Dragon	Character, Monster	*●
48	Foresight	Magic, Channeling	*●	130	Zombie	Character, Undead	**●
49	Heal Serious Wounds	Magic, Good	◆	131	Ambush	Events	*▲
50	Light	Magic, Good	**●	132	Bad Luck	Events	*◆
51	Phase	Magic, Air Elemental	*◆	133	Broken Formation	Events	*●
52	Primal Environment	Magic, Primal	*◆	134	Gloom	Events	*▲
53	Primal Senses	Magic, Primal	*●	135	Mastermind	Events	★
54	Purge Blood	Magic, Fire Elemental	*◆	136	Rapid Developments	Events	◆
55	Quickness	Magic, Air Elemental	*●	137	Recurring Villain	Events	*◆
56	Reflect	Magic, Water Elemental	★	138	Reinforcements	Events	*●
57	Resurrect	Magic, Good	*★	139	Rushed	Events	*▲
58	Weakness	Magic, Necromancy	*▲	140	Unlucky	Events	**●
59	Acrobatics	Skills	★	141	Chasm	Terrain	*▲
60	Bodyguard	Skills	*◆	142	Dark Corridor	Terrain	**●
61	Brawling	Skills	**●	143	Evil Altar	Terrain	*▲
62	Champion	Skills	◆	144	Graveyard	Terrain	*◆
63	Cleave	Skills	*◆	145	High Ground	Terrain	*●
64	Combat Training	Skills	*●	146	Icy Ledges	Terrain	◆
65	Counter Attack	Skills	*▲	147	Labyrinth	Terrain	*◆
66	Cure Wounds	Skills	*▲	148	Lava Pit	Terrain	★
67	Defensive Training	Skills	**●	149	Murky Swamp	Terrain	*▲
68	Elite	Skills	*▲	150	Ruins	Terrain	*●
69	Hide	Skills	*▲	151	10' Pit Trap	Trap	*●
70	Master	Skills	★	152	20' Pit Trap	Trap	*▲
71	Rapid Strike	Skills	*◆	153	20' Spiked Pit Trap	Trap	*◆
72	Resourceful	Skills	*●	154	Damsel	Trap	*★
73	Striding Strike	Skills	*▲	155	Dart Trap	Trap	**●
74	Very Resourceful	Skills	*◆	156	Falling Stones	Trap	*●
75	Veteran	Skills	*●	157	Fire Stream Rune Trap	Trap	*◆
76	Adjust Marching Order	Tactics	*▲	158	Pendulum	Trap	◆
77	Charge	Tactics	*●	159	Poisonous Dart Trap	Trap	*▲
78	Close Call	Tactics	★	160	Spear Trap	Trap	*▲
79	Defend	Tactics	*●				
80	Delay Inevitable	Tactics	**●				
81	Element of Surprise	Tactics	*▲				
82	Moving Search	Tactics	*◆				
83	Quick Thinking	Tactics	◆				
84	Recover Treasure	Tactics	*◆				
85	Regain Feet	Tactics	*◆				
86	Run Away	Tactics	★				
87	Search Objects	Tactics	*▲				
88	Shield Ally	Tactics	*▲				
89	Take Aim	Tactics	**●				
90	Teamwork	Tactics	*◆				
91	Trade	Tactics	*●				
92	Use Cover	Tactics	*▲				
93	Archaic Slaugh	Character, Eidolon	◆				
94	Crawling Swarm	Character, Collective	◆				
95	Dreadlander Mercenary	Character, Creature	*▲				
96	Empusae	Character, Outsider	*◆				
97	Gargoyle	Character, Power	*▲				
98	Ghoul	Character, Undead	*▲				
99	Giant Grey Spider	Character, Animal	*●				
100	Goblin	Character, Creature	**●				
101	Goblin Conjurer	Character, Creature	*▲				
102	Goblin Thief	Character, Creature	*●				
103	Gravaxin	Character, Neth	**▲				
104	Greenknee, Goblin Necromancer	Character, Goblin	*★				
105	Infernal Minotaur	Character, Creature	◆				
106	Jungle Troglodyte	Character, Creature	*●				
107	Kobold	Character, Creature	**●				
108	Lamia Anguine	Character, Creature	*◆				
109	Large Wurm	Character, Monster	*●				
110	Leaf Vodyanoi	Character, Creature	*●				
111	Manticore	Character, Creature	★				
112	Massive Animated Tree	Character, Animated	*◆				
113	Massive Stone Golem	Character, Golem	★				
114	Minotaur	Character, Creature	**●				
115	Mummy	Character, Undead	*◆				
116	Ogre	Character, Creature	*◆				
117	Orc	Character, Creature	*●				
118	Phantom	Character, Spirit	*▲				
119	Salamander	Character, Elemental-kin	*▲				
120	Shadow Elf	Character, Creature	*▲				
121	Shrieker	Character, Monster	*▲				
122	Skeleton	Character, Undead	**●				
123	Slime	Character, Collective	*▲				
124	Troll	Character, Creature	*◆				
125	War Fiend Demon	Character, Soul	*◆				
126	Werewolf	Character, Damned	★				

SIZES

PUNY	MEDIUM
TINY	LARGE
SMALL	MASSIVE

CHARACTER TYPES

ANIMAL	MONSTER
COLLECTIVE	NETH
CREATURE	OUTSIDER
DAMNED	QUINTESSENCE
EIDOLON	SOUL
ELEMENTAL-KIN	SPIRIT
GOLEM	UNDEAD

GLOSSARY

Activate

There are many reasons to Activate a card. To Activate a card simply turn in at an angle (45-90 degrees). This signifies the card is in use. Once a card has been Activated, it can not be further Activated or Activated again. It must first be Reset before it can Activate additionally. Activated Adventurers can not Attack or Defend. However, Activated Characters or Traps can not Attack, but contribute to the Dungeon's defense.

Active

Active cards are cards that are not Locked. Activated cards are still considered Active. See Locked for more details on Locked.

Adventurer

These Adventure cards are the team of protagonists that you control in an attempt to defeat the Dungeon or complete Quests.

Ally

An Ally is determined by what the card is targeting. If the target is an Adventurer, its Allies are other Adventurers including itself. If the target is a Character, its Allies are other Characters including itself.

Assign

Once an card is Assigned to another card it remains in Play until the card it is Assigned to leaves Play. This card occupies Resources as long as it remains in Play.

Boost

Crawler cards with a white text box and two class symbols on them are Boost abilities. The abilities included in that specific text box can only be used if an Adventurer is in Play and Active.

Burn

Place a card in the Grave directly from the corresponding Crawler or Dungeon deck.

Can Not Use

Card that indicate that other cards "can not use" render cards of that type inactive if they are already in Play, and cards of that type can not be brought in to Play.

Discard

Place a card from your Hand into the Grave.

Draw

Take the top card from the corresponding deck and view it. Some Draws are put directly in to Play, while others will be brought to your Hand.

Encounter Limit

Each Dungeon card has a "Cost" indicated in its top left hand corner. When a Dungeon card is brought in to Play the total Cost of all Dungeon cards that can be put in Play can not exceed the Encounter Limit. This limit is by default 5, but can be changed during game play. For example: you can have the following combination of 7 cards in Play, as their total Cost does not exceed 5; Goblin (Cost 0), Kobold (Cost 0), Minotaur (Cost 2), Broken Formation (Cost 0), Goblin Thief (Cost 1), Dark Corridor (Cost 0) and Archaic Slaughter (Cost 2). See page 7 for

more on the conditions that affect the Encounter Limit, Pull, Flip and Bust.

Grave

The Grave is the term used for the Dungeon or the Crawler discard piles.

Hand Limit

This dictates how many cards each player can hold after their Draw and Discard Steps. The default maximum is 5 cards.

Ignore

Treat the attribute that is specified as though the card does not have that attribute.

Legal Target

A legal target is a target that meets all requirements specified by the ability being used.

Lock/Locked

Locked Adventurers can not Boost cards, Attack or Defend. Locked Crawler or Dungeon cards do not function while Locked.



Marching Order

The Marching Order indicates which Adventurer is in the front and which is in the back. The Adventurer to the furthest left is by default the Primary Target for the Dungeon's attacks. See pg6.

Primary Target

In the Marching Order, the Primary Target is by default the Adventurer to the furthest left. This is the target that the Dungeon always attacks unless otherwise specified. Some cards can change which Adventurer is the Primary Target.

Reduced to "0"

An attack that is reduced to "0" can never be brought back in to the positives by adding to the score, unless the condition that causes the reduction is removed.

Remove from Play

When an ability from a card Removes another card from Play, it does not trigger that cards abilities (such as Remove from Play attributes that cause damage) unless it specifically states so.

Examples include; Purge Blood removing Poison Tokens from an Adventurer does not inflict damage to the Adventurer. Removal of Poison Tokens in Step 9 causes this damage only. Primal Terrain removing Lava Pit from Play does not trigger Lava Pit's damage effects.

Reset

This is the act of turning a card back to an upright position.

Reshuffle

When any card is reshuffled (randomly placed back in the deck), take any face up cards on the deck off first and set them aside, then shuffle the deck accordingly, placing the face up cards back on top of the deck when finished.

ATTRIBUTES

Below are the Attributes for all cards in the Unbound Starter. A more expanded Attributes Glossary for the entire Unbound set can be found online at www.dungeoncrawler.com.

Amphibious

This is a key word which can trigger effects.

Aquatic

This is a key word which can trigger effects.

Area #

Attacks that have an Area attribute targets multiple targets with the same attack. The number associated with "Area" indicates the total for the primary target and each additional target. For instance; "Area 2" will target the Primary target and the target to its right. If there are no more Adventurers to the right, begin again at the furthest left of the Marching Order. Area attacks can not affect the same target twice. When Adventurers attack with Area, they choose the targets, but also can not affect the same target twice.

Armour #

This adds to a Character's Stamina, but does not increase their Life score.

Bolster

Gain +1 Power for each other card with this matching ability.

Charge #

This is a bonus granted to the owner's Power on the first Round they come in to Play.

Cold (Damage)

This key word form of damage can be dealt with by Stamina, but may gain benefits or penalties. See pg10.

Contact

This attribute means that an Attack is successful regardless of whether or not the Attack has a Positive Power score. See pg9 for successful attack.

Draft

This is indicated by a purple text or stat box on a Dungeon card. In competitive play, you may bring a Dungeon card to your Hand instead of placing it in Play after revealing it if it is a Draft card. Continue Drawing Dungeon cards to fulfill the Limit as though this card had never been Drawn. This card counts towards your Hand Limit. It can be put back in to Play instead of Drawing a Dungeon card provided it meets all of the Encounter Limitations when Building the Encounter in Step 1.

Drain #

This Attribute triggers when an Attacker successfully attacks an Adventurer. Burn the number of cards indicated. See Burn on pg13 and successful attacks on pg9.

Enfeeble

This attribute activates when the Character comes in to Play. The Target Adventurer cannot access their highest Source. If the Adventurer has two high scores of equal value, it will be the Source furthest to the left.

Evil

This is a key word which can trigger effects.

Fearless

This is a key word which can trigger effects.

Fire (Damage)

This key word form of damage can be dealt with by Stamina, but may gain benefits or penalties. See pg10.

Flight

This is a key word which can trigger effects and it also allows a Character or Adventurer with this attribute to ignore Terrain unless specified. It does not allow the Character or Adventurer with Flight to ignore benefits granted to other cards by Terrain.

Frenzy

A card with this Attribute attacks before Adventurer Combat at the beginning of the Encounter. Attacking will Activate the card.

Greedy #

This Character can be removed from Play if the Player discards a Crawler card of Cost equal to or greater than the number indicated.

Harm (Damage)

The basic form of damage and the default damage type for Adventurers. Harm is physical damage done by kicking, punching, stabbing with a sword or stick. See pg8.

Immune

This Character or Adventurer will reduce the Power of an Attack being made by the specified damage type to "0", only when they are the target of the Attack with the specified damage type. Only the specified damage type is reduced to "0" not the entire attack. (See pg31)

Incorporeal

This Attack type can be stopped by Magic or Supernatural Stamina, but not basic Stamina.

Indented Attribute

An Attribute that is indented is triggered if the Attribute directly above it is activated.

Leap

This is a key word which can trigger effects. Characters or Adventurers with Leap can target Adventurers with Flight and ignore Reach.

Magic (Damage)

This key word form of damage can be dealt with by Stamina, but may gain benefits or penalties. See pg10.

Melee (Range)

The lowest rated Range after Ranged and the default Reach for Adventurers. See pg9.

Permanent

This card is not removed from play during Step 7 and as long as it is in Play it occupies Resources.

Pin

This Attribute triggers when an Attacker successfully attacks an Adventurer. Activate and place a Lock Token on the Wounded target. See successful attacks on pg9.

Poison #

This Attribute triggers when an Attacker successfully attacks an Adventurer. Some cards can also directly deliver Poison Tokens to Adventurers or Characters. Place the number of Poison Tokens indicated on the Wounded target. See Poison Tokens on pg10 and successful attacks on pg9.

**Possession**

When this Character comes in to Play place a Lock token on the Target Adventurer, that Adventurer is Locked for as long as this card is in Play. If this Character takes a Wound its Target also takes a Wound of the same damage Type.

Rampage #

If this card takes a Wound by Melee attack, it deals 1 Wound to an Attacking Adventurer (player facing the Encounter's choice). This damage is of its specified (type). It occurs before any cards are removed from Play. This can only be triggered once per Round per card with Rampage. The number indicated beside Rampage is how many times Rampage can be used by the card (place a Spent Token on the card to indicate it has been used for each use).

Ranged (Range)

The highest ranked Range. See pg9.

Reach (Range)

The third ranked Range after Thrown. See pg9.

Rearrange #

You may take the number of cards indicated from the designated deck and place them back on the top or the bottom of their deck in any order. If a card is Flipped you may treat it as any other card, putting it back face down (but cards cannot put back face up).

Reaver

This ability triggers on Step 5 if this card has any Wounds on it. At the End of the Encounter (Step 5) this Character removes the lowest Cost card of the specified type that Costs no more than 2 from Play. That card goes immediately to the Grave and the card with Reaver removes 1 Wound. If two cards are of equal Cost, the Player facing the encounter chooses the target (it can not target itself).

Resist # (type)

Cards that contain Resist reduce the Power of an Attack using the specified damage type by the number indicated when Defending.

Restock # (type #)

Search through the Dungeon Grave to find cards of Cost X or less that meet the specifications found in the brackets. The type attribute is then followed by the quantity of cards to be put in to Play. Reshuffle the first cards that meet these requirements in the Dungeon deck. Place the Searched cards back in to the Dungeon Grave in the order they were removed.

Search

Turn over cards 1 by 1 until you find cards that meet the specific criteria mentioned in the Search. IF the Search specifies "of your choice" you may choose your target card.

Shaken #

This Attribute triggers when an Attacker successfully attacks an Adventurer. Burn the number of cards indicated. The Defender must Discard the number of cards indicated from their Hand. They may choose which cards to Discard. If they do not have the number of cards indicated, they must Discard their Hand.

Shapeshift

At the End of the Encounter Reshuffle this card in to the Dungeon deck during Step 5.

Simple #

This Character loses the number of Power indicated for each Tactic card in Play.

Snare #

Resolve before any more cards come in to play (and after Draft). Discard the number of Crawler cards indicated or Activate the Primary target Adventurer when this card comes in to play. If that Adventurer is already Activated add +1 Lock instead.

Sonic (damage)

This key word form of damage can be dealt with by Stamina, but may gain benefits or penalties. See pg10.

Spend

Activate this card to use its abilities. This card is Removed from Play during Step 7 after it has been Activated.

**Spook**

As long as this Character is in Play Adventurers cannot Boost Crawler cards.

Steal

This Attribute triggers when an Attacker successfully attacks an Adventurer. If the Attack succeeds remove a Permanent Equipment card from Play from the targets Controller. See successful attacks on pg11.

Stealth

This Character cannot be targeted, if another Legal Target is in play. If only Stealth Characters are available, the Character with the lowest Cost becomes the legal Target. If equal in Cost the Player facing the encounter decides. If an Adventurer gains Stealth, the next Adventurer in Marching Order becomes the Legal Target.

Summon # (type #)

Search through the Dungeon deck to find cards of Cost X or less that meet the specifications found in the brackets. The type attribute is then followed by the quantity of cards to be put in to Play. Place the first cards that meet these requirements in Play, these do not count towards the Encounter Limit. Reshuffle the revealed cards back in to the Dungeon deck.

Supernatural (Damage)

This key word form of damage can be dealt with by Stamina, but may gain benefits or penalties. See pg10.

Target X

Any Character with this ability will attack target X instead of the primary target (the left most Adventurer). To determine what value X is you take the Cost of the top Dungeon Grave card and add +1. So if a card in the Dungeon Grave Costs 2 then the target will be the third Adventurer from the left.

Furthermore if the value of X winds up being higher than the number of Adventurers still in Play you come back to the left and keep counting until you've reached the value.

Thrown (Range)

The second highest ranked Range after Ranged. See pg9.

Time Limit #

Place the corresponding number of Time Counters on this card. Remove a Time Counter from this card during Step 8. If no Time Counters remain on the card during Step 7, remove it from play.

**Unique**

If a Unique card is revealed from a deck and a copy is already in Play or the Grave this card is sent directly to the Grave.

Unstoppable

The Attack of this card in Combat cannot be prevented by Stamina. It can only be reduced to "0" or ignored by special abilities.

QUICK STEP GUIDE

- STEP 1: BUILD THE ENCOUNTER
- STEP 2: RESPOND
- STEP 3: ADVENTURERS ATTACK (COMBAT)
- STEP 4: DUNGEON ATTACKS (COMBAT)
- STEP 5: END ENCOUNTER
- STEP 6: DROP CARDS
- STEP 7: REMOVE CARDS
- STEP 8: TIME TOKENS
- STEP 9: POISON TOKENS
- STEP 10: RESET CARDS
- STEP 11: LOCK TOKENS
- STEP 12: PERMANENTS
- STEP 13: DRAW HAND
- STEP 14: DISCARD
- STEP 15: END ROUND