



MASSIVE DARKNESS

DUNGEONS OF SHADOWREACH



RULES & QUESTS

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6 HERO DASHBOARDS



6 HERO BASES



18 LEVEL PEGS



18 DICE

Yellow Attack Die x3



Blue Defense Die x5



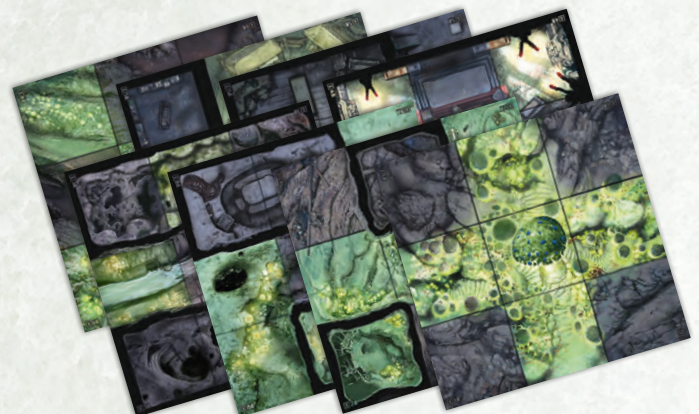
Shadow Die x1



Orange Attack Die x3



Enemy Die x6



8 Double-Sided Game Tiles

GAME COMPONENTS

6 HERO MINIATURES AND HERO CARDS



CLASS-SPECIFIC COMPONENTS

2 Pet Miniatures

Pet Level Tracker x1

Hunted Tokens x3

Double-Sided Pet Dashboard

Hunter Starting Skill Card

Pet Starting Skill Card

Groundhog Skills x6

Varan Skills x6

Action Reminder Card

Assassin Starting Skill Card

Shadow Tokens x6

Assassin Shadow Die x1

Warrior Dashboard x1

Combat Style Tokens x4

Combat Style Cards x4

Divinity Tokens x4

Cleric Dashboard x1

God Cards x15

Hourglass x1

Time Warp Dashboard x1

Time Tokens x3

Time Action Tokens x4

Time Spell Cards x5

Herbalist Dashboard x1

Potion Tokens x6

Herb Tokens x45

Potion Cards x12

57 ENEMY MINIATURES



Underground Dwarf Leader x1 Underground Dwarf Minion x6 Myconid Leader x1 Myconid Minion x6 Dark Elf Leader x1 Dark Elf Minion x6 Deep Gnome Leader x1 Deep Gnome Minion x6



Bugbear Leader x1 Bugbear Minion x6 Dark Orc Leader x1 Dark Orc Minion x6 Kobold Leader x1 Kobold Minion x6



Elderseer x1



Basilisk x1



Spider Warrior x1



Underworld Sasquatch x1



Fire Dwarf x1



Giant Worm x1 (Head, Body, Tail)



Double-Sided Darkness Track Board x1



Double-Sided Boss Dashboard x1

78 SKILL CARDS

13 Assassin 13 Chronomancer 13 Cleric



13 Herbalist 13 Warrior 13 Hunter

156 ITEM CARDS

Item Card (Starting, Common, Rare, and Epic) x160



Mob Item Card x60



21 MOB CARDS



12 ROAMING MONSTER CARDS



337 TOKENS



Bridge Token x2



Level Token x6



Door cards (Regular and Hard) x40



Red Dragon Set Power Card x6



Lifebringer Token x3



Activation Token x6



Treasure Bag x1



Health Token x58 (3 kinds)



Mana Token x45 (2 kinds)



Objective Token x5



Treasure Tokens (Common, Rare, and Epic) x54



Greater Chest Token x4



Regular Chest Token x15



Wormhole x10



Fountain Token x4



Loot Token x27



Fire/Frost Token x15



Venom/Stun Token x15



Darkness Marker x1



Boss Token x12



Prisoner Token x12



Regular Portal Token x2



Roaming Monster Portal Token x1



Bear Trap Token x4



Door Token x15



Spike Trap Token x6



Forge Token x4



Pillar Token x6



◆ STORY: DUNGEONS OF SHADOWREACH ◆

Darkness grips the world once more, growing in a place far from Lightbringer eyes.

*In the depths beneath the sunlit surface exists a realm unlike any other: the **Shadowreach**, a vast region of caverns and tunnels, rivers and seas, fungal forests and searing lava flows, jungles, badlands, swamps, and civilizations. It is a world of deepest shadows and brilliant luminescence, filled with fallen cities, lairs of primeval beasts, and lost treasures found only in the darkest dungeons.*

*It is there in the **Underspire**, at the **Hall of the Deepstone King**, that a new advisor has arisen. It speaks in sibilant tones, swaying the dark dwarf king towards war on all fronts. Its voice is that of a friend, a confidant, a wise sage whose insights pierce through the schemes of aristocrats and lords from nations throughout the realm.*

This creature is no ally to the Light.

The Elderseer comes from forbidden caverns, steeped in Darkness, relying on schemes, sorcery, and stratagems wrought from the foulest motives. The Darkness has risen to claim the Shadowreach, and the Elderseer is its shepherd.

The Darkness never dies. It may withdraw for a time, receding to the background, letting the world grow fat and secure in false confidence. But Darkness never vanishes from this world. So long as there is Light, Darkness exists in one form or another, building, plotting, and massing for yet another war.

*Gather now, ye Lightbringers, ready your weapons, make fast your armor, prepare your most potent spells, and enter the **Dungeons of Shadowreach!***



◆ GAME OVERVIEW ◆

Massive Darkness: Dungeons of Shadowreach is a cooperative hack and slash dungeon-crawling game for 1–6 players, ages 14 and up, in which players take on the role of Lightbringers, chosen Heroes trained to fight the growing Darkness. Each player chooses a Hero that has unique components and asymmetric gameplay.

Choose a Quest, explore Dungeons, fight monsters, gear up, and end the Darkness once and for all.

In order to win the game, players must achieve the objective described in the Quest. When the winning condition is met, the game ends immediately with all players being victorious. The players lose the game if any Quest-specific losing condition is met, or if they need to spend a Lifebringer token and there are no Lifebringer tokens left.

Massive Darkness: Dungeons of Shadowreach is played over a series of game rounds, each composed by the following 4 phases:

◆ 1. HERO PHASE

Each player takes actions with their Hero: exploring the Dungeon, fighting Enemies, and trading items. The Hero Phase is explained on page XX.

◆ 2. ENEMY PHASE

This is the chance for monsters to fight back and defeat Heroes! The Enemy Phase is explained on page XX.

◆ 3. LEVEL UP PHASE

Players spend experience they've gained to level up their Heroes, increasing their stats, gathering new skills, and increasing the chance of finding better items. The Level Up Phase is explained on page XX.

◆ 4. DARKNESS PHASE

The Darkness grows stronger, possibly bringing new monsters into the dungeon. The Darkness Phase is explained on page XX.

Once all Phases are completed, the Round ends and a new one begins, repeating until the Heroes either succeed in their objective or fall to Darkness!



WHY SO DARK?

Darkness is both a mysterious antagonist and an environmental ally, and it shows on the tiles. Darkness plays a major role in the game: sooner or later, even the heirs to the Lightbringers have to hide in the shadows to play deadly hide-and-seek with their dreadful foes.



BASIC CONCEPTS

DICE

There are 5 different types of dice:

- The yellow and orange dice are Attack dice and are used by both Heroes and Enemies. The orange Attack dice tend to generate more damage, while the yellow Attack dice tend to generate more Mana for the attacker.
- The blue dice are Defense dice and are used by both Heroes and Enemies when defending against attacks.
- When a Hero attacks from a Shadow Zone, they also roll the purple Shadow die in addition to their usual Attack dice. The Shadow die is only used by Heroes and provides them with additional bonuses.
- Enemy dice are only used by Enemies for both attack and defense.

DICE RESULTS

- : Each Sword is 1 point of damage dealt by an attack. If unblocked they generate Wounds.
- : Each Mana restores 1 mana to the attacking Hero.
- : Each Shield blocks 1 point of damage from an attack.
- : Each Shadow allows a Hero to trigger their Shadow Ability .
- : Each Retaliation always inflicts 1 Wound to the attacking or defending Hero. cannot be blocked.
- : The Enemy Ability triggers the Enemy's special abilities, as described on their card.

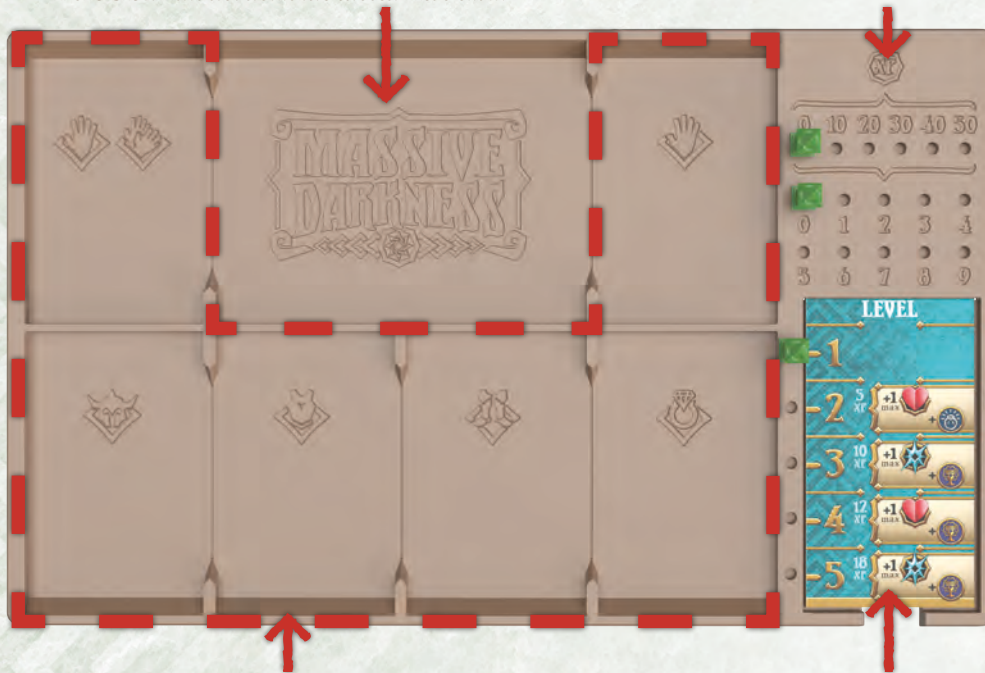


HERO DASHBOARD

Each player has their own dashboard in which they will keep track of their Hero, experience, level, and all equipped items.

Experience Track: Heroes gain experience by killing enemies and completing Quest objectives. They spend that accumulated experience to increase their level. This track marks how much experience a Hero has accumulated.

Hero Slot: This slot holds the chosen Hero card.



Items Slots: These slots hold the various items that Heroes may come across in their adventures. Only the items equipped on these slots are considered active. There are 6 slots:

- Head, Chest, Legs, Miscellaneous, and 2 slots for Hands.
- The slot holds items that require both hands.

Level Track: All Heroes begin a quest at level 1. When a Hero has accumulated enough experience to increase their level, that increase is marked with this track.

HERO CARD

Image: Each Hero has a miniature that matches the image displayed on its card.

Name

Class: Each Hero has a respective class that affects its gameplay and brings specific components into play. Check page X for instructions on each class.



Hero Ability: Each Hero has a unique Hero ability described here.

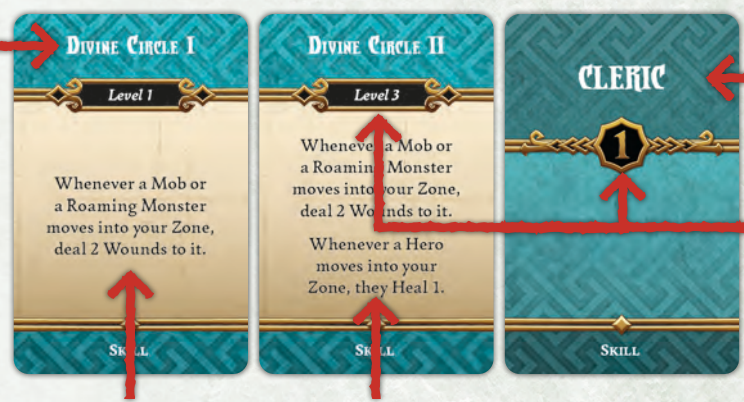
Shadow Ability: Each Hero has a unique shadow ability that may only be triggered when the Hero rolls the ⚡.

Starting Stats: The Hero's starting maximum health and mana. A Hero may never have more health or mana than their maximums, but these maximums can increase as the Hero levels up.

SKILL CARD

Skill Name: If it includes a Roman numeral, it is a ranked skill that can be improved as a Hero levels up. Heroes can only acquire higher ranks of a skill when they have the previous ranks.

Examples: Shield Ram is a Warrior skill. It starts as Shield Ram I. As the game progresses, it can be further upgraded to Shield Ram II.



Hero Class: Each Hero Class has its own set of skill cards.

Hero Level Requirement: Every skill has a minimum Hero level requirement. If a Hero's level is lower than the level listed on the skill, that skill cannot be acquired by that Hero.

Effect: The skill's effect is described here. Each skill has its own timing, cost, and condition to use. (See Additional Rules page X)

TREASURE BAG

Throughout their adventures, the Heroes will find a variety of items including magical weapons, armor, potions, and more, which are collectively referred to as Treasure. Each time the game or Quest rules instruct players to add Treasure tokens to the Tiles or to an Enemy card, the players randomly draw the specified number of Treasure tokens from the Treasure bag and place them where instructed. If there are no Treasure tokens left to draw, simply don't place any tokens.

There are 3 Rarity levels of treasure in *Massive Darkness: Dungeons of Shadowreach*, each represented by Treasure tokens:



- **Common Treasure** (🍀) is the most prevalent and, while useful, is generally the least valuable to the Heroes.
- **Rare Treasure** (⚡) is harder to find than Common Treasure and tends to reward Heroes with impressive items.
- **Epic Treasure** (🏰) is very special and includes items of amazing power!



Whenever a player collects a Treasure token, they draw a card from the corresponding item deck. Then, the Treasure token is returned to the Treasure bag.

As the game progresses, the rules will instruct players to change the composition of Treasure tokens in the treasure bag, increasing the chances of players finding more powerful treasure.

◆ ITEM CARDS

Item Slot: Items must be equipped before a Hero can use them. The item slot icon indicates the slot on the Hero dashboard where the item card must be placed in order for the Hero to have the item equipped. The  indicates a two-handed item and is considered to take up both hand slots on a Hero's dashboard. Consumables  do not take up slots on the Hero's dashboard and don't need to be equipped to be used.

Ability: If an item has a special effect, it is described here.

Attack or Defense Dice: Many items add dice to a Hero's pool and are displayed here. Weapons usually add Attack dice, while armor usually adds Defense dice.

Item Name

Item Image



Unequipped items are considered to be in a Hero's Inventory. A Hero may have as many items in their Inventory as they wish. Keep any cards that belong to a Hero's Inventory close to their dashboard.

Background Color: The background color of an item card indicates its Rarity and, sometimes, its usability:

- Green cards are Common items.
- Blue cards are Rare items.
- Purple cards are Epic items.
- Beige cards are starting items and are considered Common.
- Gray cards are Consumable  items and are considered Common (see wpage X).
- Set Items have unique colors and grant special abilities when multiple items from the same set are equipped (see page X). Their Rarity is defined on the back of each Item card.

Item cards are divided into 7 different decks, and the back of each item card shows which deck it belongs to. There is a deck of starting items, 1 deck for each Rarity level of treasure, and 3 decks for different levels of Mob items, which are attached to Mobs and can be collected as rewards for killing them.

◆ ENEMY CARDS

As they journey into the depths of the dungeon, the Heroes will face 3 types of Enemies: Mobs, Roaming Monsters, and Bosses. Mobs are groups of creatures consisting of a Leader AND one or more Minions. Roaming monsters are stronger enemies that roam the dungeons by themselves. Bosses have unique abilities and are frequently connected to Quest objectives.


MOBS

Mob Name

Health: This is the amount of Health for each miniature in the Mob, including the Leader.

Reward: The quantity of Treasure tokens that are drawn from the Treasure bag and placed on the Mob card when spawned. Treasure on Mob cards is collected by the Hero who kills the Mob Leader.

Image: The image shows the illustration of the Mob Leader on the left and the Minions on the right and correspond to the miniatures placed when a Mob spawns.

Special Ability: Most Mobs have a special ability that can be triggered by  results on the Enemy dice (see Mob attack on page X).



Defense: These icons represent the quantity and color of Defense dice a Mob adds to the roll when defending against an attack.

Level: Mobs increase in power as the Dungeon Level gets higher. This range shows the Dungeon Levels in which this Mob card is used (see page X).

ROAMING MONSTERS

Roaming Monster Name

Health: A Roaming Monster's total Health is based on the number of Heroes in the game.

Reward: The quantity of Treasure tokens that are randomly drawn from the Treasure bag and placed on the Roaming Monster card when spawned.

Fixed Reward: Not drawn from the Treasure bag.

Activation Pattern: Each Roaming Monster has its own set of rules that describe how it activates.

Special Ability: Each Roaming Monster has a special ability that can be triggered by results on the Enemy dice.

FIRE DWARF

2 (Treasure tokens)

1 (Fixed Reward)

6 (Health)

2 1 (Attack and Defense Dice)

• If there is a Hero in Fire Dwarf's Zone: Fire Dwarf adds 2 to 1 Hero in that Zone, and attacks that Hero.
 • Otherwise: Dwarf moves 3 Zones toward the closest Hero. Then add 1 to each Hero in range.

COMBAT 1: Add 1 to the attacking or defending Hero.

2 2 (Combat Abilities)

Image: Each Roaming Monster has a miniature that matches the image displayed on its card.

Attack and Defense Dice: The quantity and color of dice the roaming monster rolls for attack and defense.

Level: Roaming Monsters increase in power as the Dungeon Level increases. This range shows the Dungeon Levels in which this Roaming Monster card is used (see page X).

ROAMING MONSTER

LEVELS 1-2

Treasure on Roaming Monster cards is gathered by the Hero who kills it. In addition to the regular Reward, all Roaming Monsters have a specified type and amount of Fixed Rewards shown below the regular Reward. These are not drawn from the Treasure bag nor placed on the card but are part of that Enemy's reward.

BOSSSES

Bosses have unique rules, which are covered later (see page X). Each Boss shares the following information:

Special Abilities: Each Boss has a number of special abilities that can be triggered by results on the Enemy dice.

Actions: This is the number of actions that the Boss takes during the Enemy Phase.

Activation Dice: This is the number of Enemy dice that the Boss rolls for each action.

Health: A Boss's total health is based on the number of Heroes in the game.

Attack and Defense Dice: The quantity and type of dice the Boss rolls for attack and defense.

Combat Abilities: The effects that the Boss can apply when attacking or defending.

Image: Each Boss has a miniature that matches the image displayed on its card.

Boss Name

ELDERSEER

1 (Action)

2 (Activation Dice)

5 1 (Attack and Defense Dice)

30 (Health)

0 (Special Ability)

1 (Special Ability)

2 (Special Ability)

COMBAT 1: The Elderseer Heals 3. Then, add 1 to each Prisoner in range with no.

THE BIG BOSS IS WATCHING YOU: Elderseer rolls +X on attack and defense.

2 3 1 (Combat Abilities)

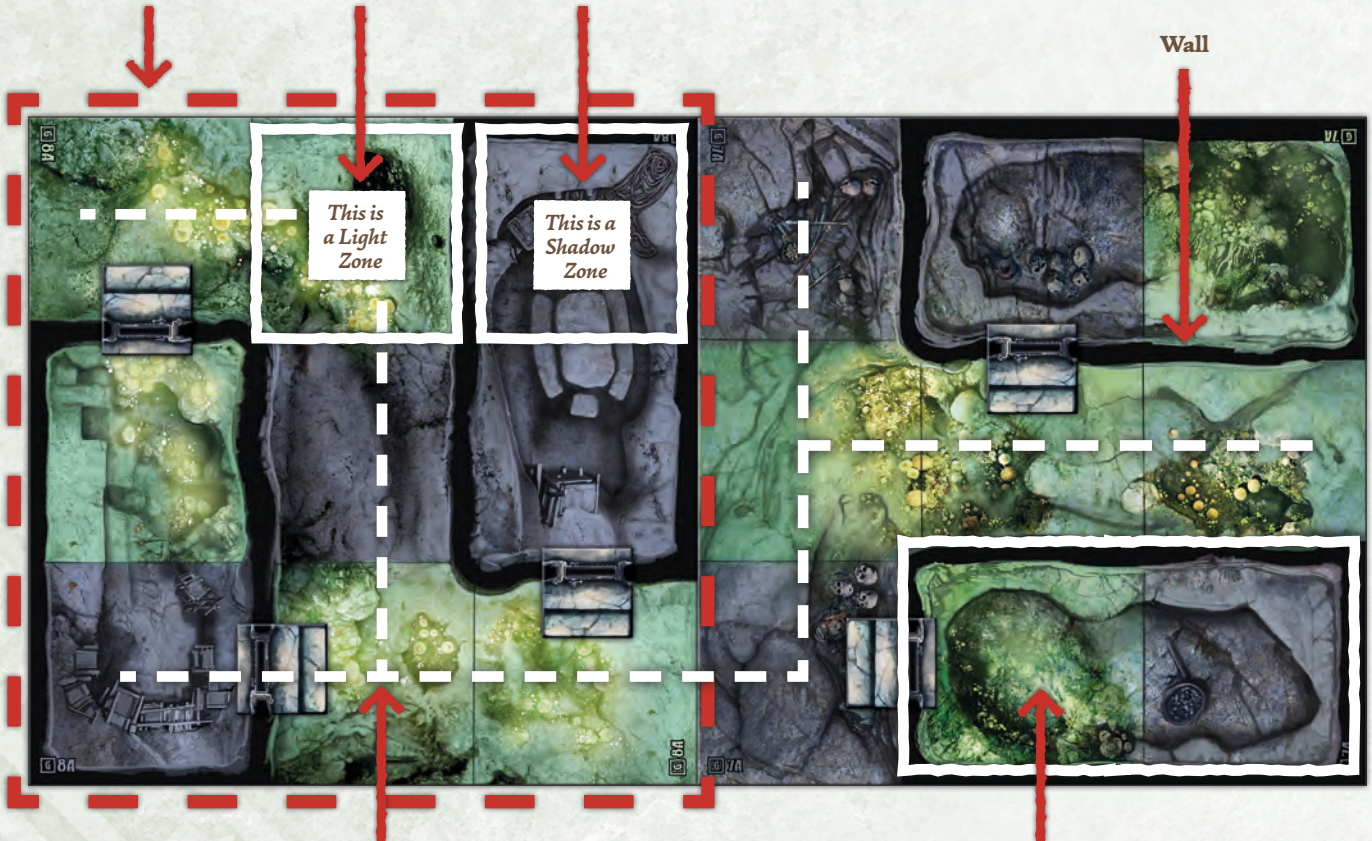
Boss Track: This track replaces the Darkness track once combat with the Boss begins and advances with each Darkness Phase, usually making the Boss grow in power

Passive Abilities: Each Boss has special abilities that are always in effect and often are connected to the Boss track.

◆ GAME TILES

Tiles: Each Game Tile (or simply Tile) is a large board divided into 9 smaller squares called Zones.

Zones: Each of the 9 squares in a Tile is a Zone. The artwork in each Zone depicts it in either Light or Shadow. Zones with a dark appearance are Shadow Zones. A Hero standing in a Shadow Zone is considered to be in Shadow which provides them with additional abilities. Any Zone that is not a Shadow Zone is considered a Light Zone. There is no limit to the number of miniatures that can occupy a Zone at the same time.



Corridors: Every Zone on a Tile that is not part of a Chamber is considered a corridor. There are no special rules for corridors.

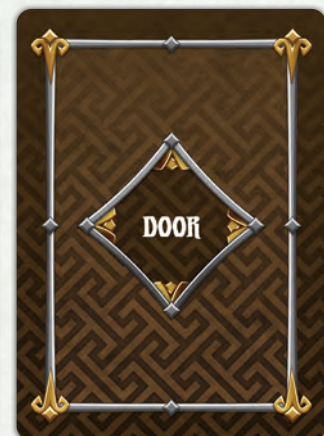
Chambers: A Chamber is a group of Zones on a Tile that is surrounded by walls on all sides. Most Chambers are 2 or 3 Zones in size, but they can be larger. Heroes and Enemies can enter Chambers through doors which are marked with Door tokens. Door tokens are placed during the setup of a Quest.

Zones are adjacent if they are orthogonal to each other and not separated by walls or closed doors.

◆ DOOR CARDS

Each time a Hero opens the first door of a Chamber, this is the event that resolves immediately before the Enemies and Treasure tokens are placed in the Chamber.

Card Title



SETUP



1. Each player chooses a Hero and takes the corresponding Hero card and miniature. They take a plastic Hero dashboard and place their Hero card in the Hero card slot **A**. Then, they take the plastic base in the color of their choice and attach it to their Hero miniature **B**. Take a Level token and slot it into the Level slot on the dashboard **C**. Take the set of pegs in the same color as their plastic base and insert 2 pegs, one in each '0' slot of the experience track and the last peg in the '1' spot on the level track **D**. Each player takes 1 Rare Treasure token and 3 Epic Treasure tokens from the box and places them next to the Level token. Take an Activation token and set it near their Hero dashboard with the blue side up **E**. Take Health and Mana tokens equal to the number shown in each Hero card **F**. Finally, gather all other components specific to their Hero's Class (see page X) **G**.

2. Each player chooses a Level 1 skill card from their Class and places it in the appropriate location according to their Class. Set aside the other skill cards. They can be acquired later during a Level Up Phase.



3. Place all starting item cards faceup on the table. Each Hero may choose 1 starting weapon (Dusty Staff, Great Sword, Musketoon, Nature Wand, Restoration Mace, Rough Axe, Short Bow, Wrist Blade) then take 1 Battered Leather Armor and 1 potion (either Health or Mana). Heroes may choose instead of a Potion, 1 Worn Shield. Place the chosen weapon and armor on the appropriate slots of the Hero dashboard. Place the chosen potion next to the Hero dashboard. Return any leftover starting item cards to the box.



NOTE: The Battered Leather Armor has a special side to be used when playing with 5-6 Heroes.

4. Place Lifebringer tokens faceup according to the number of Heroes in game.

- 1 or 2 ↑ Heroes: 1 Lifebringer token
- 3 or 4 ↑ Heroes: 2 Lifebringer tokens
- 5 or 6 ↑ Heroes: 3 Lifebringer tokens

Return any leftover Lifebringer tokens to the game box.



5. Sort the Mob cards into separate decks according to their card backs and shuffle each deck.



6. Sort the Roaming monster cards into separate decks according to their card backs and shuffle each deck.



7. Sort the Item cards into separate decks according to their card backs and shuffle each deck.



8. Sort the Mob Item cards into separate decks according to their card backs and shuffle each deck.



9. Shuffle the Door cards into a facedown deck.



10. Place all monster miniatures to the side of the game area.

11. As a group, the players select a quest to play (see pages XX-XX). Arrange the tiles for the chosen Quest according to the Quest's instructions, forming the Dungeon.


12. Place doors and other tokens as instructed by the chosen Quest. The quantity of Loot tokens placed on each indicated Zone varies according to the number of Heroes:

- 1 or 2 Heroes: 1 token
- 3 or 4 Heroes: 2 tokens
- 5 or 6 Heroes: 3 tokens

When instructed to add Trap, Chest, and Fountain tokens facedown, do not look at their effect side. Place Portal tokens as indicated by the Quest according to the number of Heroes, when applicable.

13. Take all Treasure tokens and 5 Treasure tokens, place them inside the Treasure bag, and shuffle them. Keep any remaining tokens in a pool close to the playing area.



14. Draw a card from the Levels 1-2 Mob deck for each  shown on the Quest map and place the corresponding Mob miniatures: 1 Leader miniature plus a number of Minions equal to the number of Heroes.

15. Draw a card from the Levels 1-2 Mob Item deck and place it under each Mob card just spawned, so that only the bottom part of the Mob Item is visible. Draw 1 Treasure token from the bag and place it on each revealed Mob card.



16. Place all Hero miniatures in the Hero Starting Zone as shown in the Quest.



17. Create a reserve of Health, Mana, Fire, Frost, Venom, and Stun Tokens. Take all the dice and place them within reach of all players.



18. Place the Darkness track next to the Dungeon with the regular side faceup and the Darkness Marker on the 1st space of the first line.



◆ GAMEPLAY ◆

Massive Darkness 2: Hellscape is played in a series of rounds. Each round is comprised of 4 phases:

- 1 - Hero Phase
- 2 - Enemy Phase
- 3 - Level Up Phase
- 4 - Darkness Phase

◆ 1. HERO PHASE

In the Hero Phase, the Heroes take actions to fight Enemies, move through the Dungeon, gain items, and complete Quest objectives.

Each round, the players collectively decide the order in which the Heroes activate. When a Hero activates, they become the active Hero and take their turn by performing 3 actions of their choice, then flipping their activation token to its gray side to show they have already activated for that round. The Hero Phase ends once all Heroes have activated.

When activating, a Hero may perform 3 actions in any combination. They may choose the same Action more than once. The available actions are:

- Movement
- Combat
- Recover
- Trade and Equip
- Special Action



MOVE ACTION

When a Hero performs a Move action, they gain 2 movement points (MP). Each movement point can be used to do 1 of the following:

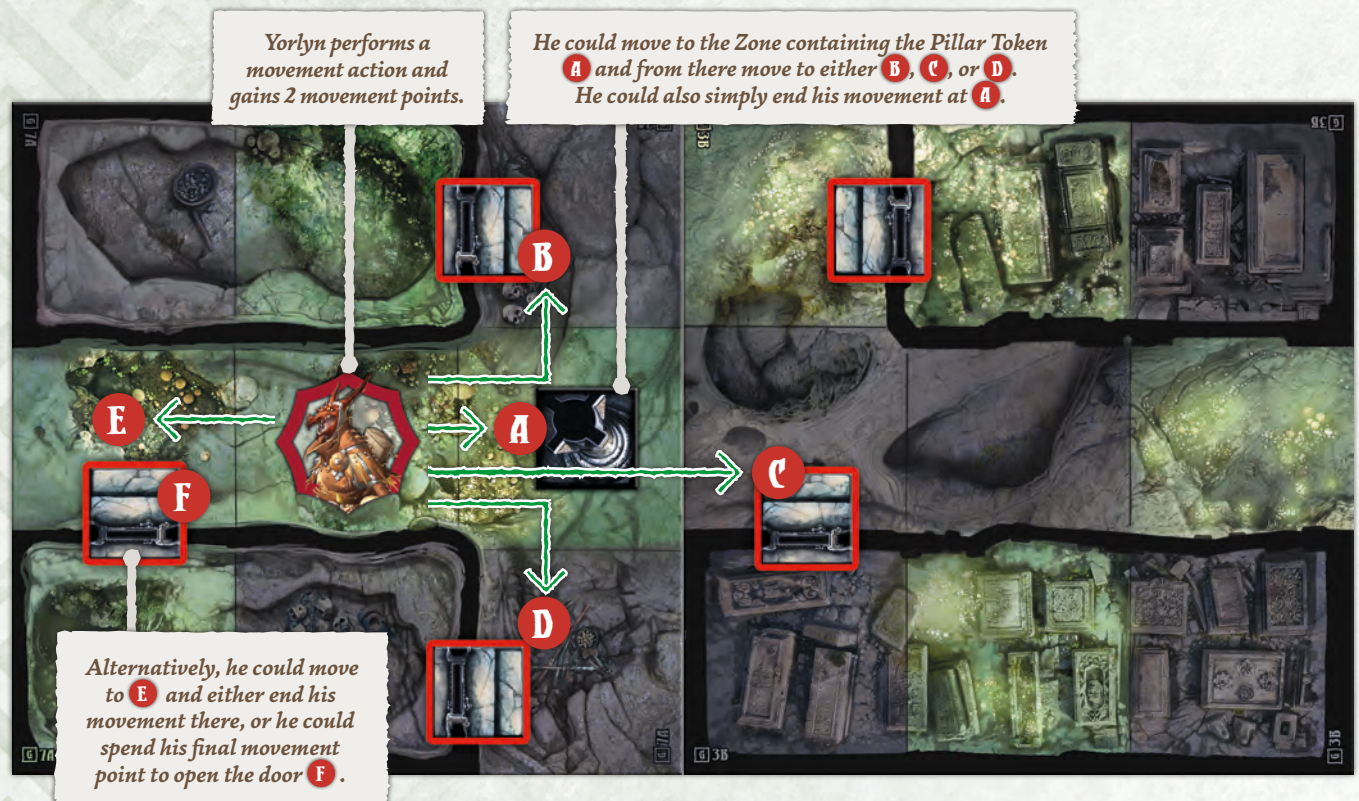
- Move to an adjacent Zone
- Open a door in their current Zone
- Interact with objects in their current Zone

All unspent MPs are lost at the end of the Move action.

MOVING TO AN ADJACENT ZONE

A Hero must spend 1 movement point to move their miniature to an adjacent Zone. Heroes cannot move through walls or closed doors, and they cannot move diagonally. If a Hero moves out of a Zone that contains any Enemy, they suffer Reaction damage: they take 1 Wound per Enemy miniature in that Zone. Some Zones contain Trap tokens which trigger when a Hero moves into it (see Traps on page xx).

A Zone may hold any number of miniatures.



OPENING A DOOR

Chambers and corridors are connected with doors which are represented by Door tokens. Unless stated otherwise, at the start of each Quest, all doors are considered closed, and Heroes and Enemies cannot move through closed doors. Closed doors also block Line of Sight (see page XX).



Closed door



Open door

A Hero standing in a Zone with a closed Door token may spend 1 movement point to open the door by flipping the Door token to its open side. Once opened, Doors cannot be closed by Heroes. When a Hero first opens a door of a Chamber, the Chamber gets revealed.

IMPORTANT: *Opening a Door does not end a Hero's Move action.*


REVEALING A CHAMBER

When a Chamber is revealed, immediately draw a Door card and follow these steps in order:

1. Draw and resolve a Door card
2. Spawn Enemies
3. Place Treasures

Draw and resolve a Door card: Door cards have an event that must be resolved before Enemies are spawned and Treasure tokens placed. Unless stated otherwise, discard the Door card after resolving it.

NOTE: *If there are no Door cards left to draw, shuffle the discarded Door cards to form a new deck.*

Spawn Enemies: Draw Mob cards according to the Dungeon Level (see page xx) for each  in the Chamber and place the corresponding Mob miniatures. Mobs spawn with 1 Leader plus a number of Minions equal to the number of Heroes in the game. Draw a number of Treasure tokens from the Treasure bag as listed on the Mob card and place them on the Mob card.



Mobs fight as a group using items of their own. Draw 1 card from the Mob Item deck that corresponds to the Dungeon Level and place it under the Mob card so that only the bottom part of the Mob Item is visible. The Mob Leader is the monster considered to be holding the item.

NOTE: *If there are no Mob cards or Mob Item cards left to draw, shuffle the discarded cards from the current Dungeon Level to form a new deck. If there are no discarded Mob cards or Mob Item cards available, draw a card from 1 Dungeon Level higher (if possible).*

Remove the  token after spawning Enemies on it.

When spawning a Mob, if the Mob card drawn is for an Enemy that is already in the Dungeon, do not spawn another Enemy of the same type. Instead, replace the Mob's current card with the new, higher-level version and perform 1 Action with it (see Mob Activation on page XX). When replacing Enemy cards like this, do not replace or remove any Wounds, Mob Items, Conditions, or Treasure tokens that are currently on the Mob.

NOTE: *In the rare case that the drawn card is from a lower level Enemy that is already in the Dungeon, do not replace the card, simply discard it and perform the Action.*

Place Treasures: For each  token in the revealed chamber, draw 1 Treasure Token from the Treasure bag and place it in that Zone. Discard the  tokens afterwards. Heroes may pick Treasure tokens up by interacting with them (see page XX).

If the Hero has any more movement points to spend, they may use them after revealing the Chamber.



Yorlyn starts his activation in a Zone with a closed Door token. He decides to take a Move action and spends his first MP to open the door. Since this is the first time a door to this Chamber is being opened, the Chamber is revealed.

Yorlyn draws a Door card and resolves the effect on the card, which is Cursed Loot. Yorlyn discards 2 Mana.





Yorlyn must spawn a Mob on the . Since the Dungeon is on Level 3, she draws a Mob card from the 3-4 Mob deck and gets the Bugbear Mob. This is a 3-Hero game, so the Mob is comprised of 1 Leader and 3 Minions.

When a Hero picks up an item, they may immediately equip it in the corresponding slot on their Hero dashboard (see Trade and Equip on page XX). Any items that are not equipped are inactive and considered to be in the Hero's Inventory, placed next to their Hero dashboard.

When a Hero picks up items, they may give any of those items to other Heroes sharing the same Zone. These items may be immediately equipped (but Heroes cannot equip other items in this case).



Yorlyn then draws Treasure tokens from the Treasure bag for the in the determined Zone, so he gets 3 Treasures tokens (1 for each plus 1 from the effect of the Door card). 2 Common and 1 Rare Treasure tokens are drawn and placed on the Zone and the tokens get discarded.

Yorlyn draws 1 card from the Common item deck and gets a Silver Ring, a very useful item! He immediately equips the ring.



Yorlyn also draws 1 Treasure token and places it on the Mob card and draws an item from the Levels 3-4 Mob Item deck and assigns it to the Bugbear.

Yorlyn still has 1 MP left, which he uses to enter the adjacent Zone into the Chamber.



INTERACTING WITH OBJECTS

Many Zones feature objects that Heroes can choose to interact with. Examples include opening a chest, drinking from a fountain, or picking up items. A Hero can interact with 1 object in their current Zone for each movement point they spend, provided there are no Enemies in that Zone.

Then, he returns the Treasure token to the Treasure bag. Yorlyn still has 1 MP remaining and can continue his Move action.

If a Hero interacts with a Treasure token, they pick up the Treasure. Draw 1 item card from the item deck matching the Treasure token (Common, Rare, or Epic). Keep the card and return the Treasure token to the Treasure bag.




ATTACK ACTION

The Dungeon is inhabited by all sorts of monsters and they're all hell-bent on destroying the Heroes. Monsters can't be reasoned with. They must be killed!

The Hero performing the Attack action is the **attacker** and their target is the **defender**. For game effect purposes, both attacker and defender are considered to be in **Combat**.

To perform an Attack action, a Hero needs a weapon and a target. Each weapon has at least 1 attack type.

There are 3 types of attacks:

- **Melee**  The attacker and the defender must both be in the same Zone.
- **Magic**  The attacker can be in the same Zone as the defender or 1 Zone away. If the defender is 1 Zone away, the attacker must also have Line of Sight (see below).
- **Ranged**  The attacker must be 1 or more Zones away from the defender and the attacker must have Line of Sight. Ranged attacks cannot be performed against targets in the same Zone as the attacker.

Like movement, attacks are orthogonal. Heroes and Enemies can never attack diagonally.

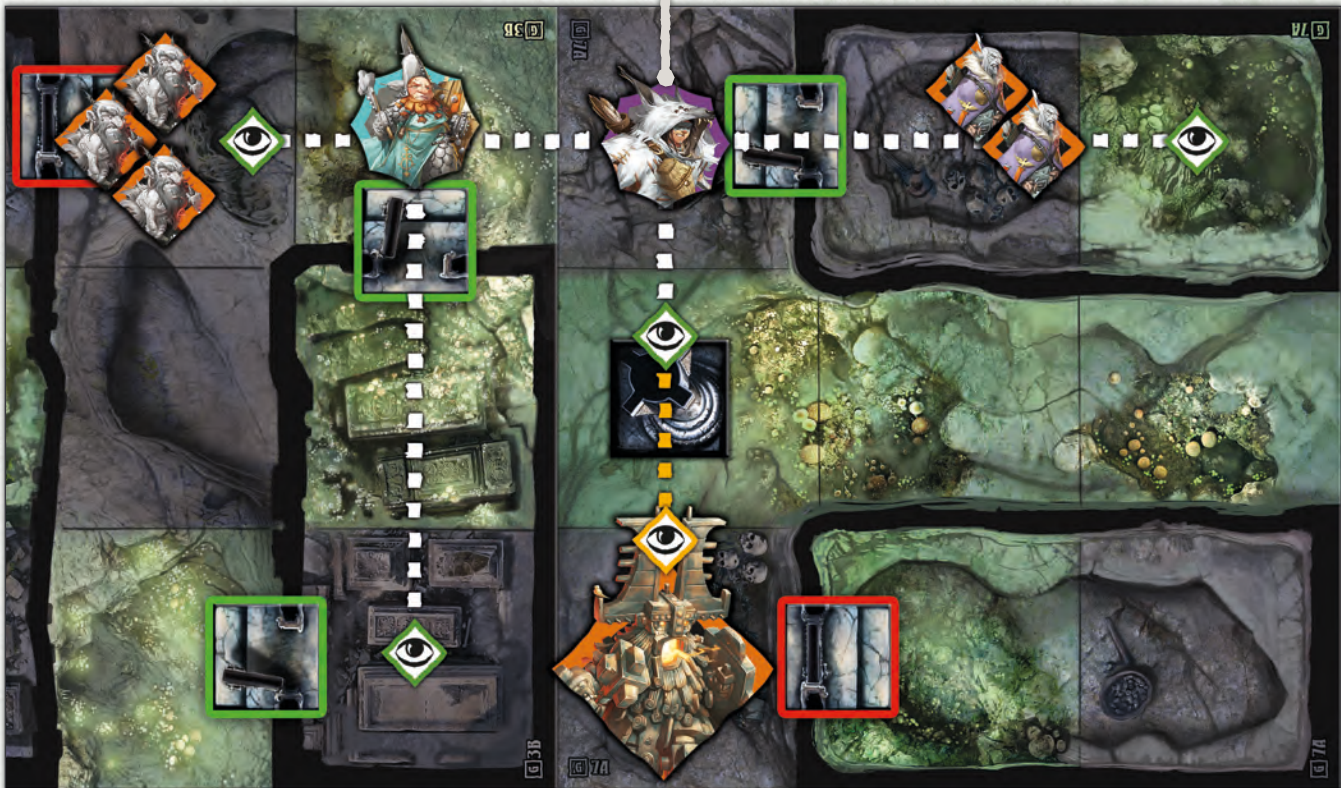
LINE OF SIGHT

Attackers must have Line of Sight (LoS) to their targets. An attacker has Line of Sight to a defender as long as there are no walls or closed doors between the attacker and the defender in a straight line. Other Heroes and Enemies do not block Line of Sight.

After the attacking Hero has determined their target is within range and there is Line of Sight, it's time to assemble the dice pool and resolve the attack.



Mayla is using a ranged weapon and has Line of Sight to every Zone marked with a dotted line. She can therefore attack either the Underground Dwarves Mob or the Dark Elves Mob. If she decides to attack the Fire Dwarves, her Attack will be hindered but not impeded by the Pillar (see Pillar on page X).



ASSEMBLING THE DICE POOL

To assemble the dice pool, perform the following steps:

- 1- Gather the quantity and type of dice shown on the attacker's weapon and add them to the pool. Note that some weapons have more than one attack type (ranged and melee, for example), so be sure to gather dice for the correct attack type. If the attacker is a Hero using 2 weapons that share the same attack type, add their dice together.
- 2- If the attacking Hero is in Shadow, add the purple shadow die to the pool.
- 3- Gather all of the defender's Defense dice and add them to the pool.
- 4- If a Mob is in Combat, add 1 Enemy die for each minion in the Mob.
- 5- Gather any applicable bonus dice and add them to the pool. Some skills, abilities, or items can add Attack dice in specific situations and may be used when assembling the dice pool or when resolving the attack, so it can be wise for Heroes to save some bonuses for later.

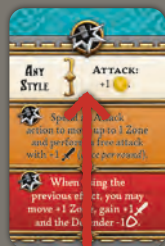
IMPORTANT: A dice roll can include up to 3 Attack dice of each color, 5 blue Defense dice, 1 Shadow die, and 6 Enemy dice. Any exceeding amount is lost.



Yorlyn is attacking a Mob of Dark Elves (with 1 Leader and 2 Minions) with his Punisher. He is not in Shadow, so he does not get to use the Shadow die, but her weapon gives her 1 yellow Attack die and 1 orange Attack die.



The Dark Elves defend with 1 blue die and 2 black dice (1 for each Minion).













Yorlyn also decides to use her unlocked Heavy Brawl Style bonus to add 1 yellow die to the pool.




The final dice pool looks like this.

RESOLVING THE ATTACK

After the dice pool has been assembled, the attack is resolved by performing the following steps, in order. All 3 steps must be completed:

- 1- **Roll all dice in the dice pool:** Gather all Attack dice from the attacker, Defense dice from the defender, any Enemy dice, and roll them together. Remember to include the Shadow die if the attacking Hero is in Shadow.
- 2- **Apply abilities and effects:** Many abilities and effects can be applied during combat (and are generally stated as such). When applying abilities and effects, the player who rolls the dice must resolve all dice results but can choose the order in which they are resolved. After a player decides to resolve an effect from a die (such as , , , and ) they may not reroll, modify, or change the facing of that die.
- 3- **Add up  and subtract :** Once the player has applied all abilities and effects add together all . Then for each  remove one . The amount of  remaining is dealt as Wounds to the target in addition to any other abilities and effects. Place 1 Health token next to the miniature for each Wound.

IMPORTANT: Heroes always take Wounds from , even if the defending Enemy does not have range to attack the Hero.

After these steps are resolved, if an Enemy has Wounds equal to its Health, it has been killed and its miniature removed from the Dungeon. For each Enemy killed, the attacking Hero gains 1 experience. If the killed Enemy is a Mob Leader or a Roaming Monster, **all Heroes** gain additional experience: 2 for Mob Leaders and 4 for Roaming Monsters.

When attacking Mobs, treat all miniatures from the same Mob as 1 defender. If the attack results in more Wounds than 1 Mob's Health, kill 1 miniature and then continue to add Wounds to the next, and so forth until all Wounds have been assigned. Minions always protect their leader: The Mob Leader can only take Wounds after all the Minions in its Mob have been killed, even if this happens during the same attack.

When Heroes kill a Mob Leader or a Roaming Monster, the Hero who dealt the killing blow checks the Treasure tokens on the Enemy card and draws an item card from the item deck that matches each Treasure token (Common, Rare, or Epic). For Roaming Monsters, also check the Fixed Rewards listed on the card and draw matching item cards. The Hero keeps the cards and returns any Treasure tokens to the Treasure bag. If a Mob Leader was killed, the Hero also gets the item the Mob Leader was carrying. Discard the Enemy card, forming separate discard piles for Mobs and Roaming Monster cards. After resolving the attack, the Attack action ends, regardless if the Enemy was killed or not.

NOTE: If an Enemy miniature is killed by an ability or effect that is not an Attack, the Hero who triggered it gains the experience. If no Hero triggered it, the players may choose a Hero to gain the experience. In case that enemy would give any Treasure, that Hero also gains the Treasure.

IMPORTANT: A Hero does not need to be in the same Zone as the Enemy to receive items and rewards. Just like when picking up items, the Hero who just received an item may immediately equip it or give it to an ally in the same Zone.



Yorlyn attacks a Mob of Dark Elves and gets the dice results shown above.



He doesn't have any abilities that can add more dice to this attack. He decides to start by resolving the from the attack dice...

...which advances his track and lets him gain the first level of the Sharp Brawl Style (see Warrior on page X).



He decides to reroll a die with his ability. Yorlyn can't reroll the Enemy die with the resolved so he decides to reroll the Blue die with a result, but it unfortunately results again in .

Yorlyn then decides to resolve the and gains 1 Mana. Now, he must resolve the leftover which in the case of the Dark Elves, moves the Mob after the combat. Now that all abilities and effects have been resolved, he tallies up all and : with 6 and 1 he dealt the Dark Elves 5 Wounds, which concludes his attack.



TRADE AND EQUIP ACTION

By spending 1 action, a Hero may activate their Zone for trading. All Heroes standing in the trading Zone may freely trade and equip items. Any items not equipped are considered to be in the Hero's Inventory and are set aside near the Hero dashboard.

If the Heroes in a Zone simply want to equip items from their Inventory without trading, 1 Hero in the Zone must still perform a Trade and Equip action.

RECOVER ACTION

Heroes may spend an action to recover. If they decide to do so, the Hero who takes the Recover action may gain up to 2 Health or Mana in any combination (either 2 Health, 2 Mana, or 1 of each).



SPECIAL ACTIONS

Some skills, abilities, and items provide additional actions for the Heroes. If a card has **ACTION** written on it, it means the Hero may spend 1 of their actions to trigger the listed effect.




SET ITEMS


Items denoted with the word Set are part of a magical set of gear. Each part of a set has a shared title noted on its front, such as 'Shadowbane Set'. Set items can be equipped individually like any other item, but the true power of a set comes from equipping multiple pieces at the same time. Each Set has 1 item that is exclusive to each Class, while the rest of the Set are item cards that any Class can use. When a Hero has at least 2 Set Items from the same set equipped, they receive the corresponding Set Power card for their specific Class and can use that card's Minor power for as long as the Hero keeps at least 2 Set items equipped. If a Hero has 4 or more Set items, they gain access to the Greater power listed on the Set Power card. If a Hero at any time decides to remove a Set item leaving them with less than the required amount, they lose access to the corresponding Set power. The Hellscape Core Box comes with 1 item Set: Shadowbane.

NOTE: If a Hero draws a Set item from a Class that is not in play, they must discard that card and draw another one of the same tier.

Heroes may remove items that are equipped on any slot of their dashboard and place them in their Inventory at any moment they wish.


Example: During her turn, Thena spends 1 of her 3 actions to use the ability listed on her equipped Leaf Amulet and each Hero in her Tile chooses to Heal 1 or gain 1 , including her.



Alternatively, Thena could use the action listed on her Thunder Boots card to add 1  and deal 1 Wound to each Enemy in her Zone.



CONSUMABLE ITEMS

Consumable items, such as potions, are denoted by the gray background color on their cards as well as their  icon. They are not placed on item slots but are instead placed next to the Hero dashboard. Consumables can be used at any moment before or after an action (even during the Enemy Phase). Some Consumables may add dice during combat (these Consumables can only be used during combat). Once a Consumable is used, it is discarded.

◆ 2. ENEMY PHASE

TYPES OF ENEMIES

There are 3 types of Enemies: Mobs, Roaming Monsters and Bosses. A Mob is represented by a group of miniatures: a number of Minions plus a Leader and is considered 1 single Enemy as a whole for any effects that target. A Roaming Monster is represented by a single miniature. A Boss is a special Enemy that is only present in specific Quests and has special rules related to its Boss Fight (see page XX).

Each Mob and Roaming Monster in the Dungeon activates separately. The players choose the order of Enemy activations. Note that Mobs and Roaming Monsters behave differently and are explained below in their own sections.


MOB ACTIVATION

Each time a Mob activates, it performs 2 actions. With each action, the Mob attacks a target within its range, if possible. If it cannot attack, it moves.


MOB ATTACK

Mobs try to attack Heroes and perform this action whenever possible. The Mob targets the closest Hero within its attack range (and within its Line of Sight if the Mob uses a Ranged or Magic attack). If the Mob has multiple targets available in the same distance, players choose who will be the defending Hero.

Mobs carry weapons, as shown by the Mob Item card attached to them, which determines the attack type (melee, ranged, or magic) and type and quantity of dice rolled. Many Mob items have more than one attack type (for example, a Melee attack and a Ranged attack), and the Mob always uses the most effective attack for its current range. Melee attacks require the Mob to be in the same Zone as the target Hero. Magic attacks require the Mob to be in the same Zone, or an adjacent Zone and have LoS to the target Hero. Ranged attacks require the Mob to have Line of Sight to the target Hero and not to be in the same Zone as the target Hero.

NOTE: If any game effect removes the Mob Leader's item, the Mob is considered to have a Melee attack (that rolls only Enemy dice) and the Leader adds +1  to the attack if possible.

All miniatures in a Mob attack as a group. The attack is resolved following the same steps as a Hero attack with the following alterations:

- The Hero is now the defender and the Mob is the attacker.
- Enemies do not gain .
- Enemies do not roll the Shadow Die.
- Heroes discard 1 Health token for each Wound they take (as opposed to Enemies who accumulate Health tokens as they take Wounds).












The Enemy Phase begins and a Dark Orc Mob is in the same Zone as Yorlyn. They attack him!

Gather their Attack dice: 1 yellow and 1 orange plus 2 Enemy dice (1 per Minion). Even if they are in a Shadow Zone, Enemies do not roll the Shadow die.

BATTERED LEATHER ARMOR

(SHADOW) ATTACK 1  +1
(SHADOW) DEFENSE 1  -1

Yorlyn's 1 Blue die from his armor is added and the dice are rolled.

Yorlyn decides to first resolve the  which deals him 1 Wound. No one gains the rolled  since the Mob is the attacker. Now, Yorlyn must resolve the 2 . The Dark Orcs's ability causes them to add 1  for each . The 2 additional yellow dice exceed the limit of yellow Attack dice, so only 1 more are rolled and result in a blank. Yorlyn must now tally the  and : with 3  and 2  Yorlyn takes 1 Wound.



MOB MOVEMENT

Mobs only move if they cannot attack. They don't get movement points and can only move to 1 adjacent Zone per action. When a Mob moves, it takes the shortest possible path to reach a Hero. If the Mob has multiple Heroes in the same distance, players choose which Hero the Mob moves toward. Mobs cannot open doors or interact with objects, and they do not trigger traps.

ROAMING MONSTER ACTIVATION

Roaming Monsters are powerful Enemies with unique abilities and are usually spawned in the Darkness Phase (see page XX) but can also be spawned by Door cards and Quest rules. When Roaming Monsters activate, they follow a set of instructions listed on their cards.



- Check the first condition, and if it is met, execute the first effect, then end the Roaming Monster's activation.
- Otherwise, check the second condition, and if it is met, execute the second effect, then end the Roaming Monster's activation.

In case both conditions are not met, the Roaming Monster activates like a regular Mob, being granted 2 actions.

Roaming Monsters' attacks resolve the same as Mob attacks except that Roaming Monsters don't use Mob Item cards: their Attack and Enemy dice are listed on their cards.


After all Enemies have activated, the Enemy Phase ends.

KNOCKED OUT

When a Hero has suffered enough Wounds that they have no Health tokens remaining, they are Knocked Out (KO'ed). Tip their miniature on its side and discard all Condition tokens (see page XX) from them. At the start of each round, if a Hero is Knocked Out, the players must spend a Lifebringer token by flipping it to its gray side to bring the Knocked Out Hero back up (doing so does not cost an action). The Hero stands back up with 3 Health and however much Mana they had and continue the Quest as usual. However, if there are no Lifebringer tokens remaining when the Heroes need to spend one, the Quest ends immediately in defeat.



NOTE: If a Hero suffers Wounds that would KO them during their own attack, the attack is still resolved to its completion before the Hero is KO'd.

A Knocked Out Hero cannot perform any actions or be targeted by Enemy attacks or abilities until they are brought back up in the following round. If all Heroes are Knocked Out in the Dungeon, Enemies do not activate. Once a Lifebringer token has been spent, all Heroes are able to benefit from its spent effect until the end of the game. This effect is **COMBAT:** , and it is a cumulative effect.



◆ 3. LEVEL UP PHASE

During the Level Up Phase, Heroes **must** spend their accumulated experience (XP) to increase their level, as many times as possible. The amount of XP required to level up increases, as shown below and on the Level token:

LEVEL	XP	Health	Mana	Treasure	Skill
1	0	+1 MAX	+1 MAX	0	0
2	5	+1 MAX	+1 MAX	0	0
3	10	+1 MAX	+1 MAX	0	0
4	12	+2 MAX	+1 MAX	0	0
5	18	+2 MAX	+2 MAX	0	0

IMPORTANT: Leveling up is not optional. If a Hero can level up, they must do so.

- Increasing from level 1 to level 2 requires spending 5 XP.
- Increasing from level 2 to level 3 requires spending 10 XP.
- Increasing from level 3 to level 4 requires spending 12 XP.
- Increasing from level 4 to level 5 requires spending 18 XP.

When your Hero levels up, perform the following steps, in order:

1. Decrease the total accumulated XP by the amount required to increase your level (see above).
2. Move the Level peg on the Hero dashboard to the next level.
3. Increase the maximum Mana and/or Health: The Hero's new maximum Mana or Health is the sum of their starting maximum plus the amount listed on the new level. If the Hero's maximum Mana and/or Health has increased, gain Mana and/or Health tokens equals to the amount it increased by.
4. Add the quantity and type of Treasure tokens to the Treasure bag as specified on the Level token from the ones set aside next to the Level token.
5. Gain a new skill.

GAINING SKILLS

Each time a Hero levels up, they receive a new skill which is chosen from their available Class skills. The new skill must have a level requirement equal to or less than the Hero's new level.

Many skills are ranked, which means they can increase in power as the Hero increases in level. Ranked skills have Roman numerals, must be acquired in order, and each higher ranked skill replaces the previous ranked skill (so, a Hero cannot have the same skill with different ranks at the same time).

During the Level Up Phase, Azzar has 17 XP, which is enough to increase his level from 3 to 4. He spends the required 12 XP and reduces his total XP to 5.



He moves his Level peg from 3 to 4.





Level 4 increases his maximum Health by 1 (from +1 Max to +2 Max) and he immediately receives 1 Health token from the supply. He takes an Epic Treasure token from the tokens next to his dashboard and adds it to the Treasure bag.



Finally, he gains a skill and chooses to upgrade his Fate Manipulation I skill to Fate Manipulation II.

◆ 4. DARKNESS PHASE

The menace inside the Dungeon increases each round. If the Heroes don't achieve the Quest objectives, they will eventually be overwhelmed by the forces of evil.

Every Darkness Phase advances the Darkness track by 1 space. When the track reaches a , spawn a Mob (see page XX) in **every Zone with a Portal**. When the Darkness track reaches a , spawn a Roaming Monster **on the Roaming Monster Portal Zone**. When the track reaches a  or , add 1 Treasure token of the corresponding type to the Treasure bag.



When the Darkness Marker advances beyond space 9, place the Darkness Marker on the first space of the circle. The Darkness track remains on this circle for the remainder of the game. When it advances beyond space 4, place the Darkness Marker back on the first space of this circle.

If a mob or roaming monster needs to be spawned, but there are no cards remaining in the deck of that Enemy type, reshuffle all discarded Enemy Cards from that Dungeon Level and draw. If this is still not possible, all Enemies immediately activate.









SPAWNING ROAMING MONSTERS

- Draw a Roaming Monster card according to the Dungeon Level (see page X).
- Draw a number of Treasure tokens from the Treasure bag as listed on the Roaming Monster card and place them on the card (do not draw tokens for the fixed Rewards).
- Then, place the corresponding Enemy in the Roaming Monster Portal Zone.
- As with Mobs, if a Roaming Monster needs to be spawned but there are no cards remaining in the deck, shuffle the discarded cards from the current Dungeon Level to form a new deck. If there are no discarded Roaming Monster cards available, draw a card from 1 Dungeon Level higher (if possible). If the Roaming Monster card that was drawn is for an Enemy that is already in the Dungeon, do not spawn another Enemy of that type. Instead, replace the Roaming Monster's current card with the new, higher-level version and perform 1 Action with it (see Roaming Monster Activation on page XX). When replacing Enemy cards like this, do not replace or remove any Wounds, Conditions, or Treasure tokens that are currently on the Enemy.

When the Darkness Phase is completed, flip all Heroes' activation tokens blue-side up.

◆ ADDITIONAL RULES ◆

◆ SHADOW AND LIGHT

Lightbringers are adventurers trained specifically to fight in the Darkness. When attacking in Shadow, add the Shadow die to the dice pool. The Shadow die is an excellent source of  or , but even better, the Shadow die triggers the Hero's Shadow Ability whenever it rolls the . Some effects and abilities can allow a Hero to have more than 1  in a roll, **however, each Shadow Ability can only be resolved once**. In case the Hero has more than 1 Shadow Ability, they can spend any extra  to resolve other Shadow abilities, otherwise the extra  are lost. Some Shadow Abilities require more than 1  to trigger, and are only triggered if the Hero spends the required number of .

Any miniature standing in a Light Zone is considered to be in Light. Some skills and abilities can only be used when in Light.



◆ DUNGEON LEVEL

The Dungeon Level influences the types of monsters and items that spawn during a quest. The Dungeon Level is equal to the level of the Hero with the Highest Level. For example, if 3 Heroes are each level 2, and a fourth Hero is level 3, the Dungeon Level is 3.

◆ BOSSES



Bosses are unique Enemies featured in some Quests (in those, killing them usually is the winning condition). The Quests indicate a Chamber where the Boss is placed during setup, this is the Boss Chamber. Bosses do not move, activate, or have any effects until the Boss Fight begins, which starts when specific conditions of the Quest are met.

When the Boss Fight begins, perform the following steps:

- All Heroes are moved into the Boss Chamber, in the Zones indicated by the Quest. If there is more than 1 indicated Zone, players choose.
- Heroes recover all Health and Mana to their maximum values.
- Perform a Level Up Phase.
- Remove all Tiles that are not part of the Boss Chamber, including all components placed on them.
- Remove the Darkness Track and place the Boss Dashboard next to the Dungeon with the Darkness Marker on the leftmost space of the Boss track.
- Start a new Hero Phase.

NOTE: Some Quests spawn Enemies that are tied to Quest Objectives. When spawning an Enemy this way, if the card that was drawn is for an Enemy that is already in the Dungeon, replace the Enemy's current card with the new, higher-level version and perform 1 Action with it as usual. However, after resolving that card, draw a new card for the Spawn. Repeat this process as many times as needed until an Enemy is spawned. In the rare case where there are no Enemies left to be spawned for that Objective, the game immediately ends in defeat.



Boss Fights have particular rules that must be observed. Bosses change how the Enemy Phase works. Instead of taking place after the Hero Phase, **after each Hero's turn**, the Boss gets an Enemy Phase. For each action that the Boss has, roll their Activation dice and resolve the Special ability listed on the Boss dashboard that matches the **exact amount** of  results (ignore  for this roll). Bosses resolve a single Special ability with each action.


During the Darkness Phase, increase the Boss Track by 1. As soon as the marker reaches a space with an effect, it becomes active. If the Boss Track cannot progress any further, do not advance it in the Darkness Phase.



◆ SPECIAL ABILITIES

Heroes, Enemies, items, and skills can all feature special abilities with a variety of game effects. These abilities all have some common formatting to make them easier to understand. The basic format is as follows:

[TYPE/TIMING CONDITION] [COST OR REQUIREMENT]: [EFFECT]




Some abilities have timing conditions, others do not. Most abilities have some kind of cost such as spending  or certain dice results. The most common timing conditions, costs, requirements, and effects are described below.

IMPORTANT: *Unless a specific timing condition lists otherwise, abilities can be used at any moment during a Hero's turn before or after an action.*

TIMING CONDITIONS

- **ATTACK:** The ability can only be triggered by the attacker once per combat.
- **(TYPE) ATTACK:** This ability can only be triggered by the attacker once per combat, with an attack of the listed type.
- **DEFENSE:** The ability can only be triggered by the defender once per combat.
- **COMBAT:** The ability can be triggered by the attacker or defender once per combat.
- **MOVE:** The ability can only be triggered once per Move action.
- **ANYTIME:** The ability can be triggered even if it is not the Hero's turn, before or after an action.

COSTS OR REQUIREMENTS

- **ACTION:** The Hero must spend 1 of their actions to trigger the ability.
- **SHADOW:** The ability can only be triggered when the Hero or Enemy is in Shadow.
- **LIGHT:** The ability can only be triggered when the Hero or Enemy is in Light.
- **X **: The Hero must discard X Mana tokens to trigger the ability.
- **(TAKE X WOUNDS):** The Hero must take X Wounds to trigger the ability. The Hero must have at least X Health to trigger this ability.
- **(DUAL WIELD):** This ability can only be triggered when a Hero is using 2 weapons to attack.
- **X **: The Enemy must have X  in their dice results to trigger the combat ability.


























IMPORTANT: *Unlike Hero abilities,  combat abilities may be triggered multiple times in a single roll.*

NOTE: *When mixing components from different Massive Darkness core boxes, players should increase the token pool. For example, Hellscape comes with 25 Fire/Frost tokens and Dungeons of Shadowreach comes with 15 Fire/Frost tokens. When using both boxes, the total number of available tokens is 40.*

COMPONENTS LIMITATION

Players are limited to the components in this box. If there are not enough tokens (or other components), do not add substitutes for the missing components. Health and Mana are not limited, so players can use substitutes for them if needed.

EFFECTS

- **+X **: Adds X  results to the Hero's or Enemy's total for the attack.
- **+X **: Adds X  results to the Hero's or monster's total for the defense.
- **+X **: The Hero gains X  tokens, up to their maximum.
- **+X  /  / **: Adds X dice of the type shown to the dice pool.
- **+X **: Adds X  next to the target's miniature.
- **+X **: Adds X  next to the target's miniature.
- **+X **: Adds X  next to the target's miniature.
- **+X **: Adds X  next to the target's miniature.
- **X **: Allows to reroll X dice. Each reroll is resolved separately and may be applied to the same die multiple times. This can be any dice in the current pool, even the ones added by Enemies.
- **X **: Allows to reroll X Enemy dice. Each reroll is resolved separately and may be applied to the same die multiple times. +X MP gives the Hero additional movement points when they perform a movement action.
- **X MP:** Gives the Hero additional movement points when they perform a Move action.
- **- **: Removes X  results from the Hero's or Enemy's total for the attack.
- **- **: Removes X  results from the Hero's or Enemy's total for the defense.
- **IGNORE X:** Ignore X of the corresponding dice or dice result from the roll.
- **HEAL X:** The Enemy or Hero recovers Health equal to the indicated value. When triggered by a Hero, they may choose to apply the entirety of this effect to another Hero in the same Zone instead. When healing, the Hero may choose to remove 1  or  token for each healed point instead of recovering Wounds. When triggered by a Mob, it cannot bring back killed Minions.
- **(∞):** Allows an ability to be triggered more than once during the same action.
- **(ONCE PER ROUND) / (ONCE PER COMBAT):** The ability can only be triggered once each round / combat, respectively.

◆ CONDITION TOKENS

Some abilities and attacks place Condition tokens on a target Hero or Enemy.



• **Fire:** As soon as a Hero or Enemy activates, if it has 1 or more 🔥 tokens, remove 1 token and roll 1 🎲. The Hero or Enemy takes 1 Wound for each ✂ result. Repeat this until there are no more 🔥 tokens on that Hero or Enemy. They take Wounds from multiple 🔥 all at once. If an Enemy miniature is killed by Fire, players may choose 1 Hero to receive both the experience and any other rewards. When healing, a Hero may choose to remove 1 🔥 token for each healed point instead of recovering Wounds.



• **Frost:** If a Hero or Mob would perform an action and has any ❄ token, remove 1 ❄ token from them instead. If a Roaming Monster would activate and has 2 or more ❄ tokens, remove 2 ❄ tokens from them instead and they lose their entire activation. If a Roaming Monster activates and has only 1 ❄ token, remove the token without effect. Bosses take ❄ tokens, but when they activate, they remove all ❄ tokens without effect.



• **Venom:** As soon as a Hero or Enemy activates, if it has 1 or more ☠ tokens, the Hero or Enemy takes 1 Wound for each ☠ token they have. Then, for each ☠ token, they roll 1 🎲. That Hero or Enemy discards the ☠ token unless they roll a 🌀 result, in which case the ☠ token stays on them. If an Enemy miniature is killed by Venom, players may choose 1 Hero to receive both the experience and any other rewards. When healing, a Hero may choose to remove 1 ☠ token for each healed point instead of recovering Wounds.



• **Stun:** If a Hero or Mob would perform an action and has any 🌀 token, remove 1 🌀 token, and roll 1 🎲 and apply the effects based on the result:

- 🌀: The Hero or Mob loses the action.
- 🌀: The Hero or Mob takes 1 Wound.
- 🌀 + 🌀: The Hero or Mob loses the action AND takes 1 Wound. Repeat this until the Hero or Mob has no more actions to take OR there are no more 🌀 tokens on that Hero or Mob.

If a Roaming Monster or Boss would activate and has any 🌀 tokens, remove all of them, roll that many 🎲 and apply the effects based on the result:

- If 1 or fewer 🌀 is rolled: No effect.
- If 2 or more 🌀 are rolled: The Roaming Monster loses their entire activation. No effect on Bosses.
- In addition, for each 🌀, the Boss or Roaming Monster takes 1 Wound.

◆ SPECIAL TOKENS AND ZONES

Quests may place tokens on Zones that can be triggered in specific moments or be interacted with.



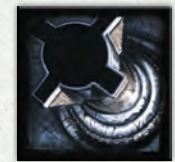
SPIKE TRAP

Unless stated otherwise, Spike Traps are always placed facedown (blue side up). When a Hero moves into a Zone with a Spike Trap token, they immediately flip the token and suffer the number of Wounds indicated. In case it is blank, they suffer no Wounds. Remove the token after it is revealed.



BEAR TRAP

Unless stated otherwise, Bear Traps are always placed facedown (blue side up). When a Hero moves into a Zone with a Bear Trap token, they immediately flip the token. If 'Lose 1 Action' is shown, they immediately end their current Move action and lose 1 action for this turn. In case it is blank, they suffer no consequences. Remove the token after it is revealed.



PILLAR

Pillars do not block Line of Sight but hinder Ranged and Magic attacks. When attacking through or into a Zone containing a Pillar token from another Zone, the attacker rolls 1 less 🎲 (if the attack has no 🎲, nothing happens).



FOUNTAIN

Fountain tokens are always placed facedown (effect side down). Heroes may interact with a Fountain token (spending 1 MP) to flip the token and immediately Heal the listed amount. Remove the token after it is revealed.



CHESTS

Chest tokens are placed facedown (treasure side down).

Heroes may interact with a **Regular Chest token** (spending 1 MP) to flip the token and gain 2 items of the same rarity shown. Remove the token after it is revealed.

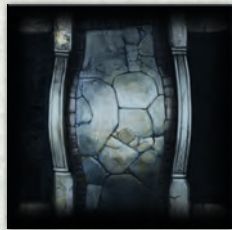


Heroes may interact with a **Greater Chest token** (Spending 1 MP) to flip the token and gain 3 items of the same rarity shown. Remove the token after it is revealed.



FORGE

Heroes may interact with a Forge token (spending 1 MP) to perform a single craft in the Forge: They may discard 3 item cards, then draw 1 item card 1 tier higher than that of the lowest tier of the discarded cards (Common > Rare > Epic). For example, if a Hero discards 1 Epic and 2 Rare cards, they then draw an Epic card. For Forge purposes, Starting items and Consumables are considered Common. Heroes may spend multiple movement points in 1 action to craft multiple times.



BRIDGES

Bridges are tokens that function as an extra Zone. Bridges are placed adjacent to 1 of the Tile's Zones as shown on each Quest Setup. Bridges are Shadow Zones, and count as a separate Tile for game effects.

PORTALS AND ROAMING MONSTER PORTALS



Portal tokens indicate Zones where Mobs and Roaming Monsters spawn. This usually happens during the Darkness Phase (see page XX). When the Darkness track spawns a Roaming Monster, it is spawned in the Roaming Monster Portal. When the Darkness track spawns Mobs, 1 Mob is spawned on each Portal (including the Roaming Monster Portal). The number of Portals in the game varies according to the player count, as shown in the setup of the Quests. When playing with only 1 or 2 Heroes, only the Roaming Monster Portal is used. When playing with 3 or 4, 1 additional Portal token is used, and with 5 or 6, 2 additional Portal tokens are used.

◆ SINGLE PLAYER RULES

If playing a single player game, the player must choose only 1 Hero but treats all other rules as if playing with 2 Heroes, such as Roaming Monster's Health and quantity of Minions on Mobs. The Hero has 4 actions per turn instead of the usual 3.

◆ BREAKING TIES

Unless stated otherwise, when a game effect has more than one valid option, the players choose which option to resolve.

◆ SPECIAL CHALLENGES

Players may choose to increase any Quest's difficulty. To do so they may choose any combination of the following Challenges to apply. Multiple Challenges may be applied at the same time.

HELLBREAKER CHALLENGE

Reduce the number of available Lifebringer tokens by 1.



DREAD ENCOUNTERS DOORS CHALLENGE

Instead of the regular Door cards, use the Dread Encounters Door cards. You may also choose to shuffle the Dread Encounters Door cards with the regular Door cards for a more varied experience.

SHADOW NIGHTMARE CHALLENGE

Instead of the regular Darkness Track, use the Shadow Nightmare track on the back. The Shadow Nightmare track has new icons with new effects:



Activate ALL enemies on the board. Players choose the order. This happens in the same way as the Enemy Phase. Mobs perform 2 actions and Roaming Monsters follow the instructions listed on their card (in case conditions are not met, the Roaming Monster performs 2 actions).



Spawn a Mob in every Zone with a Portal. Then, activate each of the spawned Mobs. Players choose the order.



Spawn a Mob in every Zone with a Portal. Mobs spawned this way, and their Mob items must be from 1 Dungeon Level higher, if possible.



Spawn a Mob in every Zone with a Portal. Mobs spawned this way, and their Mob items must be from 1 Dungeon Level higher, if possible. Then, activate each of the spawned Mobs. Players choose the order.



Spawn a Roaming Monster on the Roaming Monster Portal Zone. That Roaming Monster must be from 1 Dungeon Level higher, if possible.



When the Darkness Marker reaches this space, **the Quest ends in defeat.**

ENHANCED MONSTERS CHALLENGE

Choose 1 or more of the Enhanced Monsters Special Effect cards to start in play. Keep the chosen cards close to the Dungeon as a reminder. Each Special Effect increases the difficulty in a different way.





◆ CLASSES AND COMPONENTS ◆

Each Class comes with a unique set of components that changes gameplay and creates an exclusive experience.

Classes come with 13 skill cards. During setup, take all skill cards from your respective Class and place them next to your Hero dashboard.






◆ ASSASSIN




SETUP


Take the Shadow Assassin die. Take 2  tokens and keep the other 4  tokens in a pool close to the Hero's dashboard. **Also, take the Shadow Mastery Starting Skill.**







GAMEPLAY




The Assassin rolls the Shadow Assassin die  in addition to the Shadow die  when attacking in Shadow. The Assassin die has  and  icons as well as the Flurry  icon:

- : Immediately deal 1 wound to the defender and re-roll the Shadow Assassin die.
- When the Assassin rolls any , they may choose to gain 1  instead of using it to trigger their Shadow Abilities.

The Assassin may use their  in 2 ways:

- 1- The Assassin may discard 1  token when attacking to add 1  to the roll.
- 2- The Assassin may discard  tokens to use one of their abilities that cost .

The Assassin Hero **has 2 Shadow Abilities and no regular ability.** Some skills may also provide additional Shadow Abilities to the Assassin.

To trigger a Shadow ability that requires more than 1  icon, the Hero must spend that number of . The Assassin may choose how to spend any  on their rolls.

NOTE: *The same Shadow ability cannot be triggered more than once per combat.*



◆ CHRONOMANCER

SETUP

Take the 3 Time Action tokens and leave 1 Time Action token aside (this can be obtained with a Skill). Also, take the Time Warp dashboard and place it near the Hero dashboard. Place the 3 Time Action tokens, the 20 Time Shard tokens and the 5 Time Spell cards near the Time Warp dashboard.

GAMEPLAY

The Chronomancer does not have a regular activation. Instead, the Chronomancer has 3 Time Action tokens that they can flip at any point of the Hero's Phase to perform an action. Once flipped, the token cannot be used again until the start of the next Hero's Phase, when all their Time Action tokens are refreshed.



The Chronomancer may use a Time Action token even during another Hero's turn, as long as an action or effect is not being resolved. If the Chronomancer gains an action by other means, they may also perform it at any point of the Hero's Phase and may do it without needing to flip a token.

While the Chronomancer is resolving an action, they temporarily become the active Hero until the action is resolved. If the Chronomancer takes an action during another Hero's turn, after resolving it, that Hero becomes the active Hero again.



Effects that would happen at the start of the Chronomancer's activation, happen immediately when taking their **first** action, before that action resolves. In the same way, after the Chronomancer resolves their **last** action, they flip their activation token to its gray side to show they already activated for that round and any effects that would occur at the end of the Chronomancer's activation happen immediately (For example, a Boss Enemy Phase happens after the Chronomancer's last action).



TIME WARP PHASE

Chronomancers have a special phase at the start of the round, before the Hero Phase, called “**Time Warp Phase**”.

During this phase, the Chronomancer has 1 minute to roll dice and apply the results in real time to the Time Warp Dashboard.

TIME WARP PHASE SETUP

Place the 3 Time tokens on the indicated spaces on the Time Warp Dashboard and 1 random Time Shard token facedown on each of the indicated spaces.



Time token



Time Shard token

The Chronomancer player takes the 3 Yellow dice and distributes the other 5 Blue dice among all players however they like.

During the Time Warp Phase

- Yellow Die may be rolled and rerolled however many times at any time, until a Blank face is rolled.
- If a Blank face is rolled on a yellow die, all yellow dice become **locked**. They cannot be rerolled until it is unlocked. The results of the other yellow dice may still be used.
- If the yellow dice are locked, players may perform the *Unlock Die Roll* action using the distributed blue dice (see below).
- Each yellow die can only be resolved once, after it is used, it cannot be used again until rerolled.
- The player may choose not to reroll a yellow die and use its results later.
- The player may use the yellow die results to move Time tokens. To do so, the player must resolve a die with a face corresponding to the space they are moving into.
- Time tokens can only move into an adjacent space connected space, in both directions.
- The center space can contain any number of Time tokens, while the other spaces can only contain 1 Time token at any given time. The player cannot move a Time token to a space that is occupied by another Time token.
- The player may move a Time token to a space that contains a Time Shard token. When they do so, they gain that Time Shard token. Place it near the Hero's dashboard.
- The player may move a Time token to a starting zone space by resolving any non-blank yellow die face. These zones are considered “wild”.

UNLOCK DIE ROLL

Only while the yellow dice are locked, all players with a blue dice may roll their blue dice to unlock them. They may roll and reroll dice however many times they want. To unlock the yellow dice, players must roll at least 1 Shield icon on each of the 5 blue dice. Once unlocked, the Chronomancer may resume rolling the yellow dice as usual.

IMPORTANT: *Players can only start rolling or keeping blue dice results while the yellow dice are locked.*

TIME SPELLS

After the Time Warp phase ends, the Chronomancer gains access to one Time Spell for each Time token in the center space.

Each spell indicates when it can be used and its mana cost. Time Spells may be used regardless of LoS. After being used they go back to the pool and will be available again in the next Time Warp phase. The Chronomancer may keep **ONE** unused spell between rounds, any extra unused spells go back to the pool at the end of the round.



TIME SHARD TOKENS

After the Time Warp phase ends, you gain access to all Time Shard tokens you gained during the phase. Time Shard tokens can be used on any Hero **in LoS** (including yourself). Once used, they go back to the pool. They will be available again in the next Time Warp phase. The Chronomancer may keep **3** Time Shard tokens between rounds, any extra unused tokens go back to the pool at the end of the round. Each token can be used at a specific timing as indicated below.

List of Effects:

- This token can be used during a Hero's Move action to add +1 MP.
- This token can be used during a Hero's Attack to add +1 .
- These tokens can be used during a Hero's Attack to add +1 **OR** +1 .
- This token can be used during a Hero's Attack, the Hero is in Shadow for that action.
- These tokens can be used during a Hero's Defense to add +1 .
- This token can be used during a Hero's Defense to add +1 .
- This token can be used during a Hero's Combat (Attack or Defense) to add 1 .
- These tokens can be used at any point of the Hero's Phase before or after an action. The affected Hero either Heals 1, Heals 2, gain 1 or 2 .

CLERIC



GAMEPLAY

The Cleric may spend 2 to use any of their God cards, except the one in the leftmost slot. Then, remove the card from its slot, slide all cards on the left of it 1 slot to the right and place the used card on the leftmost slot. The strength of the card varies according to the slot they are in.

SETUP

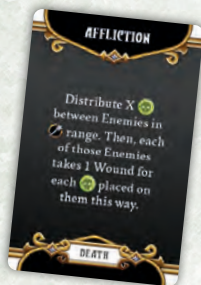
Before the Quest, the player must choose 1 of the 3 Gods: **God of Order**, **God of Purity**, **God of Death**. Each God comes with 5 God cards and 1 Divine Intervention card.



After choosing a God, take its 5 corresponding cards and the Cleric dashboard. Place the Cleric dashboard near the Hero dashboard. Distribute the 5 God cards randomly on each of the dashboard slots. The 5 cards start on their basic side.

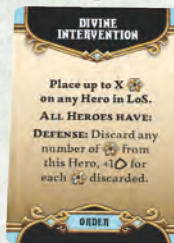
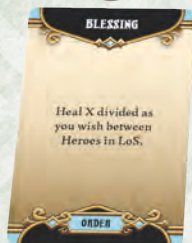
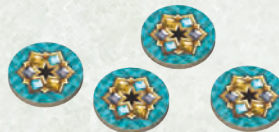


Basic side



Upgraded side

Take 4 Divinity tokens and form a pool close to the Hero dashboard.



DIVINITY TOKENS



Each God has a Divine Intervention card that allows the Cleric to use Divinity tokens. The card instructs how to use it and what is the effect associated with it. The Cleric has a limit of 4 Divinity tokens. At any time, the Cleric may take a Divinity token back to the pool without effect to be available to use again.

UPGRADING GOD CARDS

Every time the Cleric Levels up, in addition to the usual Level Up Phase, they also upgrade 1 of their God cards. To upgrade a God card, flip it to the other side, it stays in the same slot on the Cleric dashboard. It now has a more powerful effect.

HERBALIST



SETUP

Take the Herbalist dashboard and place it near the Hero dashboard. Randomize 3 of the 4 Minor Potion tokens and 1 of the 2 Greater Potion tokens and place them **face down** in the indicated slots (leave the other tokens face down nearby). Place the 18 Potion cards to form a deck near the Herbalist dashboard.



On the Herbalist dashboard, place a stack of 2 tokens on one Vase, a stack of 2 tokens on another Vase, and a stack of 2 tokens on a third Vase.

Place 1 random Herb token on each of the following elements during Quest setup:

- Starting Mob cards (face up)
- Spawn token (face down)
- Zone with at least 1 Loot token (face down)

Keep all other Herb tokens in a pool next to the Hero Dashboard.

GAMEPLAY

When revealing a Chamber, reveal the Herb tokens on the Spawn tokens of that Chamber and place them on the corresponding spawned Mob cards. Also reveal Herb tokens on Zones of that Chamber and leave them on the Zone.

A Herb token in a Zone is given to the Herbalist when any Hero interacts with a Treasure token in that same Zone.

A Herb token on an Enemy card goes to the Herbalist when that Enemy dies.

When the Herbalist gains a Herb token, they place it on top of their Hero card, these are the Herbs the Herbalist currently owns. Herb tokens may be spent to activate abilities. When spent, the Herb tokens return to the pool.



PLANTING AND HARVESTING HERBS:

The Herbalist can choose to plant Herbs they own in empty Vases on their dashboard. The dashboard has 6 Vase slots. During their turn, before or after an action, the Herbalist may spend 1 to plant up to 2 of the Herbs they own, each in 1 of their empty Vases. When planting an Herb, they place that Herb token in the selected slot and place 1 additional Herb token of the same type, **from the pool**, on top of the token, in the same Vase.

Herbs in Vases stay there until they are harvested, the Herbalist does not own them.

At the start of the Herbalist's turns, the Herbalist harvests their Herbs: They gain 1 Herb token from the top of each Vase that has any tokens.

NOTE: At the start of the Herbalist's first turn, they harvest 1 of each Herb, from the Herbs that were placed during setup.



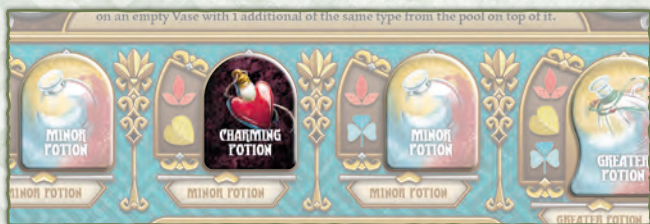
BREWING POTIONS:

During their turn, before or after an action, the Herbalist may spend their Herb tokens to brew Potions. To do so, they spend Herb tokens corresponding to the cost of 1 of the Potion slots. If the Potion token from that slot is facedown, the Herbalist **Discovers** it by revealing that token. Then, they search the Potion deck for a copy of the corresponding Potion card and gain that Potion. They can now spend that combination of Herb tokens to gain another copy of that Potion.

NOTE: When the Herbalist mixes each combination of Herbs for the first time during a quest, the resulting potion is unknown to them.



When the Herbalist brews a Potion this way, they may immediately give it to any Hero in the Dungeon. If there are no more copies of a Potion in the deck, the Herbalist cannot brew that Potion. After a Potion is used, the card returns to the Potion deck, and it can be brewed again.



HUNTER

SETUP

Before the Quest, the Hunter must choose 1 of the 2 available Pets:



the Giant Groundhog...



... or the Juvenile Varan

Take the Pet Dashboard and place it with the side corresponding to the chosen Pet faceup near the Hero dashboard and place the Pet Level tracker on 1.



Pet Level Tracker

Take the 6 Pet Skill cards corresponding to the chosen Pet and place them near the Pet Dashboard. Place the Pet miniature on the same Zone as your Hero miniature.

Take the Hunted tokens and place them in a pool close to the Hero dashboard. Also, take the Hunter Starting Skill, the Pet Starting Skill and the Actions Reminder card.





GAMEPLAY

Your Pet counts as a Hero for any purpose, such as targeting miniatures or for effects and abilities that affect Heroes. The exceptions are for number of Minions in Mobs, Roaming Monsters' Health, and other instructions and effects related to number of players playing the Quest. Also, if an effect makes all Heroes gain XP, the Pet does not gain XP, only the Hunter.

The Pet dashboard shows the Pet's health, attack, and defense stats. Those stats can increase as the Pet levels up. The Pet also has a Shadow ability. The Pet does not share skills with the Hunter, instead it has its own skills. The Pet also never carries any items, the Hunter's equipped Items and Inventory are not shared with the Pet. If the Pet acquires any Items, it goes directly to the Hunter.

If the Pet is Knocked Out, Heroes must spend a Lifebringer token in the same way as they would for a Hero.

The Pet and the Hunter share the same Mana, XP, and pool of actions.


MANA

Whenever the Pet or the Hunter gains mana, it goes to a single pool, based on Hunter's Mana stat. Whenever any of them must pay mana, they spend from that pool.

XP, LEVEL UP

Whenever the Pet kills an Enemy miniature, they gain 1 experience. Track it on the Hunter Hero Dashboard. Whenever a Mob Leader or Roaming Monster dies, they gain the bonus XP only once (+2 and +4 respectively).

Every time the Hunter levels up, in addition to the other effects, their Pet also levels up: Move the Level tracker to the corresponding Level and the Pet now has increased stats as shown on the dashboard. The increased stats are cumulative, for example if the Pet is on level 3, it has the increased stats from both level 2 and 3.

 When the Level tracker reaches a Level with this icon, the Pet gains a new Skill: You must choose 1 of the available Pet skills.







ACTIONS

The Hunter and Pet actions work differently as their pool of 3 actions is shared. Their actions are also indicated on the Actions Reminder card:





- **Move:** The Hunter may divide 3 MP between the Hunter and the Pet in any order. When a Pet picks up a treasure token or chest, the treasure card(s) go to the Hunter.
- **Attack:** The Hunter **OR** the Pet performs an Attack.
- **Recover:** Gain up to 3 Health or Mana in any combination divided between the Hunter and the Pet.
- **Trade and Equip:** The Hunter activates only their Zone for trading. The Pet cannot carry any items unless stated otherwise.
- **Special Actions:** The Hunter **OR** the Pet performs a Special Action they individually have access to. Note that they cannot use each other's Skills and the Pet cannot use any of the Hunter's items.

During the Hunter's activation, the Hunter is the active Hero. However, when the Pet is attacking, using an ability, performing a Special Action, or using a Movement Point, in which case the Pet is the active Hero.

IMPORTANT: *If either the Hunter or the Pet loses an action, they lose 1 action from their shared pool.*

Example: *The Hunter has 1  token, and the Pet has 1  token. When they activate, they remove the  token from the Hunter and lose 1 action. Then, they remove the  token from the Pet and roll the die, rolling the  +  result. The Pet takes 1 Wound, and they lose another action. They can finally proceed with their activation, however they have only 1 action left to take.*

Hunted Tokens:

During their turn, before or after an action, the Hunter may spend 2  to add 1  token to 1 Enemy in LoS. Some of the Hunter skills affect Enemies that have a  token. Each Enemy can only have 1  token at a time. The Pet cannot use this ability, as it is a Hunter's skill.



WARRIOR

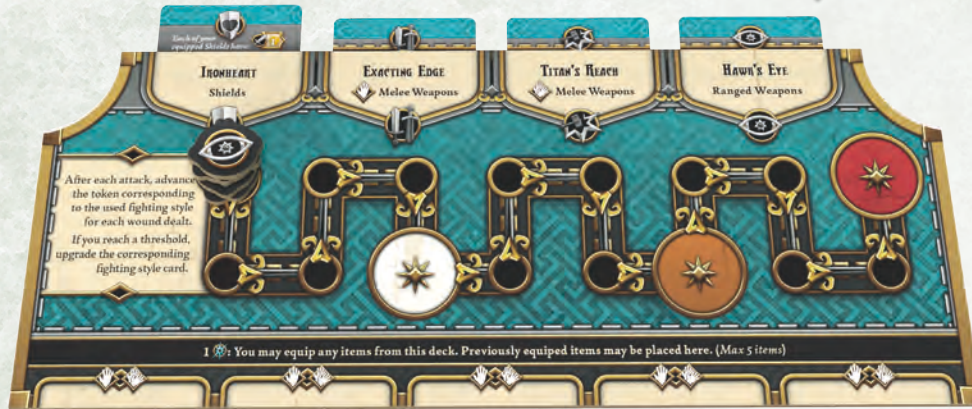
SETUP

Take the Warrior Dashboard and place it near the Hero dashboard. Take the 4 Combat Style tokens and place all of them on the starting space of the track. Take the 4 Combat Style cards and slide each of them behind the Warrior Dashboard in their corresponding slots. Only the first section of each card should be showing.

The Warriors starts with 1 additional Starting Weapon (total of 2).

GAMEPLAY

Warriors have 4 possible Combat Styles that they can use to attack. Before any attack, you must determine which Combat Style you are using based on the items that the Warrior uses to attack.



Types of Items:

• Magic Weapon

Magic Weapons are or items that have a attack. Warriors don't have fighting styles related to Magic Weapons, but the Skill *Imbued Magic* allow them to use them from their inventory.

• Ranged Weapons

Ranged Weapons are or items that have both a attack and a attack.



• Melee Weapons

Melee Weapons are or items that **ONLY** have a attack.



• Shields


Shields are or items that have a .




Combat Styles:• **Ironheart**

Active if the Warrior is attacking using a Shield. (See *Attacking with a Shield* below).


• **Exacting Edge**

Active if the Warrior is attacking using a  Melee Weapon.

• **Titan's Reach**

Active if the Warrior is attacking using a  Ranged Weapon.

• **Hawk's Eye**


Active if the Warrior is attacking using a Ranged Weapon (even if using the  attack of that item).

NOTE: For a Combat Style to be active, it doesn't matter which other items the Warrior has equipped, or the type of attack chosen on the item. What matters is the Combat Style determined for the attack.

When attacking with a combination of weapons with different characteristics, the active combat style is determined based on the following priority:

IRONHEART > EXACTING EDGE > TITAN'S REACH > HAWK'S EYE

(The same order in which the fighting styles are shown on the dashboard).

For example, if the Warrior attacks with a Shield and a  Melee Weapon, the Combat Style of the attack is **Ironheart**. To use the **Hawk's Eye** Combat Style, the Warrior must attack using **only** Ranged Weapons.

Example 1: If the Warrior performs a Melee Attack using a Shield and a Ranged Weapon, the Combat Style is **Ironheart**.

Example 2: If the Warrior performs a Melee Attack using both a Ranged Weapon and a  Melee Weapon, the Combat Style is **Exacting Edge**.





After the attack, advance the corresponding Combat Style token by 1 space for each wound dealt.

NOTE: If an attack deals more wounds than the remaining Health of the defender, the extra wounds also count towards advancing the Combat Style token.




Each time a Combat Style token reaches a threshold indicated on the Warrior Dashboard, you unlock a new effect for that Combat Style. Slide the corresponding Combat Style card up to show the unlocked effect corresponding to that threshold's color.


NOTE: The first effect unlocked on each Combat Style is applied to ALL Combat Styles.

ATTACKING WITH A SHIELD

Shields are any  or  item with a . The **Ironheart** Combat Style card has a starting effect that is always active. It allows the Warrior to attack using Shields. Each Shield the Warrior has equipped provides 1  Melee Attack.

WARRIOR'S QUICK DRAW

The Warrior dashboard has 5 slots for  or  items. While in these slots the warrior can equip those items by spending . Items in these slots are still considered to be in the Warrior's inventory and are not equipped.

During their turn, before or after an action, the Warrior may spend 1  to equip any items from the dashboard. Any previously equipped items are placed back into the inventory (they can be placed on the Warrior Dashboard slots).

When placing equipment into the Warrior's inventory for any reason, the Warrior may choose to place it in one of the Warrior Dashboard slots. If there are no empty slots, they can choose to move items out of the Dashboard to the regular inventory to make room for new ones.

WINNING OR LOSING

In order to win the game, players must achieve the objective specified in each Quest. When the winning conditions are met, the game ends immediately with the players being victorious!

Players lose if any losing condition is met or if they have to spend a Lifebringer token and none remain (see *Knocked Out* on page XX).



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GAME SUMMARY

GAME ROUND

COMBAT

1. HERO PHASE:

Each Hero has 3 actions to spend during their activation:

- **Move:** Gain 2 MP. Each MP can be used to:
 - Move to an adjacent Zone.
 - Open a door in their current Zone. Draw a Door card for the Chamber when it's first revealed.
 - Interact with 1 object in their current Zone.
- **Attack:** Select weapons and a valid target. There are 3 types of attacks:
 -  **Melee:** Range 0
 -  **Magic:** Range 0-1
 -  **Ranged:** Range 1+
- **Trade and Equip:** Activate the Hero's Zone for all Heroes in that Zone to freely trade and equip items.
- **Recover:** Gain up to 2 Health or Mana in any combination.
- **Special Actions:** Some skills, abilities, and items provide additional actions for the Heroes. If a component has **ACTION** on it, the Hero may spend 1 of their actions to trigger the listed effect.

2. ENEMY PHASE:

Activate each Mob and Roaming Monster in the Dungeon separately.

- **Mob Activation:** Performs 2 actions. With each action, the Mob attacks a target within its range, if possible. If it cannot attack, it moves 1 Zone toward their target.
Targeting: The Mob targets the **closest Hero**.
- **Roaming Monster Activation:** Follow the instructions on their cards. After the first eligible action is performed, activation ends. If no conditions can be met, the Roaming Monster activates as a Mob.





Bosses: Instead of taking place after the Hero Phase, after each Hero's turn, the Boss gets an Enemy Phase. For each action that the Boss has, roll their Activation dice and perform the matching ability.

3. LEVEL UP PHASE:

Heroes **must** spend their accumulated XP to increase their level as many times as possible.

4. DARKNESS PHASE:





Advance the Darkness track by 1 space. If the track reaches:

-  : Spawn a Mob in every Zone with a Portal token.
-  : Spawn a Roaming Monster in the Zone with the Roaming Monster Portal.
-  /  : Add 1 Treasure token of the corresponding type to the Treasure bag.

Assembling the Dice Pool: After the attacker has determined the attack type, if their target is within range, and there is Line of Sight:






- Gather the quantity and type of dice shown on the attacker's weapons and add them to the pool.
- If the attacker is a Hero in Shadow, add the Shadow die to the pool.
- Gather all of the defender's Defense dice and add them to the pool.
- If there is a Mob in combat, add 1 Enemy die for each Minion in the Mob.
- Gather any relevant bonus dice and add them to the pool.

Resolving the Attack:

- Roll all dice in the dice pool.
- Apply abilities and effects ( and  must be resolved).
- Add up  and subtract  to apply Wounds to the defender.

Gaining XP:

- Each Enemy miniature: 1 XP to the Hero that killed it
- Mob Leader: +2 XP to all Heroes
- Roaming Monster: +4 XP to all Heroes

- **Dungeon Level:** Influences the Enemies and items that spawn during a Quest. The Dungeon Level is equal to the level of the Hero with the highest Level.
-  **Fire:** As soon as this miniature or Mob activates, roll 1  for each Fire token on it. The miniature or Mob suffers 1 Wound for each  result. Then remove all .
-  **Frost:** Whenever a miniature or Mob would perform an action, remove a Frost token from it instead. Roaming Monsters require 2 Frost tokens to lose their entire activation. Bosses take Frost tokens, but when they activate, they remove all Frost tokens without effect.

