

LEWIS TRONDHEIM - JOANN SFAR - JOACHIM THÔME - CROCOTAME

# Donjon

Les APPRENTIS GARDIENS



DELACOURT

sylex

*"Four black towers, the tallest of which can be seen from ten days walk away...  
A lead door hidden in the heart of foul swamps...  
Miles of hallways lined with moss and saltpetre...  
Ladders, goods lifts, staircases to the bowels of the earth...  
This is the dungeon..."*

That was all well and good, but adventurers are in short supply these days. Or maybe they're afraid of the dungeon's legendary efficiency? Whatever the case, we need to find a solution to get the dungeon out of this bad patch. After a fruitful brainstorming session with himself, an idea of genius germinates in the brilliant mind of the guardian. He devised his plan in 4 acts:

1. Firstly, we spread the rumour that the keeper is getting on in years and wants to pass on the baton, inevitably attracting ambitious budding guardians to the dungeon.
2. We select a handful, let's say 4 maximum, taking care that they are not really gifted, and we make these idiots believe that they have a chance of succeeding the illustrious Hyacinthe de Cavallère provided that they prove themselves.
3. We give them a bit of a dungeon, with a few monsters, and we just wait for the news to circulate.
4. With that, the adventurers are bound to come back in numbers, sure of the dungeon's predicted demise and the lovely, poorly defended treasures that await them. All that's left to do is to throw our 4 candid apprentice guardians into oblivion and regain control of the dungeon!

## Overview and goal of the game

So you'd like to take over from the Guardian?

OK, we'll start by giving you a few monsters and a bit of a dungeon to work on....  
You can recruit others and move them to the right rooms to satisfy the demands of the illustrious Hyacinthe de Cavallère. His most valuable lieutenants, Marvin, Herbert, Korous and Alcibiade, will come to your aid if you agree to throw a few monsters into the oubliettes. And if you don't want to find yourself invaded by unwelcome adventurers, remember to get rid of them from time to time!

Ready for the challenge?


## Credits


Game designer: Joachim Thôme  
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Development: Pierre Steenebruggen & Joachim Thôme  
Art direction: Pierre Steenebruggen & Crocotame  
Graphic design: Crocotame & Pierre Steenebruggen  
Rules: Pierre Steenebruggen

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# CONTENTS



24 Threat cards, divided into 3 types:



1 First Player token



12 for 2, 3 and 4-player games



6 Guardian tiles



28 Groups of Adventurer tiles



20 Malus tiles



6 more for 3 and 4-player games



6 more for 4-player games only



7 Inn cards



16 Mixture cards



4 Dungeon boards (1 for each player)



10 VIP cards



16 Bearer of the Sword of Destiny cards

111 monster figurines :

- 20 Spiders
- 20 Brou
- 20 Dragons
- 20 Vampires
- 20 Skeletons
- 11 VIPs



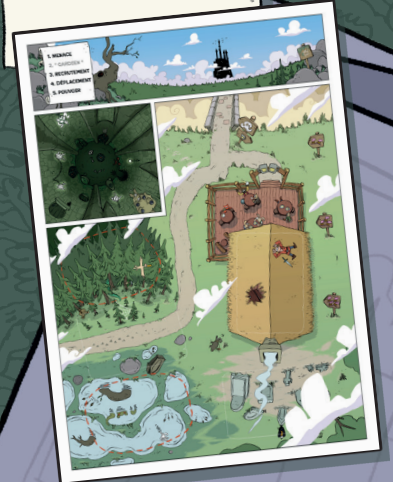
8 Objective tiles

1 score pad



1 Power board

1 Terra Amata board



1 Office board

# ~ SET UP ~

## GENERAL SET UP

Place the Office board **A** where all can see it. It will help you keep track of your goals and score points at the end of the game.

Place the Terra Amata board **B** and the Power board **C** in the centre of the table, within reach of all players..

*Make sure you leave enough space on either side of the boards for your miniature reserves and discarded cards.*

Each player chooses a personal Dungeon board **D** and places it in front of them.

## A. THE OFFICE BOARD

Take the 4 Goal tiles without \* and place 1 of them, determining its side at random, on each of the 4 slots provided..




## AFTER A FEW GAMES

For more challenging and surprising games, you can try adding goals for experienced guardians, identifiable by their \*.


Shuffle all the tiles and place 1 of each colour, at random, on each of the spaces provided.

If you prefer, you can also agree on which goals to use for your games.

## C. THE POWER BOARD

**C1.** Shuffle the 16 Swordbearer cards  and place them face down in their respective slots.

**C2.** Shuffle the 10 VIP cards  and place them face down on their slots. Then reveal the first 2 cards of this deck on the appropriate slots.

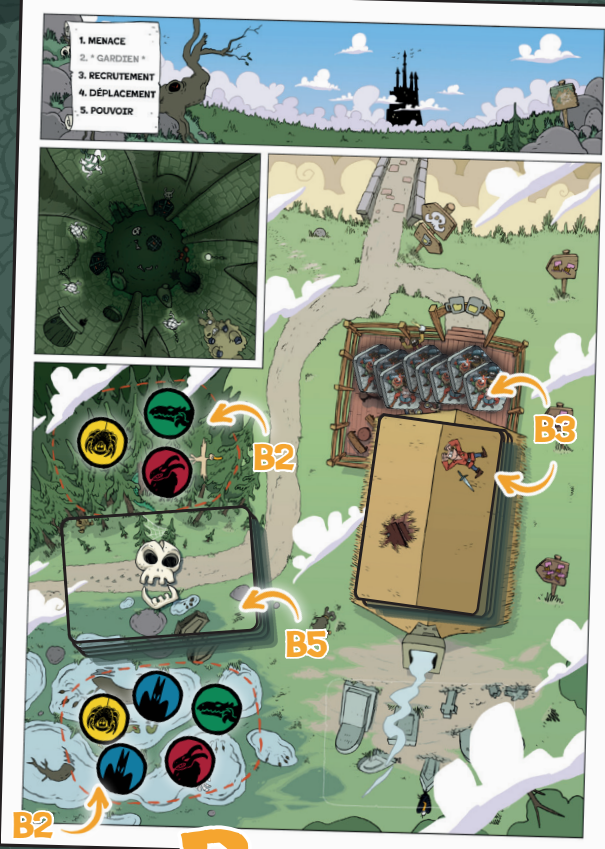
**C3.** Make up a reserve with all the VIP figurines  to the right of the VIP cards.

**C4.** Shuffle the 16 Mixture cards  and place them face down on their slots. Then reveal the first 3 cards of this deck on the appropriate slots.









## B. THE TERRA AMATA BOARD




# B

**B1.** Create the general reserve of monsters with the spiders , brouss , dragons , vampires , and skeletons , on the left of the board.


**B2.** Take 2 , 2 , 2 , and 2 , then randomly place 3 of these monsters  in the forest, and 5 in the swamp.

**B3.** Shuffle the 7 Adventurer cards  and place them all face down on the roof of the inn. Form a reserve with all the Group of Adventurer tiles  and place them on the terrace of the inn.



**B4.** Depending on the number of players, take the Threat cards  listed below and then shuffle them:

- 2 players and more: the 12 2-3-4 player cards (greenish)
- 3-4 players: add the 6 3-4 player cards (yellowish)
- 4 players: add the 6 4 player cards (blueish)


With 2 or 3 players, put the unused cards back in the box.


**B5.** Finally, form a face-down pile of Threat cards  to use in your game and place them on its space (the path between the forest and the swamp).

## D. THE DUNGEON BOARDS

**D1.** At the entrance  of each dungeon, 4 monsters  are represented (, , , , or ). Each player takes the monsters in question from the reserve and places them in the entrance of their dungeon.

**D2.** Each player places 1 Group of Adventurers tile  in room 1  of their board.

**D3.** Each player takes a set of Malus tiles  numbered 1 to 5 to form a reserve next to their dungeon.

**D4.** Shuffle the Guardian tiles  face down and distribute 1 to each player, which they keep face down in the slot to the right of their dungeon.



# D

# THE ICONS

## YOUR DUNGEON

It consists of:

1 ENTRANCE 



By default, this is where all your monsters  come.


5 HALLWAYS 



Essentially to connect your rooms.

5 ROOMS 



Numbered, they are crucial for using your powers and for your victory points  at the end of the game.





## THE OUBLIETTES

Located on the Terra Amata board, this is where you throw your monsters  to use the powers of your rooms .

It is also a recruitment area, like the forest or the swamp.





## THE MONSTERS







The icon always indicates the monster  of your choice. In addition, each monster  has its own icon:

Skeletons , spiders , broucs , dragons , vampires , and VIPs .









## MOVEMENT OF MONSTERS

Each footprint  allows you to move any monster  in your dungeon one space:




- From the entrance  to a hallway 
- From a hallway  to a room 
- From a room  to a hallway 

## PLACEMENTS AND NEW ITEMS



A  icon indicates to place monsters  or adventurers  to, or from a location. If a  precedes the icon of a  or a , this means that you earn it.

- A placement can involve your entrance  or the oubliettes . For example:






Take 2 monsters  of your choice from the oubliettes  and place them in your entrance .



Take 2  from the general reserve and place them in your entrance .

- Or a room , as indicated in the bottom right-hand corner of the icon. For example:




Take one  from your dungeon room  with the highest number and place it in your .



Take 3  from your  and place them in the room  where you have just placed your . (see VIPs, page 11)




## GROUPS OF ADVENTURERS

They move from room to room to make you lose victory points .







## NEW GROUP OF ADVENTURERS

Take 1  from the inn. Place it in your dungeon, in the room indicated.





## PROGRESS OF A GROUP OF ADVENTURERS

Take 1  present from the dungeon room with the lowest number. Move it forward the number of rooms indicated (, , or ).



## TELEPORT A MONSTER

Each  allows you to take 1  anywhere in your dungeon and place it anywhere.



## ELIMINATE A GROUP OF ADVENTURERS


Choose any  in your dungeon and send it back to the terrace of the inn.

# ~ GAME TURN ~

Each player's turn comprises 5 phases, 3 of which are mandatory:

- 1 THREAT ..... page 7
- 2 GUARDIAN (optional) ..... page 8
- 3 RECRUITMENT ..... page 8
- 4 MOVEMENT ..... page 8
- 5 POWER (optional) ..... page 9

The first player completes these 5 phases in order, then the next player clockwise does the same, and so on.


The turns continue in this way until the last Threat card  is revealed in phase 1.

Once this card has been revealed, complete the table round to the player to the right of the first player, then score the points (page 14) to determine the winner.



## ~ 1. THREAT ~



If there are at least 5 monsters  in the Forest AND in the Swamp, go directly to the next phase.

If there are less than 5 monsters  in the Forest OR in the Swamp, reveal the next Threat card , then follow these steps in order:






A. If an icon is present on the left, **all** players are affected:








Take 1  from the inn and place it in room 1  of your dungeon.






Take 1  present in your room with the lowest number. Move it forward the number of rooms indicated ( or ).

*I don't want adventurers in my office!*





At any time, if 1  arrives in your room 5 , take the lowest-value  tile from your reserve, and place it to the left of your room 5 . At the end of the game, each  tile in your dungeon will reduce your points by the amount of its value.

B. Take the 2  represented on the card from the reserve and place them in the area (Forest or Swamp) that has less than 5 .

C. If there is 1 Threat icon  on the card drawn, turn the card face down and keep it to the right of the Terra Amata board. Otherwise, discard it in the cemetery.



D. When there are as many  cards to the right of the Terra Amata board as there are players, turn over the first inn card  and apply its effect to all the players concerned:




to the player(s) with the **most**  in their dungeon

to the player(s) with the **least**  in their dungeon



OR





E. Each time an inn card  is revealed and its effect applied, discard it in the cemetery along with all the Threat cards  remaining next to the Terra Amata board.



## 2. GUARDIAN

At the start of the game, your Guardian tile is face down next to your dungeon. Later, when you have successfully led 5 monsters in room 5, the Guardian's office, this tile will be revealed, giving you 3 powers that you can use during this phase.

 If your Guardian tile has not yet been revealed, go directly to the next phase.

If your Guardian tile  has been revealed, you can use **ONE** of its three powers as follows:

**A.** Take the lowest-value Malus tile  available next to your dungeon and place it on the power you wish to take advantage of.

**B.** Apply the effect of the power you've just overlaid.

For more details on Guardian tiles  and their effects, see page 14.




As you can see, these tiles on your board will cause you to lose points at the end of the game.

As each new tile placed on your board causes you to lose more points than the previous one, think carefully before using one of your Guardian's tile powers.

## 3. RECRUITMENT

A good dungeon needs new blood! Between the forest and the swamp, you should be well served, but if that's not enough for you, you can always dig up a few old crones from the oubliettes.

**1.** From **ONE** of the 3 recruitment areas on the board (Oubliettes, Forest or Swamp), take up to 2 monsters  of the same type (colour).


**2.** Place all recruited monsters :





in the entrance of your dungeon



OR



on any location in your dungeon that already contains at least 1  of the same type (colour).

Whatever the case, all the  you have just recruited must be placed in the same place.

**Example:** Jo has just picked up 2 spiders  in the forest.

He already has 1 in room 3  of his dungeon and in a hallway. He can therefore place **both of them** in this room **A**, in corridor **B** or simply in his entrance **C** .









## 4. MOVEMENT

**1.** Once you've recruited, count **all** the monsters  in your dungeon - of the type you've just recruited.





**2.** You get 1 footstep  for each  of this type present in your entire dungeon.

**3.** Each  allows you to move **any**  in your dungeon one square:

- From the entrance  to a hallway 
- From a hallway  to a room 
- From a room  to a hallway 

**4.** Use these  by distributing them freely among the  in your dungeon, then move on to the next phase.



### DON'T FORGET!


- Your moves can be split between all the  in your dungeon, not just those of the type (colour) you've just picked up in phase 3. Recruitment.
- Only your  can be moved with , never groups of adventurers .



## ~ 5. POWER ~

You have the chance to be supported by powerful allies in the first 4 rooms of your dungeon. - Don't neglect them!

After moving your , you can send 1, and only 1, to the Oubliettes  to activate the power of the room from which you took it.

Rooms  1 to 4 in your dungeon each offer a different power, as described on pages 10 to 13.



page 10



page 11



page 12










page 12-13














### THE GUARDIAN'S ADVICE

Parting with an unfortunate creature can seem cruel, or even expensive. When you're just starting out, you may be reluctant to do so. But believe my experience, most of the time, the benefits you gain will be well worth the sacrifice!











## ~ EXAMPLE OF A TURN ~











**1 Threat:** There are fewer  than 5 in the swamp, so Audrey starts by flipping over a Threat card . Following the instructions on this card, each player takes 1  from the inn and places it in room 1  of their dungeon. Add 1  and 1  to the swamp. The card does not have any  on its right, so it is discarded in the cemetery.

**2 Guardian:** on a previous turn, Audrey managed to lead 5  to room 5 , so the powers of her Guardian tile are now available. She uses the 2nd space of her Guardian tile by placing 1 Malus tile  on it, which allows her to remove 2  from her dungeon (see page 14).

**3 Recruitment:** Audrey now decides to take 2  from the forest. As she already has 1  in room 3  and 2  in the hallways , she could put them in one of these places rather than in her entrance . She chooses to place them in her room 3 .



**4 Movement:** Audrey has a total of 5  in her dungeon and thus gains 5 footsteps . She moves her  and her  from the entrance to the first hallway, then her  to room 1. She therefore has 2  left, which she uses to move 1  from  to  via the  that connects them.

**5 Power:** Now she can use the power of a room  in which she has a , sending it to the oubliettes . She chooses the  in , and sends it to . From the VIP cards available, she chooses Kadmion (see page 11) which allows her to place 1  anywhere, along with one  of her choice, taken from . She places both of them in , which ends her turn.



### STRAIGHT TO THE POINT?

Aside from scoring points, you now know everything you need to know to be able to start playing.

On pages 10 to 14, you'll find the effects of each room's powers, as well as a description of each of the cards you'll find there. You don't need to read them in detail to start running your dungeon, and can only refer to them when you start using a room's power. You can therefore go straight to page 14 if you want to get started now.

Of course, if you'd like to get through all the rules in full before you start, don't hesitate to read on!

# ~ HOROUS' LABORATORY ~



## MIXTURES

A good necromancer always has something on hand to play with life and death.

Horous' mixtures all have 1 or 2 beneficial effects for the player using them.

Choose one of the 3 visible mixtures, apply its effect(s), discard it and reveal a new mixture to replace it.

If there are not enough Mixtures cards left to renew the offer, shuffle the discard pile to reconstitute the deck.



Take the 2 indicated monsters (✓) in the general reserve and place them in the entrance (🏠) of your dungeon.



Take the monster (✓) indicated in the general reserve and place it anywhere in your dungeon.



Take 1 skeleton (☠️) and 1 other monster (✓) of your choice from the general reserve and place them both in the entrance (🏠) of your dungeon.



Take 1 monster (✓) of your choice from the oubliettes (🌿) and place it anywhere in your dungeon.



Take 2 monsters (✓) of your choice from the oubliettes (🌿) and place them in the entrance (🏠) of your dungeon.



Take 2 skeletons (☠️) from the general reserve and place them EACH anywhere in your dungeon.



Take 1 monster (✓) of your choice from the oubliettes (🌿) and place it in the entrance (🏠) of your dungeon.

AND

Remove 1 group of adventurers (👤) from any room (🏠) of your dungeon.



Take 1 skeleton (☠️) from the general reserve and place it anywhere in your dungeon.

AND

Remove 1 group of adventurers (👤) from any room (🏠) of your dungeon.



Get 4 🐾 to move your monsters in your dungeon.

AND

Remove 1 group of adventurers (👤) from any room (🏠) of your dungeon.



Take 1 (✓) anywhere in your dungeon and place it anywhere in it.

AND

Remove 1 group of adventurers (👤) from any room (🏠) of your dungeon.

# ~ MARVIN'S REFECTORY ~



## LES VIPs (very important personalities)

When we need to call in a specialist for a specific job, Marvin is always there to tell us who to send.



1. Take 1 from the Power board and place it in your dungeon, in the room of your choice.

2. Take a face-up VIP card from the Power board and benefit from its effect. Then discard this card and reveal a new one to replace it.

**PLEASE NOTE:** if there are no VIP cards left to renew the offer, just make do with what's left, **VIPs are limited in number.**

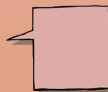


This icon reminds you that VIP effects always apply to the room they arrive in. So choose your VIP and his arrival room wisely.

All VIPs have positive effects that only affect you. Some also have negative effects for all other players. The colour of the bubble in which the effects appear indicates to whom they apply:



This effect only applies to you



This effect applies to all other players



You: Take 1 from the general reserve and put it in the where you have just placed your .

All the other players: Take 1 from your with the lowest number and move it forward 3 .



You: Take any from the and put it in the room where you have just placed your .



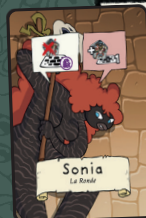
You: Take up to 3 from your entrance and place them in the where you have just placed your .



You: Take up to 2 anywhere in your dungeon and put them in the room where you have just placed your .



You: Remove 2 in the room where you have just placed your .



You: Remove 1 in the room where you have just placed your .

All the other players: Take 1 from the inn and place it in room 1 of your dungeon.



You: Take 2 from the general reserve and place them in the where you have just placed your .



You: Take 1 from the general reserve and place it in the where you have just placed your .

AND

Remove 1 in the room where you have just placed your .



You: Take 1 extra from the general reserve and place it in the where you have just placed your .



You: Take up to 3 in the room where you have just placed your and place them each anywhere in your dungeon.

# ALCIBIADE'S CRYSTAL BALLS ROOM



## BACK AND FORTHS

Scrutinising his orbs and his giant's eye, the dungeon gnomonist has everything he needs to to move crowds of monsters.

Get 7 footsteps . These can be used in exactly the same way as described in phase 4. Movement (page 8). You can therefore divide them up freely between all the in your dungeon.



# HERBERT'S BEDROOM



## THE BEARERS OF THE SWORD OF DESTINY

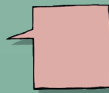
The belt buckle on the Sword of Destiny worn by Herbert summons ancient bearers to the rescue! They are all powerful warriors... or almost.

Draw the first card from the Swordbearer deck to find out which one is coming to your aid, then apply its effects. Next, discard the card drawn. If there are no cards left in this deck, shuffle the discard pile to create a new deck.

All bearers allow you to remove 1 to 3 from your dungeon. Sometimes they also have other effects that only concern you. Some also have effects for all the other players. The colour of the bubble in which the effects are written indicates to whom they apply:



This effect applies to you only



This effect applies to all other players



You: Remove 3 from any room(s) of your dungeon.

AND

Send any in your dungeon to the .



You: Remove 3 from any room(s) of your \_dungeon.

All the other players: Take 1 skeleton from the general reserve and place it anywhere in your dungeon.



You: Remove 2 from any room(s) of your dungeon.

AND

Take 1 anywhere in your dungeon and place it anywhere.

All the other players: Take 1 anywhere in your dungeon and place it anywhere.



You: Remove 1 from any of your dungeon.

AND

Take 1 anywhere in your dungeon and place it anywhere in it.

All the other players: Take 1 from the inn and place it in room 1 of your dungeon.



You: Remove 2 from any room(s) of your dungeon.

AND

Take one of the in your room with the highest number and place it in your .

All the other players: Take 1 from the inn and place it in room 1 of your dungeon.



You: Remove 3 from any room(s) of your dungeon.

AND

Take one of the in your room with the highest number and place it in your .



You: Remove 3 from any room(s) of your dungeon.

All the other players: Remove 1 from any of your dungeon.



You: Remove 2 from any room(s) of your dungeon.



You: Remove 2 from any room(s) of your dungeon.

AND

Take 1 skeleton from the general reserve and place it anywhere in your dungeon.

All the other players: Take 1 skeleton from the general reserve and place it anywhere in your dungeon.



You: Remove 2 from any room(s) of your dungeon.

AND

Take any from the general reserve and place it anywhere in your dungeon.

All the other players: Take any from the general reserve and place it anywhere in your dungeon.



You: Remove 2 from any room(s) of your dungeon.

ET

Take one of your from your with the highest number and place it in your .

All the other players: Take one of your from your with the highest number and place it in your .



You: Remove 1 from any of your dungeon.

AND

Take 1 skeleton from the general reserve and place it anywhere in your dungeon.

All the other players: Take 1 from your with the lowest number and move it forward 1 .



You: Remove 1 from any of your dungeon.

All the other players: Send any in your dungeon to the .



You: Remove 2 from any room(s) of your dungeon.

AND

Get 3 for your .

All the other players: Get 3 for your .



You: Remove 1 from any of your dungeon.

All the other players: Take 1 from your with the lowest number and move it forward 3 .





You: Remove 1 from any of your dungeon.


AND

Take any from the general reserve and place it anywhere in your dungeon.


# THE GUARDIAN'S OFFICE

Monsters all over the office always put the Guardian in a good mood!



As soon as you have 5  in the Guardian's office (room 5), flip over the  tile to the right of this room to discover its 3 powers. From now on, during each of your 2. Guardian phase, you can use one of the 3 powers available on this tile as follows:

**A.** Take the lowest-value malus tile  next to your dungeon and place it on the power you wish to take advantage of (at the end of the game, you will lose as many VPs as its value).


**B.** Apply the effect of the power you've just overlaid.

WARNING: a power is only available if it is not covered by any  tile.





**Example :** Caro has already used one of the Guardian's powers on a previous turn by placing her  tile on it. This turn, she wants to use the power on the right, so she places her  tile on this slot.





Take up to 3  already in your dungeon, and place them anywhere you like.



Take 1  of your choice and 1  from the reserve. Place them both in room 3






Get 5  to divide between your  to move them.



Take 1  of your choice from the . Place it on the location of your choice.









Take 2  of your choice from the . Place them both on your .



Eliminate 2  from any room(s) of your dungeon.





# END OF THE GAME

- When the last Threat  card is drawn, complete the round of the table to the right of the player with the First Player token, then proceed to Scoring Points.  
If you need new  cards to complete this final round, collect the  cards from the cemetery and shuffle them to form a new  deck, which you place on its dedicated space.

**Example :** Tom draws the last Threat  card at the start of his turn, triggering the end of the game. We then collect all the  cards from the cemetery, shuffle them to reconstitute a deck and continue playing until Caro, sitting to the right of Jo (who started the game), finishes her turn. Then it's time to score the points.

# SCORING POINTS

Now use your scorepad to record each player's points .

- Score the VP corresponding to the 4 Objective tiles used during your game. If you have any doubts, they are all detailed opposite.
- Score 7 VP per room in which you have at least 4  of different types (colours).
- Lose as many VP as the sum of the  in your dungeon (to the left of your room 5  and on your Guardian tile).
- Finally, for each  present in your dungeon, lose as many VP as the number of the room in which it is found.

The player with the most VP wins! They are the most worthy successor to the Keeper (even if, in the end, it's far from clear that the Keeper is really ready to give up his position...).

In the event of a tie, no-one deserves the Keeper's attention... it's time for another game!

# THE OBJECTIVES



In each room, 4 VP if at least 1 spider and 1 brov.



In each room, 4 VP if at least 1 spider and 1 dragon.



In each room:  
1 single brov = 2 VP  
At least 2 brovs = 5 VP



In each room, 4 VP if at least 2 brovs.



In each room, 4 VP if at least 1 spider and 1 vampire.



In each room, 4 VP if at least 1 spider and 1 skeleton.



If at least 1 brov in:  
4 rooms = 13 VP  
6 rooms = 20 VP



In the whole of the rooms:  
3 brovs = 5 VP  
6 brovs = 13 VP  
9 brovs = 24 VP



15 VP if at least 6 vampires in the whole of the rooms.



At least 1 in:  
1 hallway = 2 VP  
2 hallways = 6 VP  
3 hallways = 12 VP  
4 hallways = 20 VP  
5 hallway = 30 VP



3 VP per on 1



Per room with 1 on all:  
0 room = -12 VP  
1 room = -5 VP  
2 rooms = 0 VP  
3 rooms = 7 VP  
4 rooms = 15 VP

Dragons love piles of gold and don't share them.  
Only 1 per



12 VP for the player(s) with the most in the whole of the rooms.



In each hallway, 4 VP if at least 1 vampire.



Per room with 1 on each:  
1 room = 1 VP  
2 rooms = 6 VP  
3 rooms = 15 VP  
4 rooms = 24 VP



Per room with:  
1 on 1 = 2 VP  
1 on both = 8 VP

# EXAMPLE OF SCORING

At the end of the game, with the objectives opposite and these monsters in her dungeon, Audrey scores a total of 39 VP:

- 6 points for the 2 rooms ( et ) that have on all gold piles.
- 4 points for rooms with only 1 ( and ), and 10 points for 2 rooms with at least 2 ( and ).
- 0 points for the : there are 6 of them in her dungeon, but unfortunately not all of them are in rooms (only 4).
- 12 points for her 3 pairs of ( and ) in , , and .
- 21 points for her 3 groups of 4 different ( ) in , , and .
- -6 points for the 3 tiles (-1, -2, and -3) present in her dungeon.
- -8 points for the ( ) present in , , and .



# TURN SUMMARY

Each player's turn comprises 5 phases:

- 1 **THREAT**: if there are fewer than 5 in the forest or swamp, draw a card and resolve all its effects..... page 7
- 2 **GUARDIAN** (optional): place 1 on your Guardian tile (if revealed) to activate one of their 3 powers..... pages 8 and 14
- 3 **RECRUITMENT**: from the oubliettes, forest or swamp, take up to 2 of the same type.  
Put them in your , or in any or with at least 1 of the type recruited..... page 8
- 4 **MOVEMENT**: 1 per of the type recruited, to be distributed freely among all their ..... page 8
- 5 **POWER** (optional): send 1 of your to the to activate the power of its room (except for )..... pages 9 and 10 to 13

# ICONOGRAPHY

## ENTRANCE



## ROOM



## HALLWAY



## THE MONSTERS

Your choice, or:

- : spider
- : brow
- : dragon
- : vampire
- : skeleton
- : VIP

## PROGRESS OF A GROUP OF ADVENTURERS



## GROUP OF ADVENTURERS



## NEW GROUP OF ADVENTURERS



## ELIMINATE A GROUP OF ADVENTURERS



As soon as a is moved into your , take a tile from the side of your dungeon and place it on the space provided.



## THE OUBLIETTES

You can throw your to use the powers of your rooms . It is also a recruitment area for .

## PLACEMENTS

Indicates to place or to, or from a location.



## MOVEMENT OF MONSTERS

Each footprint allows you to move any monster in your dungeon one space:

- From the entrance to a hallway
- From a hallway to a room
- From a room to a hallway



## TELEPORT A MONSTER

Each allows you to take 1 anywhere in your dungeon and place it anywhere in it.



## NEW ELEMENTS

If a precedes or a icon, earn that element.