

Dungeons of Draggmar Rules v.1.2.

(Working Version)

Backstory

The land of Draggmar is known for evil forces, treasures, myths, monsters, and Fame. It is said that whoever becomes a legend in Draggmar is a legend around the world... but being a hero in Draggmar is a dangerous, deadly job for the desperate. Very few have found such Fame and status, but every Hero and Contractor Lord in the land wants to.

All players take the role of Contractor Lords who hire Heroes and buy them the Items they need. Your hired Heroes will conquer dungeons, defeat monsters, and bring back Boss heads... or die in the attempt! Every Boss head your Heroes recover increases your Fame, which helps you become more important in Draggmar and gives you more power to hire stronger Heroes and buy better items. Players can work together to defeat a common threat, but only the player with the most Fame is the victor.

Components

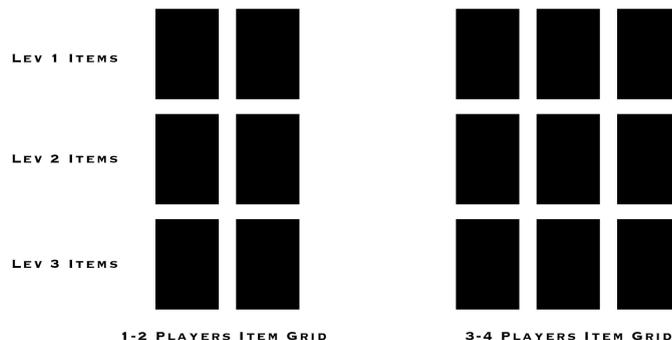
- 90 Dungeon Room cards
- 42 Hero cards
- 68 Item cards
- 30 Curse cards
- 40 Fame tokens
- 15 Dungeon Level tokens
- 17 Dungeon Threat tokens
- 20 red cubes (for Health)
- 4 blue cubes (for Skill)
- 4 Reference screens
- 1 Doom Tracker token
- 1 first player token
- 1 neoprene map Of Draggmar
- 1 neoprene player mat
- 4 player meeples
- 1 rulebook in 5 languages

Setup



- Unfold the Map Of Draggmar (L) and lay it on the table.
- Take 12 Dungeon Level Tokens (F), 4 of each level. Turn them face-down and shuffle them up. Place one token face-down on each location of the map, except for The Town and the Death Mage Keep. Return the 3 remaining Dungeon Level Tokens back to the box.
- Give each player one shield (N). Use this to hide your hand cards or just use the reference text to help you remember the rules.
- Unfold the Player Map (M) and lay it on the table.

- Place the 1 Fame tokens and 5 Fame tokens within easy reach of players, then give each player five 1 Fame tokens.
- Shuffle the decks and place them on the Player Map accordingly.
- Remove the 3 following cards from the Level 3 Dungeon Rooms deck (A): Cultist Hansen, Cultist Borgen, and The Death Mage. Set these aside for now.
- If playing with the Rift Expansion (add this after playing once or twice): Remove the 2 Portal Cards and the Boss card (General Velos) from the Rift deck. Shuffle the Rift deck, then randomly add these three cards into the bottom half of the deck.
- Place the Doom Token (I) on the '15' of the Doom Tracker at the top of the board. Have each player put their standees (K) at The Town location, then draw a random card from any level 1 deck and say the card's four-digit serial number out loud. The player with the highest number gets the First Player Token (J) and starts the game as the first player. Discard the cards to the bottom of their matching decks.
- Lay out 3 Item cards from each level face-up to create a 3x3 grid of cards. (If playing a 2-player game, use only 2 cards per row instead.) This is called the Item Grid Marketplace.



Orientation

- On the map, the town (bottom left) is the starting place for all Contractor Lords and their hired heroes. Each round starts from the town, and when a Dungeon Run is complete, move your standee back to the town.
- The Doom Tracker at the top of the board has two special colors:
 - The red spaces show when the Death Mage's influence rises. These cause Dungeon Threat Tokens to come out and the Dungeon levels to go up.
 - If playing the Undead Crusade scenario (see The Undead Crusade on page 11): The green spaces show when a new Rift will appear. Each rift will appear on the specific numbered locations that match the number on the green spaces (in order from 1 to 4).
- There are 4 types of Factions, and each of them infests multiple dungeons through Draggmar. Some dwell together for shady affairs that no one wants to really know about... Although they strike terror into the heart of every single Hero, being victorious against one of these could claim big rewards and Fame!

- Greenskins are Orcs and Goblins that infest old ruined castles and buildings. They claim it as their own kingdom, but in fact they are nothing more than a vile, repugnant threat that is really important to get rid of.
- Bandits are dangerous, well organized, and commonly seen throughout Draggmar. Some are fallen Heroes, while others are Contractor Lords that created a guild. Either way, they are a huge danger.
- Undeads are cursed fallen adventurers who tried to claim Fame in this dangerous land. They now haunt the crypts, dungeons, and old fortresses for eternity.
- Demons invoke cultist and occult rituals throughout Draggmar and are commonly seen ruling the land.
- Want a harder game? See Variations on page XX to give the factions some special powers.
- The Trophy Room is part of the common area on the side of the board. It is where Contractor Lords collectively show off their successes... or in our game, the heads of defeated Bosses. These defeated Bosses are used to claim victory. When determining if you're able to head to the Death Keep, remember to look for Boss heads in front of player's shields. You must kill bosses of each level before you can go and fight the Death Mage. See "Facing The Death Mage" on page XX.

Gameplay

The game is played through 3 phases each round:

- Selection Phase
- Hiring Phase
- Dungeon Run Phase

The player with the first player token starts the round.

Selection Phase

- Each player simultaneously sends out one scout to any Dungeon with a face-down Dungeon Level Token. Say or point to the location they are scouting. There isn't a physical piece to represent the Scout, but you can use your Contractor Lord to represent your scout.
- Each player flips the Dungeon Level token of that Dungeon face-up. All players can now choose in which Dungeon they would like to go to and place their standees on a Dungeon to select it. Once placed, it cannot be changed.
- Rotate all Dungeon Level tokens that were flipped this round by 90 degrees.
- The Selection Phase ends when all players have placed their standee on the Dungeon they will visit.
- You can revisit the same Dungeon as many times as you want, but only the first time is free of cost. Each further time you go there, the Doom Tracker will decrease by the level of the dungeon

Two notes:

- You are always free to talk openly to other players about your plans.

- Players may – and probably should – team up by going to the same Dungeon as other players.

Hiring Phase

- **For the first round only:** Starting with the first player and continuing clockwise, each player draws 1, 2, or 3 level-1 Heroes. Each player has 5 Fame to start with, and it's a good idea to spend on Items or Heroes (see below). Aim to have 7 cards in your hand before ending this phase.
- **For all other rounds:** Starting with the first player and continuing clockwise, each player may spend Fame to hire Heroes and buy Items for their next Dungeon Run. Remember that you may have a maximum of 7 total cards that are equipped or in your hand. If you collect more than 7, you must immediately discard down to 7.
 - Level 1 Items and Heroes are always free.
 - Level 2 Items and Heroes cost 2 Fame.
 - Level 3 Items and Heroes cost 3 Fame.
- When buying Items, if you don't like what you drew, you may pay 1 additional Fame to discard the item you don't like and draw a new Item of the same level. You may only do this once per Item.
- When hiring Heroes, be aware Heroes can't be redrawn like the Items can! The ones who are willing to come with you are the ones you get.
- After buying your cards, in turn order, you may swap an item you have acquired for the top Item card of the same level in the Item Grid Marketplace. You cannot trade a level 1 item for a level 2 item from the rows, for example. Swap the card you're trading away, then take the card you acquired into your hand. You may do this as many times as you like. Doing this allows new cards to appear in the Item Grid Marketplace.

When you have decided to keep a card, take it into your hand or behind your shield. The Hiring Phase is complete when all trades are concluded or all cards have been taken into player's hands or behind shields.

There are different types of Heroes in Dungeons of Draggmar.

- The WARRIOR is tough and able to handle heavy weapons and armor.
- The ROGUE is a sneaky and silent killer, but also skilled in evading traps and conflicts.
- The RANGER is a master of long-distance weapons.
- The MAGE is an arcane spell handler that is weak in posture, but strong in mind.
- The CLERIC is a divine warrior equipped with heavier weapons and prayers.
- The INQUISITOR doesn't fear anything, thanks to his beliefs in his gods. They can use Cleric and Mage Items.
- The HUNTER has never turned down a job, so long as it pays well. They can use Ranger and Rogue Items.
- The WARLOCK likes to kill first, collect money, and ask questions later... usually much later. They can use Warrior and Mage Items.
- The PALADIN is here to destroy the evil in the land... but first they have to find it. They can use Cleric and Warrior Items.

Each Hero has Skills that can save their life.

- Every non-Epic Hero has a special active Skill that can be used once. When an active Skill is used, place a blue cube on the Hero to show the Skill has been used. Some Heroes have two skills on their card, but you may only use one of them.
- Epic Heroes have a passive skill that lets them use the Items from multiple classes. No cube is assigned and it is a continuous effect
- Once a Skill is used, it can't be reused till the end of the Dungeon Run! (not applicable to Epic Heroes)

Items are precious in Dragmar and can help Heroes survive. The bottom of each Hero Card has Attack and Defense stats, and these stats can be improved with Items.

- A Hero can only equip the Items their class allows, as shown on their cards.
- A Hero can have up to three item cards equipped at a time: one armor, one shield, and one weapon, unless stated otherwise. Scrolls can be used as shields or weapons.
- If all slots are filled, the Hero is Encumbered and they can't equip any more Items. Some special Skills may negate and ignore Encumbered effects.
- Items are resolved (or used up) before any damage or effects are done to the Hero. For example, if a monster has a skill of cursing the Hero if they're damaged, first resolve any Item that could protect the Hero from that. If the Hero has an Item that can take all the damage, then the monster's skill (curse) doesn't affect the Hero.

Dungeon Run Phase

The Dungeon Run phase is the main phase of the game, and each turn during this phase happens simultaneously.

- Group all of the characters' standees going to the same Dungeon together. Place each group just below the board.
- Each group – or solo runner – draws a Dungeon Room of the appropriate level: if confronting a level 2 Dungeon, draw a level 2 Dungeon room. Play this card face-up on the table to the right of the group's standees, then let all players look at it.
- Each player chooses a Hero from their hand and plays it face-up in front of them.
- Each player may then equip up to three item cards: one armor, one shield, and one weapon, unless stated otherwise. Play these cards face-up on the table next to your Hero.
- Scrolls can be used as shields or weapons.
- Each item card can only be used in one room, and the card will be discarded even if it is not used in the room.
- A Hero can activate their Skill while in a Dungeon Room.
- You may spend 1 Fame to add 1 to your Hero's Attack or Defense. You may do this once per Dungeon Room.
- Resolve the Dungeon Room. There are different types of Dungeon Rooms. Some of them are harmless, others are deadly.

- If the players have to face a monster and can't outrun it, first read the card effect, then resolve the fight. This is done in order to know in which order the stats are compared. Attacks and Defenses are done at the same time by both sides, unless a card states otherwise.

Attacking

- To kill a monster, the group's collective Attack needs to be equal to or greater than the monster's total Defense (multiply the monster's Defense by the number of players in that group in the room). Items can add to your Hero's Attack.
 - For example, a Hero that has an Attack of 2, an Item that adds an Attack of 1, and armor that adds an Attack of 1 has a total Attack of 4.

Health / Defense

- Each Hero has a Health (Defense) value as one of their basic statistics.
- A monster will attack each Hero in the group with the Attack shown on their card. Place 1 red damage cube on a Hero for each damage they take - each cube represents 1 damage. If the Hero has a total of 0 or less Health after all effects and attacks are resolved, they are dead.
- Just like with Attack values, Items can boost your Hero's Defense value. Items that are used are the first in line to be discarded, and are used to absorb damage so the Hero doesn't get wounded.
 - For example, a Hero that has a Defense of 1 and adds a protective Item that offers 2 Defense has a total of 3 Defense. In a battle against a monster with an Attack of 2, the protective Item is the first in line to be used. The Item is discarded and the Hero doesn't take any damage.

Curses

- Pay attention to the effects described on the Dungeon Room cards. Some of them have Curses.
- Curse cards are mostly bad events that are triggered by specific monsters, Dungeon Rooms, or the Skills of another player's Heroes.
- Each Curse card is drawn by an individual player, and will only affect that player.
- Curses are always resolved after Actions, unless the Curse card states otherwise.
- If a Curse can't be resolved because the condition can't be completed, the Curse is ignored.
- If a Curse is drawn during a Boss encounter or is not resolved during the Dungeon Run, it carries over to the first round of the next Dungeon Run.
- Put Curse cards out of play once resolved. If the Curse deck is ever emptied, reshuffle all the Curse cards to form a new draw pile, then move the Doom Tracker down by 2.

Advancing to the next room

The Heroes advance to the next room in the Dungeon if any of these are true:

- The Hero (or group of Heroes) kill the monster, or manage to survive the monster's attack.
- Any Hero (or group of Heroes) disarms or bypasses the room's trap.
- The Hero (or group of Heroes) opens a chest in the room.
- The Heroes didn't die, even if they were wounded.
- All of the Heroes died, but at least one player has at least one more Hero to play in the Dungeon they are exploring. In this case, draw a new Dungeon Card, then choose a Hero from your hand to face it

What happens after you advance to the next room?

- If the group's Heroes pass the room but don't kill the monster: you'll get some Fame at the end of your Dungeon Run, but no Items.
- If the group's Heroes kills the monster in the room: you'll get some Fame at the end of your Dungeon Run and Items right away... but you see, there's only 1 or 2 Items **total** on the card, not 1 or 2 Items **per player** in the group. You as the group get to decide who gets the item(s), but it's probably a good idea to split things up as equally as possible. (Did you kill the monster all by yourself? All the items are yours!)
- If a player is alone in a Dungeon room, and the Hero kills the monster in the room but dies, you can advance to the next room, but no treasure can be claimed even if the player has still a hero alive.
- Remember that you may have a maximum of 7 total cards (Heroes and Items combined) that are equipped or in your hand. If you collect more than 7, you must immediately discard down to 7.
- Discard all items placed on the table, whether or not they were used.
- Place the Dungeon Room cards to the left of the standees.

After resolving a Dungeon Room

- Each group has a choice to make: stay together or split up. **This choice must be made before new Dungeon Room cards are revealed.**
- If you stay together, draw another Dungeon Room to advance your standees deeper into the dungeon.
- If you split up, it means there are fewer Heroes to share Items with. It also means there are now multiple groups exploring the dungeon - each group must move to a different Dungeon Room.
- You are free to split off with any number of players, or to face the Dungeon alone.
- If your Hero splits from a group, it can't rejoin another group. If your Hero is killed, the next Hero you play can join any group in that Dungeon (with that group's permission) or continue exploring the Dungeon on their own.

Important notes about the Dungeon Run Phase

- Multiple players traveling to the same dungeon must start the first room as one group, not multiple smaller groups. You may split up into smaller groups or go your own way after you have advanced past the first room, but not before.

- The Heroes don't actually have to kill a monster to proceed to the next Dungeon Room. They just need to avoid dying - getting to the next room means you have moved past them. (you will still collect the Fame for that Room but not the Item reward the killed Monster gives you)
- Each monster and trap can only injure or kill a maximum of one Hero per player.
- If the card says to draw a Curse, each player in the group has to draw their own Curse. Your Curse card only affects you (or your Hero).
- A Hero is immune to a trap if the Hero is a higher level than the trap. If that happens, they ignore the trap and walk through the room laughing at it. Bear in mind the trap can still be disarmed or bypassed to save other people in your group. Heroes not immune can get injured or killed!
- Unless stated otherwise, if a Hero is unable to open a chest, the room is skipped. You may unlock it if able, of course, but you don't have to.

The Dungeon Boss

- The cherry on top of every Dungeon is the Boss! Four Bosses await you in each Dungeon deck, and you never know when you'll have to face them.
- The first Hero (or group of Heroes) to kill the Boss will end the Run for everyone in the same Dungeon.
- When the Boss appears, that room becomes the last room in the Dungeon for your Hero (or group of Heroes). Defeating the Boss offers plenty of Fame...if the Hero(es) can kill them, of course!
- Bosses are intimidating creatures no matter who your Hero is. The Boss cannot be skipped, must be confronted, and must be killed before it kills you!
- When a Hero (or group of Heroes) meets a Boss, one of these things will happen:
 - If a group of Heroes kills the Boss: The Boss card (representing their head, of course) is placed near the map. Move the Doom Tracker up by the Dungeon level. Pile the used Dungeon cards below the Boss card and remove the Dungeon Level Token from the board.
 - If you single-handedly kill the Boss: keep the Boss card for yourself in front of your shield so everyone can see it, then move the Doom Tracker up by the Dungeon level. Pile the used Dungeon cards below the Boss card and remove the Dungeon Level Token from the board.
 - If your Hero damages the Boss but doesn't kill them: The Hero will flee scared and will be considered lost, and the Boss regains all of the health. Time for the next hero! In other words, every Hero has exactly one chance of confronting the Boss. The hero goes directly to the discard (graveyard) pile.
 - If the Boss defeats your Hero: time for the next Hero from your hand! If a Boss kills your Hero and the player plays another Hero, the Boss regains all of their health even if the boss has been killed simultaneously. This is a special skill available only to the Bosses.
 - If a Boss defeats your last Hero or the group's last Hero: Your Dungeon Run is over. Return the Boss card to the appropriate pile, then move the Doom Tracker down by the Dungeon level.

- If a Boss defeats the Heroes and is defeated by the Heroes at the same time: the Dungeon Run is over. You are successful if any player in that group has more Heroes in their hand. Otherwise, you have failed.

End of round

- Your Dungeon Run is over when all of your Heroes are dead or a Boss has been defeated. Sit back and wait for the rest of the players to finish up their Dungeon Run, either by encouraging them or egging them on.
- If you defeated the Boss, you may upgrade and keep the last Hero used by spending 1 Fame. Look in the Hero deck of the next highest level for a copy of the Hero's card of the higher level. Once found, discard the lower-leveled Hero card and shuffle the Hero deck you searched. (If it's not there, see if someone else is using it - they will either be upgrading it or discarding it.)
- Discard the rest of your Heroes.
- You cannot upgrade a level 3 hero, which means it must be discarded.
- You may only keep upgraded Heroes in your hand for the next Dungeon Run. Discard your Item cards to either the discard pile or to the top of the Item Grid Marketplace (for example, place a level 1 card face-up on an existing level 1 card)
- Move all standees back to the Town, the starting place for all contractors and their hired heroes.
- Shuffle each Hero deck and Item deck. Do not shuffle or remove any cards in the Item Grid Marketplace.
- Remember to put all Curse cards out of play.
- Pass the first player token clockwise.
- Adjust the Doom Tracker as discussed below.

Adding / Removing Dungeon Threat Tokens

- If the Doom Tracker has dropped below 10 at the end of everyone's Dungeon Run, add a Dungeon Threat Token to each revealed level 1 and 2 Dungeon. This turns each level 1 Dungeon into a level 2 Dungeon, and each level 2 Dungeon into a level 3 Dungeon.
- If the Doom Tracker has dropped below 5 at the end of everyone's Dungeon Run, add *another* Dungeon Threat Token to all Dungeons that are not already at level 3.
 - Dungeon Threat Tokens have a '+1' on both sides and make a Dungeon harder to defeat. Note that the maximum Level for any Dungeon is 3. If the sum of the tokens is already 3, it does not get another token. Also, a Dungeon level never goes lower than the Dungeon Level Token indicates. In other words, these Tokens can only raise the level of the Dungeon.
- When the Doom Tracker rises above 5 or 10, remove one Dungeon Threat Token from all locations that have one.
- When all Dungeon Tokens are uncovered, the Doom Tracker goes down by 1 each round. The Death Mage's influence is stronger now...

Collect Fame

- Whether you succeeded in killing the Boss or not, you'll get some Fame. Fame is why the Contractor Lords are hiring Heroes. Fame represents riches, gold, word of mouth, legends, myths, and power. Fame is earned by claiming Boss heads, confronting legendary creatures, and returning with victory in your hand.
- As you play, you'll spend Fame to hire new Heroes or to buy new Items. Fame is something that comes and goes, but in the end the one who has the most Fame when the Death Mage is killed wins!
- Before counting Fame, remember you cannot have more than 7 cards at any time.
- There are several ways to collect Fame. Take the appropriate Fame tokens since you earn them:
 - Fame for each Dungeon Room you advance past, as stated on the card. Remember that you advance even if the Hero died or didn't defeat the monster or trap instead. Do not score Fame for beating the boss in this way.
 - If a group of two or more players defeated the Boss: Each player collects Fame from the Boss card.
 - If you single-handedly defeated the Boss: collect the Fame all for yourself. You will get to count that Fame *again* after beating the Death Mage. In other words, you get twice as much Fame if your Hero single-handedly defeated the Boss.
 - The first player or group to defeat a Boss gets 1 bonus Fame apiece.
 - If your Dungeon Run ends in a specific Dungeon Room that hasn't been passed, that room does not score you Fame.
 - Take Fame for killing the Boss and finishing the Dungeon Run. This is shown in the upper left corner of the Boss card (the [FAME] symbol). If your last hero runs away, you won't earn any Fame this way.
 - You can also gain or lose Fame as the result of special effects or Curse cards.

Facing the Death Mage

- You **must** go to the Death Keep to face the Death Mage when all players have collectively:
 - (In a solo game) killed 3 or more Bosses (at least 1 of each level)
 - (In a 2-4 player game) killed 6 Bosses in total (at least 1 Level 1 Boss, 2 Level 2 Bosses, and 3 Level 3 Bosses).
- The Death Keep can only be challenged once in the entire game. It's an all-or-nothing end of the game. If this Dungeon defeats you, game over!
- When it is time to face the Death Mage, all players must move their standees to the Death Keep. Start as a group as usual, then split off if you want.
- Setup the Death Keep deck by taking the 3 Elite Dungeon Cards (Cultist Hansen, Cultist Borgen, and the Death Mage - these were the cards you set aside before starting), then add level 3 cards equal to 2 plus the number of players. Shuffle all of these cards together and make a face-down deck. This is the Death Keep deck. Play it as you would any other Dungeon, but **draw from this pile only**.
- During this Dungeon Run, a Boss is treated like a regular foe. They're just stronger than other foes.

End of the game

The game can end in three ways:

- If the Death Mage has been killed in bloody combat, the player with the most Fame wins. Don't forget to add Fame from single-handedly defeating the boss.
- If the Death Mage has defeated the group, all players lose the game.
- If the Doom Tracker ever reaches 0, all players lose the game immediately

Variations

- Want a harder game? Look on the map! Each dungeon has one or more types of enemies next to them. Enemies of that type get +1 on their Attacks in those Dungeons.
- Want the **brutal** experience? If you fail the Dungeon Run, the Doom Tracker goes down **per player** in the group, not **per group**. (For example, if a 2-player group fails a level 2 Dungeon, the Doom Tracker would go down by 4.) This can cause the Doom Tracker to hit 0 very quickly, so watch out!

Playing solo

A Solo Game runs like a game with multiple players, with a few minor changes:

- Leave the First Player Token in the box - there's no need for it.
- Some Skills and Curses that require interacting with other players are ignored or otherwise not used (skip that Curse and count it as if nothing happens, or you cannot use a Hero's Skill if it involves other players).
- You may send out 3 Scouts during the Selection phase instead of 1.
- During setup, create the Item Grid Marketplace with 2 item cards of each level in 3 rows, as you would in a 2 player game (for a total of 6 cards). Winning and losing conditions are the same: defeat the Death Mage to win. If the Doom Tracker reaches 0, or if the Death Mage defeats you, you lose.

The Undead Crusade

(Difficulty: Medium – Adds the Rift cards and makes the game harder!)

The mighty Undead Crusade is upon Draggmar - a force so fierce that even the Death Mage trembles at their name. A thousand years ago, General Velos sold his soul to the demon without a name. The demon granted Velos immortality, sealing a victory for the General and his army. After the battle was won, however, the army and the General became cursed. The price for glory was to see their bodies rot for eternity. They are returning to reclaim the land of the living and to make it their own.

Changes to Setup

- Take all 15 Rift cards from the box. Shuffle the deck, then place it on the Player Mat.
- Place the Rift Tokens next to the map.

Special rules

- When the Doom Tracker drops to or past a green number, place a Rift token on the matching numbered location on the map. Up to 4 Rifts can exist on the board at the same time. (they will appear on the spaces numbered 1 to 4).
- Some open Rifts will block roads that lead to some Dungeon locations. They must be cleared in order to use that road and visit those Dungeon locations.
- To remove a Rift, a player or group must choose to go to it and defeat it like a Dungeon. There are 3 ways to defeat a Rift: Defeat General Valos, find one of the Portals in the Rift Deck, or clear all the cards in the Rift Deck.
- When one of these things happens, the Doom Tracker increases by 2 points, and that Rift is removed from the board.
- If all of your Heroes are killed during the Dungeon Run, you have failed, and the Doom Tracker will go down by 2.
- Whether you defeat the Rift or the Rift defeats you, every Rift still active will decrease the Doom Tracker down by 1 per turn.
- If multiple players or groups are clearing Rifts, they draw both from the same Rift Card deck until General Velos is killed or a Portal card is reached. As a result, up to 3 Rifts can be closed in one Dungeon Run.
- Rift Dungeons when completed are removed as regular Dungeon Room Cards from the game. When all the deck is cleared the Rift will not appear anymore. Remove all possible remaining Rift Tokens from the map. The seal is closed... at least for now since The Undead Crusade is immortal!

Winning / losing

This scenario just adds new monsters and new challenges, so it has the same winning and losing conditions as the base game: defeat the Death Mage to win. If the Doom Tracker reaches 0, or if the Death Mage defeats you, you lose.

A Dead Elf Tells No Tales

Draggmar is filled with bandits and criminals (not to mention the endless monsters roaming the dungeons), but the Dark Elf Conclave is a Guild of the most dangerous and prolific criminals across Draggmar. Contractor Lords and Heroes both see plenty of opportunity to claim some extra awards by bringing in the heads of the most wanted Dark Elf criminals in Draggmar...

Difficulty: Easy

Changes to setup:

- Add the 6 Dark Elf cards (2 for each level) into the respective Dungeon decks

- These Dark Elf cards are stronger than the regular monsters lurking the dungeons, but weaker than the Bosses.
- They offer more Fame when defeated as well - each Dark Elf killed gives you 2 Fame per Dungeon level, instead of the usual 1 Fame per Dungeon level.
- Add the 6 Epic Item cards from the Dark Elf Conclave into the respective Item decks.
 - These Epic Items are stronger than other Items.

Winning / losing

This scenario just adds new monsters and new challenges, so it has the same winning and losing conditions as the base game: defeat the Death Mage to win. If the Doom Tracker reaches 0, or if the Death Mage defeats you, you lose.

~~~~~END OF RULES~~~~~

~~~~~ALL TEXT BELOW THIS LINE NOT PART OF THE RULES ~~~~~

Changes Log:

- Players starts with 5 Fame instead of 0
- Added a new rule "Item Grid Marketplace"
- Curse Cards are not reshuffled anymore after every turn
- Some Items can be kept after the Dungeon Run in the Item Grid Marketplace
- There are 4 Dungeons of each level
- You can visit again uncovered Dungeons by decreasing the Doom Tracker
- You must challenge the Death Mage when you fulfill the requirements
- Cleared Dungeons Cards are removed from the game with the appropriate Boss card