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# DUNGEON LEGENDS



SCAN TO WATCH  
A VIDEO  
EXPLAINING  
THE RULES.



Avel  
UNIVERSE

## RULES

rebel  
STUDIO

Avel is an ancient, magical land whose origins are lost in the mists of time. The sky bends under the weight of countless moons inhabited by gods - some known, others already forgotten by humanity and remembered only by beings living in the deepest abysses. After years of peace, dark forces are returning to Avel, and evil awakens.

Due to the recent events concerning Shards of Evil, a whole network of ancient tunnels, chambers, and caves have been discovered beneath Avel Castle. Countless treasures are hidden there, as well as Dust, an extremely valuable magic source. Mining work began immediately. But soon, miners went missing - some disappeared without a trace, while others returned transformed into horrible creatures. Sometimes the underground trembles, and whispers of dark secrets can be heard in the sticky, cold darkness.

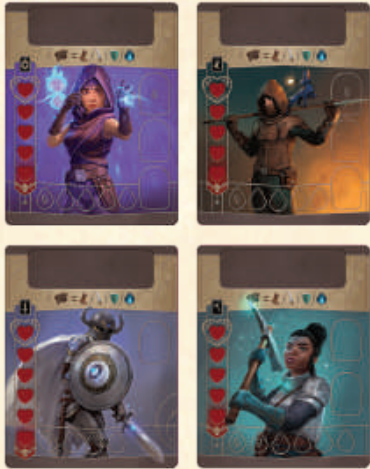
Once again, Avel needs heroes! Queen Sarisa calls! Set out to discover ancient secrets, drive away monsters, and create new Dungeon Legends!

## Game components

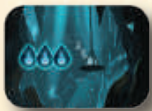
Assemble the boxes and place individual components in them as follows:

			
Knight's box	Smith's box	Scout's box	Sorceress's box
10 Knight cards	10 Blacksmith cards	10 Scout cards	10 Sorceress cards
 1 skill use marker	 1 skill use marker	 1 starting fairy token (marked with a Scout icon)	 1 starting fairy token (marked with a Sorceress icon)
 4 Dust tokens	 6 Dust tokens	 5 Dust tokens	 5 Dust tokens
 6 toughness tokens	 5 toughness tokens	 5 toughness tokens	 5 toughness tokens
 1 skill use marker	 1 skill use marker	 1 skill use marker	 1 skill use marker
1 Knight standee (attach it to a base)	1 Smith standee (attach it to a base)	1 Scout standee (attach it to a base)	1 Sorceress standee (attach it to a base)
			

**4 player boards**



**Box for universal pieces**



21 monster damage tokens

1 darkness token



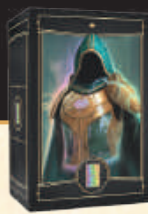
1 six-sided die



4 threat tokens

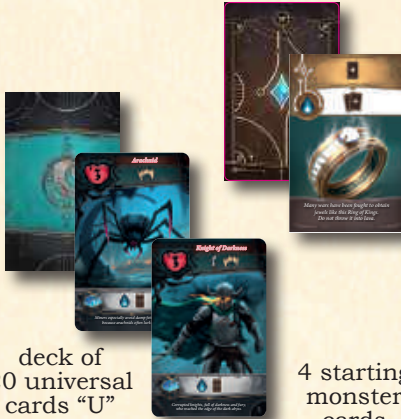
4 trap tokens

1 cave-in standee (attach it to a base)



**Box for advanced item cards and "U" cards.**

deck of 22 advanced item cards



deck of 20 universal cards "U"

4 starting monster cards



**Box for Chapter I "Fire"**



15 fire tokens



6 Chapter I location cards

10 Chapter I cards



4 bucket tokens



1 mud token

3 reaver standees (attach them to bases)



**Box for fairy tokens and skill tokens**



18 fairy tokens

8 skill tracks



**Box for Chapter II "Lunar Conjunction"**



6 magic storm tokens



6 Chapter II location cards

10 Chapter II cards



1 sabotage token

3 portal standees (attach them to bases)





### Box for Chapter III "The Crystal Thieves"

25 Crystal tokens



1 key token



6 Chapter III location cards

10 Chapter III cards



2 guild tokens



1 cardboard cart



1 shortcut token



1 bats standee (attach it to a base)

1 gate standee (attach it to a base)



Assembly diagram for cart



### Box for Chapter IV "The Floor is Lava"



5 lava tokens



6 Chapter IV location cards

10 Chapter IV cards



4 madness cards



1 exploding magma token

1 ancient machinery dial



Assembly diagram for ancient machinery



### Box for Chapter V "Heart of Darkness"



1 fissure token



6 Chapter V location cards

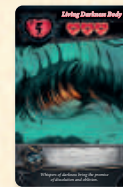
10 Chapter V cards



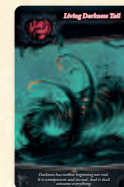
2 magic shock tokens



1 Living Darkness Head card

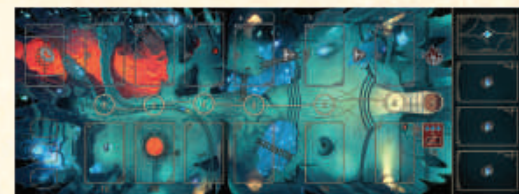


10 Living Darkness Body cards



1 Living Darkness Tail card

Game mat



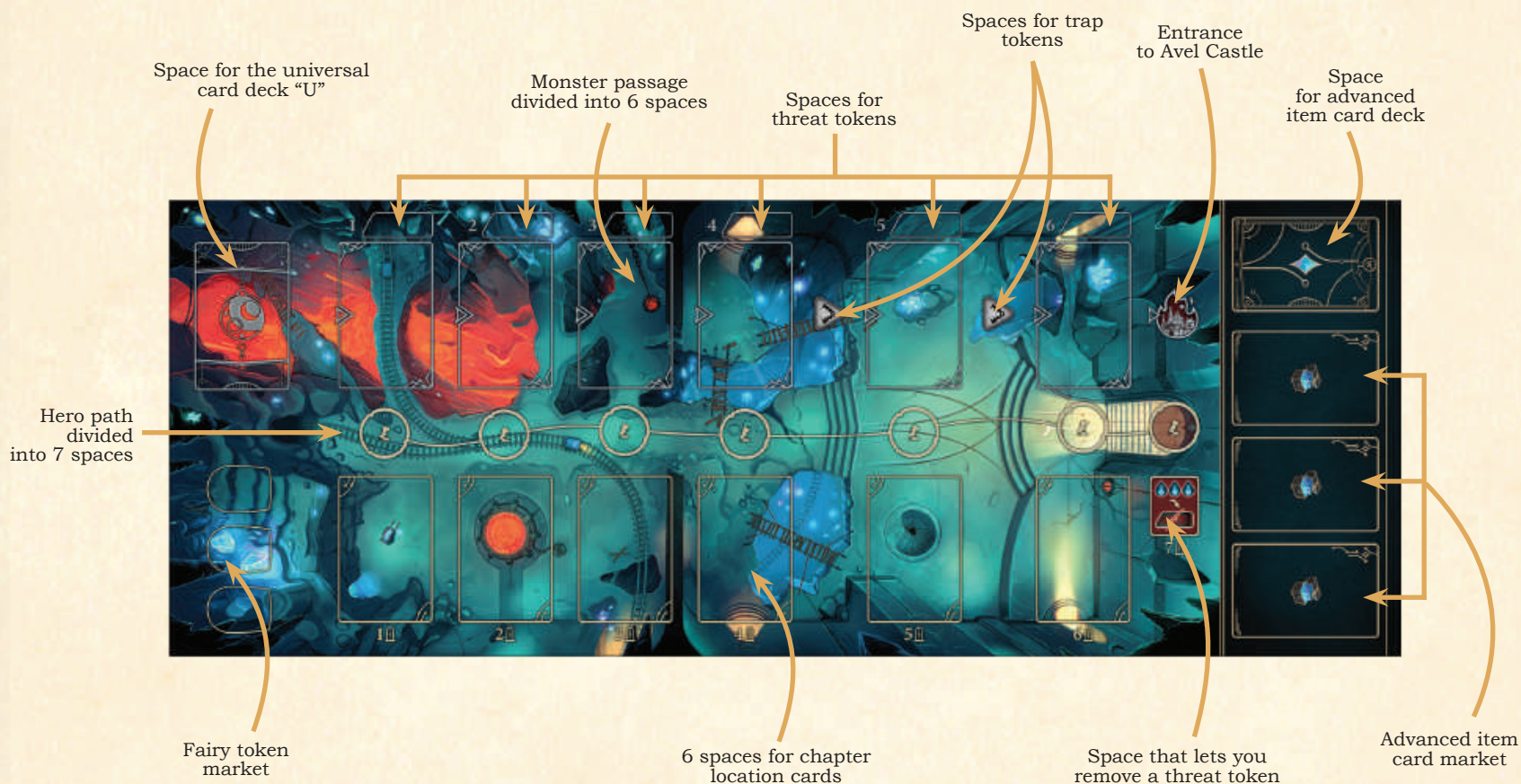
“Dungeon Legends” is a cooperative card game set in the world of Avel. Players take on the roles of heroes setting out on a dangerous mission in the dark corridors under Avel Castle. As they play subsequent chapters, players must reach the deepest levels and defeat the evil lurking there. At the same time, they cannot allow any monster to reach the castle.

The game is divided into 5 chapters describing the team’s expedition into the underground. The group will struggle with fire, unravel the mystery of ancient machinery, explore abandoned mines of magical Dust, escape from a lava flood, and finally confront primordial evil.

All chapters use the same basic game rules, plus each chapter introduces new cards, special rules, and victory objectives. Although we recommend playing the chapters in order, if you particularly like a chapter, you can play it multiple times. You can also skip one that you don’t enjoy. After all, these are your Legends!



## Game mat



## Basic hero cards

- Each hero has their own deck of cards with their own playing style. Before playing, familiarize yourself with the decks and choose the heroes that best fit your preferences or the chapter's requirements.
- During the game, each hero always has their own deck of 10 cards.

**Note:** It is not possible to remove cards from these basic decks during the game.

The player aid explains the icons on hero cards.



The player aid explains the icons on the advanced item cards.



## Fairies

- Fairies are helpers. Players can gain fairy tokens during play.
- After gaining a fairy, place it on your player board. At all times, you can only have as many fairy tokens as you have slots for them on your board (1-3).
- You can use your fairy's action any time during your turn. You can use several fairies from your player board in the same turn.
- You cannot give fairies to other players.
- After doing a fairy's action, put the fairy in the used fairy pile beside the mat. If the fairy pool is empty when a player puts a fairy token into the fairy market, or when a card effect lets a player take a fairy token, then shuffle the used fairies face down to refill the fairy pool.

The player aid (pages 27-28 of the Book of Chapters) explains more about how fairies work.



**Note:** 2 fairy tokens are marked on the back: 1 has the Scout icon, and 1 has the Sorceress icon. These fairies start the game on the indicated hero's player board - they do not go to the general pool of fairy tokens.



## Advanced item cards

- Advanced item cards allow you to expand your hero's deck with the ability to do various additional actions. You may gain advanced item cards from the market, typically by defeating monsters. Each such card gives you a choice of 2 actions. The top action has no cost. The bottom action requires paying a cost in Dust.
- When you play an advanced item card on your turn, you can do 1 of its 2 actions (free OR paid).
- After completing a chapter, each player must remove all but one of their advanced item cards. If you keep one, you'll begin the next game with 11 cards in your hero deck (your 10 basic cards + 1 advanced item card). You cannot exchange your advanced item cards with other players.

## Universal “U” cards

The universal “U” deck has 20 cards that are used in each chapter. When you play each chapter, you will add an extra 10 specific cards to the “U” deck that are only used while playing that chapter (I-V), so the game will have 30 cards in the deck.

There are 2 types of universal cards:

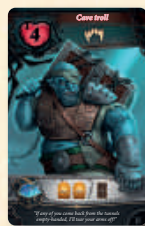
- Vertically oriented cards are monster cards. When you reveal a monster, you put it on a space in the monster passage.



- Horizontally oriented cards are event cards. When you reveal an event, you apply its immediate effect and then discard the card to the discard pile.

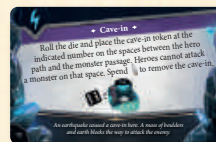


In each chapter, add 10 chapter cards to this deck for the duration of that chapter. As the deck runs out, the end of the game gets closer. If you must draw a card from the deck, but it is empty, you lose!

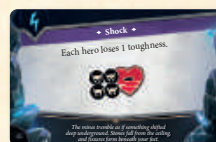


**Monster cards** (13 cards). If you reveal a monster, put its card on the leftmost space (number 1) of the monster passage. If this space already has a card, then first shift that card one space to the right (toward the castle), possibly shifting additional cards similarly, as needed.

Monster cards marked with the letter “S” are starting cards for each chapter. Shuffle them, then deal as many cards as the number of players face up onto the monster passage spaces closest to the castle: the first card onto space 6, the second card onto space 5, and so on.



**Cave-in** (1 card): When you reveal this card, roll the die to find which part of the passage collapses. Place the cave-in token to separate the spaces with that number on the hero path and the monster passage. Heroes on that space cannot attack a nearby monster on the other side of the cave-in. To remove the cave-in token, a hero on the caved-in space must spend 3 [sword].



**Shock** (1 card): When you reveal this card, each player loses 1 toughness token from their player board. Any player who thus loses their last toughness must immediately return to the castle to recover. End the current player’s turn and follow the hero return procedure (page 9).



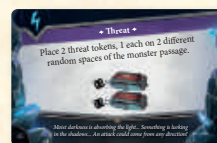
**Panic attack** (1 card): When you reveal this card, move all heroes 1 space to the left (away from the castle entrance). Any hero on the leftmost space does not move, but instead hits the wall, causing that hero to lose 1 toughness. Any player who thus loses their last toughness must immediately return to the castle to recover. End the current player’s turn and follow the hero return procedure (page 9).



**The lights are going out** (1 card): When you reveal this card, roll the die to find which location becomes dark. Place the darkness token on the location card at that numbered space. You cannot use the location while it is dark. To remove the darkness, a hero must stand on the hero path space beside this location and spend 3 Dust. Removing the darkness does not count as using the location, so you can still use the location in the same turn after removing its darkness.



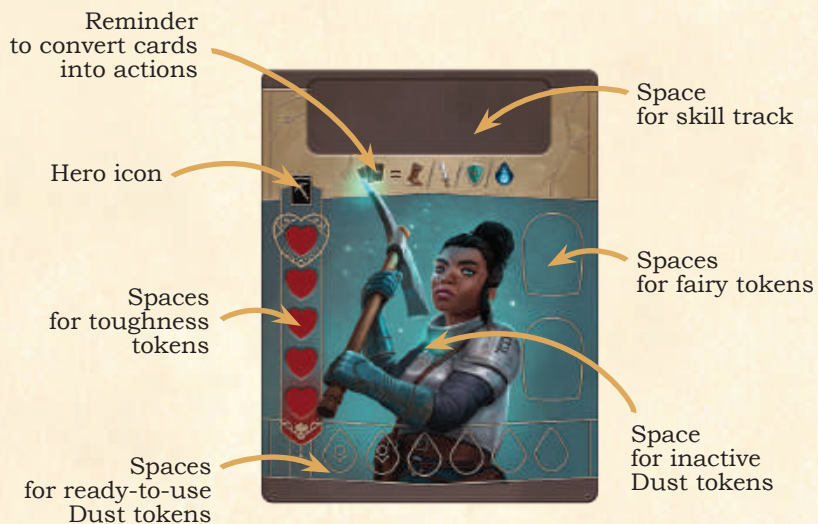
**Threat** (3 cards): After revealing this card, roll the die to find which space in the monster passage receives a threat token. If the rolled space already has a threat token, return the new threat back to the pool.



When you attack a monster on a space with a threat token, apply the threat effect in addition to the monster’s own effect. To remove a threat token, use space number 7.

## Player boards

Player boards track each hero's toughness and hold their fairy and Dust tokens and their skill track.



## Dust

Each player board has 2 places to store Dust tokens.

**Space for inactive Dust tokens:** This is your pool of Dust that you cannot spend to pay action costs. When you regain a Dust token, move it to one of your spaces for ready-to-use Dust.

**Spaces for ready-to-use Dust tokens:** You can use Dust on these spaces to pay action costs. When you pay Dust to do an action, move those Dust tokens to the space for inactive Dust. Later during play, you can move those Dust tokens back from inactive to ready-to-use.

Each player board has from 4 to 6 spaces for ready-to-use Dust tokens.

## Skill tracks

Each skill track lets you do a special action 3 times during the chapter. Use your skills in order from left to right on your skill track. You may use more than 1 skill in your turn. Mark that you used a skill by advancing your skill use marker to the next slot (from left to right).



You can do any 1 of the 4 indicated actions.



You can do the 1 action printed next to your skill use marker's current slot.

## Basic game flow

Players take turns in clockwise order from the starting player.

During their turn, a player plays cards from their hand and applies the card effects, attacks monsters, and uses locations.

**Note:** A player can use each location only once during their turn.





During a turn, put played cards in your played card pool. At the end of the turn, those played cards go to your discard pile. At the end of the turn, unplayed cards also go to your discard pile. After playing your turn, you immediately draw 5 cards from your deck. If your deck is empty when you need to draw a card, shuffle your discard pile to create a new deck from them, then continue drawing cards into your hand.

Each card has icons at the top that show what actions the card lets you do. To do the bottom action on an advanced item card, you must pay the action's cost by discarding the indicated number of Dust tokens. The player aid has a list of actions and how they work.



## Player turns

During your turn, you can do any combination of the following actions:

- Play any number of cards to do their actions.
- Discard any 3 cards to your discard pile to do 1 of these 4 actions:  /  /  / .
- Use your hero's current location. You can use each location only once in a turn.
- Use one or more skills allowed by your skill track.
- Do one or more actions of the fairy tokens on your player board.

During your turn, you can play any number of cards from your hand. At the end of your turn, place all unplayed and played cards in your discard pile. **Then reveal the top card of the game deck and resolve its effect.** Afterwards, you'll draw your 5 new cards and end your turn.

- If you reveal a monster card (vertically oriented), place it face up in the leftmost space (number 1) of the monster passage. If this space already has a card, then first shift that card one space to the right (toward the castle), possibly shifting additional cards similarly, as needed. If you must shift a card from the 6th space to the right, into the castle, then the game ends: you lose!
- If you reveal an event card (horizontally oriented), apply its effect. Then discard it to the game deck's discard pile beside the mat.

## Hero return procedure

If you or any other player removes the last toughness token from their board, do the following hero return procedure:

- At any moment, if any player removes their last toughness token, the active player's turn is interrupted.
- Each player who removed their last toughness regains all their toughness and puts their hero on space number 7 (closest to the castle).
- The active player, whose turn was interrupted, must reveal and resolve 2 cards from the game deck, instead of 1 card.

**Note:** *This can cause 2 monsters to appear in the monster passage in a single turn!*

## End of chapter

The game is over when:

- You complete the chapter goal (you win).
- A player should draw a card from the game deck at the end of the round but cannot because the game deck is empty (you lose).
- Moving cards in the monster passage causes a monster to move from space 6 to the castle (you lose).
- A chapter-specific rule can cause the game to end.

## Chapters and campaign mode

You can play any chapter separately, not in campaign mode, if you like. If you play a chapter separately, then during setup (except for Chapter I), each player adds 1 advanced item card to their own deck: in turn order, starting with the first player, you each take 1 card from the market and refill the market with the top card from the advanced item deck, until everyone has taken a card. You each shuffle your selected card into your deck before drawing your 5 starting cards.

If you play a campaign, i.e. a series of chapters, then each time you finish a chapter, you can each select 1 advanced item card from your own deck to keep for the next chapter. Return all unselected advanced item cards back to the advanced item deck.

You each put your selected advanced item card into your own hero box to use in the next chapter. You can have only 1 advanced item card in your deck in this way after a chapter, but you do not have to keep the same card each time.

Whether you're playing an individual chapter or a campaign, at the start of every chapter, you always select a skill track for your hero. This is a strategic decision in preparing for a given chapter.



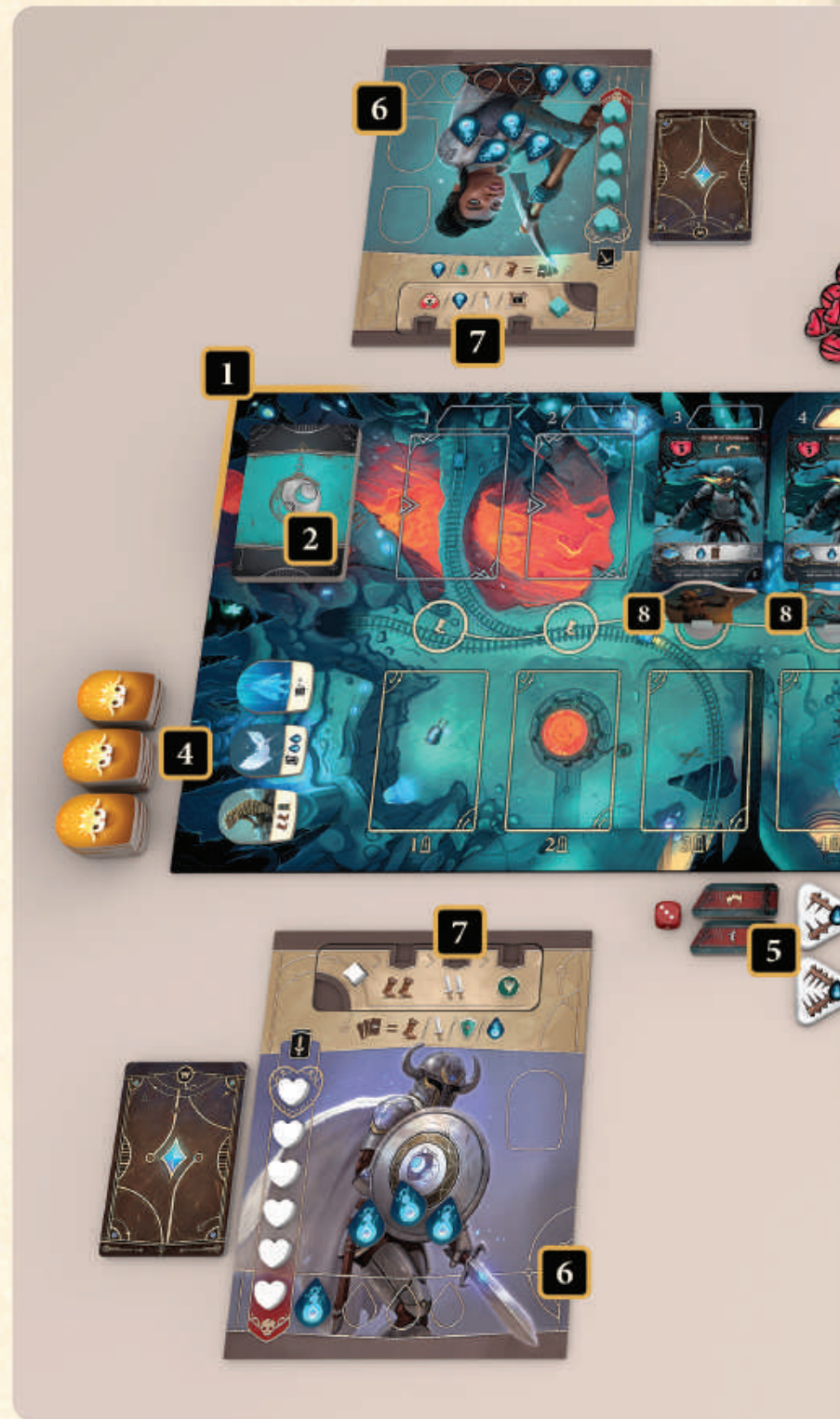
## Game setup

### SETUP FOR CHAPTERS I-V.

Each chapter includes additional specific setup steps for that chapter.

1. Place the game mat in the middle of the table.
2. Place the game deck (i.e. the universal deck “U”) face down on its space. (You don’t need to shuffle it yet.)
3. Shuffle the starting monster cards and draw as many cards as there are players. Then place them face up on empty spaces in the monster passage, one per space, starting on the closest empty space to the castle.
4. Shuffle the fairy tokens face down in a pool beside the left end of the mat. Put 3 random fairy tokens face up on the 3 spaces of the fairy market on the mat.
5. Take the monster damage tokens from the box of universal tokens and put them beside the upper edge of the mat. Put the other tokens beside the lower edge of the mat.
6. Each player takes their selected hero’s player board and box of components. Each player shuffles their player deck and puts it face down to the left of their player board, then draws 5 cards for their starting hand.
7. Each player chooses 1 skill track and puts their chosen skill track on their player board. Put your skill use marker in the leftmost slot of your skill track.
8. Choose the first player – this should be the person who most recently played *Chronicles of Avel*, or the oldest player. The first player puts their hero standee on space number 6 of the hero path. In clockwise order, the following players put their hero standees on spaces 5, 4, 3.
9. Shuffle the deck of advanced items and place it face down on its space at the castle entrance. Draw the top 3 cards from this deck and place them face up on the 3 market spaces beside the deck.

Follow the additional setup steps of the specific chapter you want to play.





### Smith setup

- Put 5 toughness tokens on their spaces on the player board. Put 6 Dust tokens on the inactive Dust space. Move 2 of these Dust tokens to ready-to-use Dust spaces.



### Scout setup

- Put 5 toughness tokens on their spaces on the player board. Put 5 Dust tokens on the inactive Dust space. Move 1 of these Dust tokens to a ready-to-use Dust space.
- Put the fairy token marked with the Scout's symbol on a fairy space.



### Knight setup

- Put 6 toughness tokens on their spaces on the player board. Put 4 Dust tokens on the inactive Dust space. Move 1 of these Dust tokens to a ready-to-use Dust space.



### Sorceress setup

- Put 5 toughness tokens on their spaces on the player board. Put 5 Dust tokens on the inactive Dust space. Move 1 of these Dust tokens to a ready-to-use Dust space.
- Put the fairy token marked with the Sorceress's symbol on a fairy space.

## Solitaire play

A one-player game follows the same rules as the basic multiplayer game, with the following exceptions:

- When setting up the game, choose 2 heroes and their 2 base decks. Choose 10 cards (from those 20 available) to make your single deck of 10 cards.
- You use the 2 player boards of your chosen heroes, tracking each hero's toughness, Dust, skills and fairies separately on each hero's player board.
- You play with those 2 heroes on the mat. Each turn you can spend cards and do actions for the 1st hero or the 2nd or both, as you like.
- If you gain an advanced item card, add it to your deck as usual.
- At the end of each turn, draw only 1 card from the game deck as usual.

## A message from the designer:

*I would like to thank the many playtesters without whom making Dungeon Legends would have been impossible.*

*In particular, thanks are due to:*

- testers from the Roboty Planszowe team: Arkadiusz Dymalski, Jakub Prażmowski, Jeremi Prażmowski, Jarosław Piersiała, Jędrzej Modrzyński, Michał Długaj, Bartosz Wywał;*
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- the grybezpradu.eu store where the first playtests took place;*
- Błażej Ślachetka and many participants of the Designer Camp in Puszczykowo.*

*Special thanks to Bartłomiej Kordowski and Janek Sielicki, who once again channeled my visions into a beautiful and coherent visual and narrative creation.*

*I think this is not the end of my and your adventures in the Avel Universe, so stay tuned!*

## Credits:

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Rulebook:  
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Przemek Wojtkowiak

Bartłomiej Kordowski

# DUNGEON LEGENDS



Avel  
UNIVERSE

## BOOK OF CHAPTERS

rebel  
STUDIO

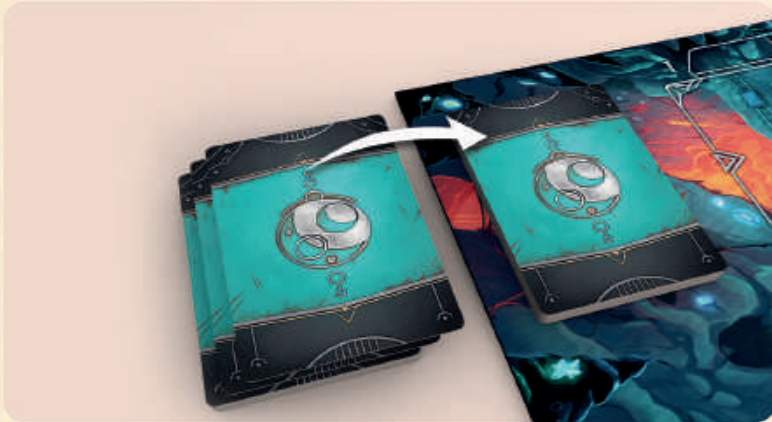
# Chapter I “Fire”

Difficulty level 2/5

You boldly descend. You recall Queen Sarisa’s words: “Do not fear the darkness, for the light of the moons will always be with you.” You pass an ancient gate that was destroyed during the recent attack on the Castle by frog-like amphiozes. But now, instead of the hordes of monsters you expected, an ominous silence greets you... And it seems too bright here; through the openings of various passages, you see an orange flickering glow, and it’s getting hotter... The upper levels of the mine are on fire, and monsters are lurking in the flames! If you do not extinguish the fire, further progress will be impossible!

## Chapter I setup

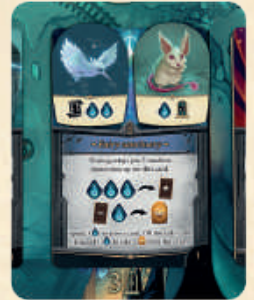
- Take the components from the box for Chapter I “Fire”. Shuffle the 6 location cards and randomly place them face up on the 6 location card spaces. Add the 10 Chapter I cards to the 20 base game “U” cards on the mat. Shuffle these 30 cards and place them face down on the mat.



- Choose the difficulty level you prefer and put fire tokens on the **conflagration** card: easy = 6 tokens, normal = 7 tokens, hard = 8 tokens. Put the remaining fire tokens near the mat.



- Take 2 random fairy tokens from the pool beside the mat and place them face up on the **fairy sanctuary** location card.



- Each player takes a bucket token and places it with the empty side up above their player board.



- You are ready to play Chapter I.

## Chapter I goal

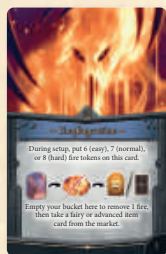
To win Chapter I, you must extinguish all fires.

*Hint: if your hero has a full bucket but cannot reach a fire this turn, you might want to trade buckets with a player whose hero can reach a fire to extinguish it.*

## Chapter I rules

- At the end of your turn, if your hero is beside a location with a fire token, remove 1 toughness marker from your player board.
- Heroes in the same space can trade buckets if one has a full bucket and the other has an empty bucket. Alternatively, both players can simply flip their bucket tokens, so the full bucket becomes empty, and the empty bucket becomes full.

## Location cards



**Conflagration:** This location is the source of the fires. To extinguish a fire (remove 1 fire token from the mat), a hero with a full bucket must be on the space beside the location with the fire. The hero empties their bucket (flip the bucket token to its empty side).

Each time a player extinguishes a fire (removes 1 fire from the mat), they can take an advanced item card from the market (put it on top of their deck) or take a fairy token from the market (then replace the taken item or fairy with a newly drawn one).

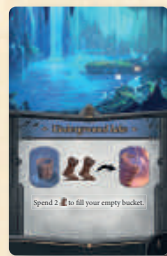


**Ballista:** Target one monster (on any other space) with the ballista. Spend 2 Dust, then roll the die to see how much damage (0-2) the ballista causes to that monster.

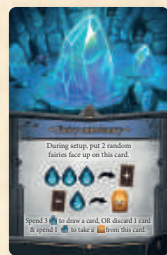
If your hero defeats a monster with this attack, you receive rewards as usual.



**Ancient fountain:** Spend 3 Dust to fill your empty bucket with water. (Flip your bucket token to its full side).



**Underground lake:** Spend 2  to fill your empty bucket with water. (Flip your bucket token to its full side).

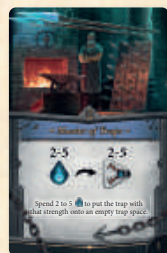


**Fairy sanctuary:** Do 1 of these actions:

◆ Spend 3 Dust to draw 1 card from your deck into your hand.

OR

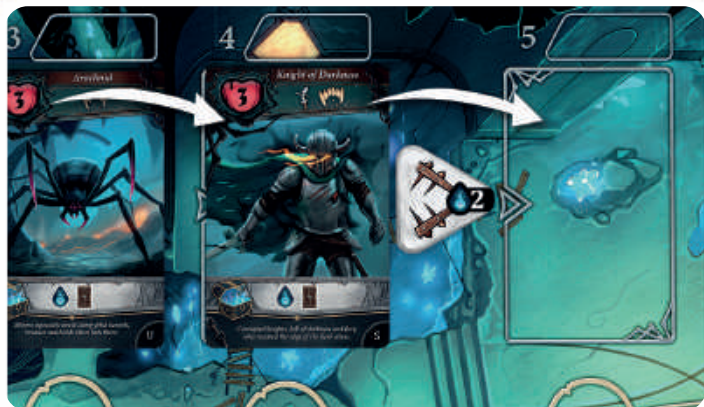
◆ Discard 1 card to your discard pile and spend 1 Dust to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.



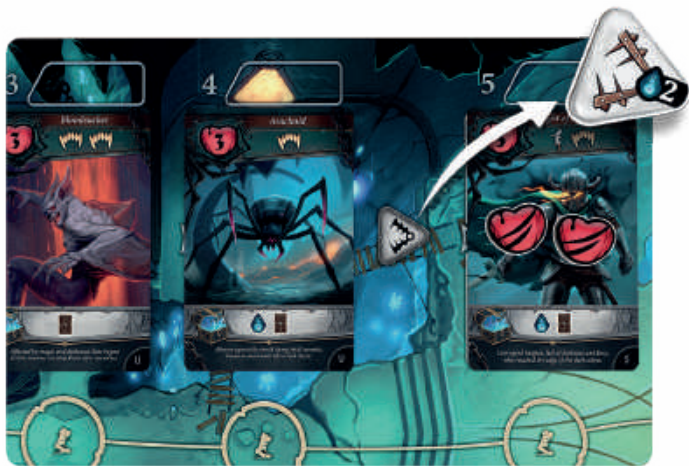
**Master of Traps:** Spend 2 to 5 Dust to place an available trap token with that printed number (2, 3, 4 or 5) on 1 empty trap space (1 of the 2 marked trap spaces on the monster passage).

If a moving monster passes over the trap, the monster takes damage equal to the trap token's number. Return the trap from the mat to the pool and put that many damage markers onto the monster card. If this defeats the monster, remove it from the mat, but there is no reward when a trap defeats a monster.

## Example 1



At the end of Michael's turn, the monster card drawn from the game deck causes the cards in the monster passage to move. As the monsters advance, the trap deals 2 damage to the Knight of Darkness.

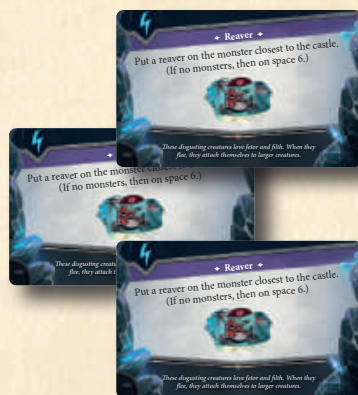


Michael places 2 damage markers on the Knight of Darkness, then moves the trap token from the mat back to the trap pool, so it can be placed again later. All monsters now finish moving 1 space toward the castle.

## Chapter I cards



**Fire:** (2 cards). Roll the die to see where a new fire breaks out. Put a fire token from the pool onto the indicated location card.



**Reaver:** (3 cards). Place 1 reaver standee on the monster card closest to the castle. To attack a monster with a reaver, you must first defeat the reaver with a separate attack.



**Note:** If there is no monster in the monster passage, then place the reaver on space 6. When a monster enters space 6, the reaver goes onto its card. A monster may have more than one reaver.



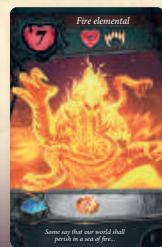
**Mud:** (1 card). Roll a die and place a mud token on the hero path space with that number. Entering the mud space costs 1 extra. The mud remains until the end of this chapter and cannot be removed.





**Firesnake:** (3 different cards). When a firesnake appears in the monster passage, put a fire token on its card. If the firesnake enters the space beside its indicated location card, then put the firesnake's fire token onto that location. If the firesnake is defeated before it reaches its indicated location, then return its fire token to the supply.

If a firesnake enters on space 1, and its indicated location also happens to be on space 1, then place its fire token immediately onto that location.



**Fire elemental:** (1 card). This chapter's main enemy! When you kill the fire elemental, you can remove 1 fire token from a selected location.



### Example 2



At the end of Isabela's turn, she draws a monster card which causes the cards in the monster passage to advance. The firesnake moves beside the **ballista** location card, and this is the target location printed on the firesnake's card, so Isabela moves the fire token from the firesnake to the **ballista** location card.

At any time, if no location has a fire token, **you win**.

If a monster enters the castle, or you must draw from the empty game deck, **you lose**. (Pages 7 & 9 of the instructions.)

If you were playing this chapter as the start of the campaign, do these steps:

- Each of you selects 1 advanced item card from your hero's deck to keep for the next chapter. Put your deck back in your hero's box. Put any remaining advanced item cards (that you did not keep) back in the advanced item deck.
- Return all skill tracks to the pool. When setting up the next chapter, you will choose new skill tracks.
- Each of you puts your toughness tokens and Dust tokens back into your hero's box. You'll start with the same set of toughness and Dust tokens in the next chapter.
- Put all fairy tokens back in the fairy pool. Exception: the 2 starting fairies (of the Sorceress and Scout) each go into their hero's box.

Put all remaining components in their appropriate boxes.

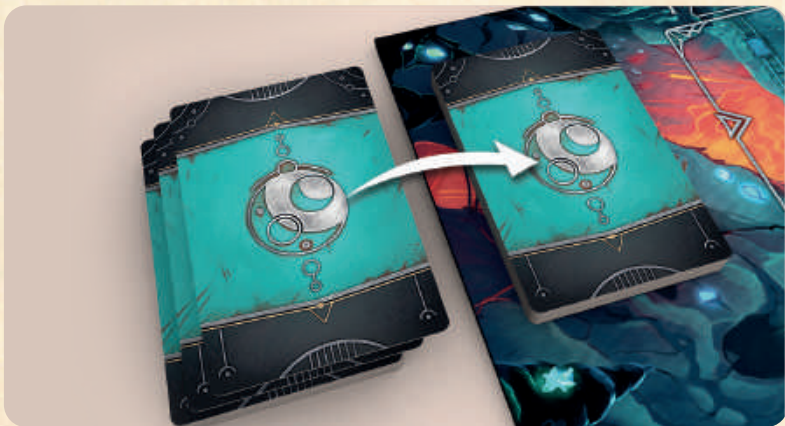
## Chapter II “Lunar Conjunction”

Difficulty level 2/5

Moons are an integral part of the world of Avel. They wander continually across the sky, heralding times of abundance or disaster. People who know how to interpret their movement can discover forgotten truths and even predict the future. In the dungeons, you find a dusty device for observing the sky. Ancient symbols were hidden under the dust, and the magic that once filled them has dissipated. You must activate the machine and then use its telescope to locate all the important moons in the firmament. If you do this, you will discover secret paths to the deepest underworld. But monsters, as if reading your minds, continually attack. At the same time, an elusive figure lurks in the shadows, trying to thwart your plans. And finally, from the darkness between the stars, arrives a creature hungry for magic...

### Chapter II setup

Take the components from the box for Chapter II “Lunar Conjunction”. Shuffle the 6 location cards and randomly place them face up on the 6 location card spaces. Add the 10 Chapter II cards to the 20 base game “U” cards on the mat. Shuffle these 30 cards and place them face down on the mat.



- Take 2 random fairy tokens from the pool beside the mat and place them face up on the **fairy sanctuary** location card.
- Shuffle the 6 magic storm tokens and place them face down in a pool beside the mat.
- Place the three portal standees beside the mat.

- Place the sabotage token beside the mat.



- You are ready to play Chapter II.

### Chapter II goal

Your goal is to observe all 6 moons in the sky.

**Hint:** Quickly finding the 6 moon cards is important in this chapter. The **Astronomer** location is useful for this. If a moon card moves from the space where you can observe it, you can use the **star map** location to reposition that moon farther back.

## Chapter II rules

Moon cards will appear and occupy spaces in the monster passage like monster cards. Moons will move toward the castle like monsters, but they are satellites moving through the sky, so a moon passes over a trap token without activating the trap.

## Chapter II locations



**Master of Traps:** Spend 2 to 5 Dust to place an available trap token with that printed number (2, 3, 4 or 5) on 1 empty trap space (1 of the 2 marked trap spaces on the monster passage).

If a moving monster passes over the trap, the monster takes damage equal to the trap token's number. Return the trap from the mat to the pool and put that many damage markers onto the monster card. If this defeats the monster, remove it from the mat, but there is no reward when a trap defeats a monster.

See example 1 on page 4.



**Fairy sanctuary:** Do 1 of these actions:

◆ Spend 3 Dust to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.

OR

◆ Spend 3 Dust to draw 2 cards from your deck into your hand.



**Focusing lens:** Roll the die and apply the result:

- ◆ 1 (heart icon) lose 1 toughness token;
- ◆ 2 (empty die) or 3 (empty die) nothing happens;
- ◆ 4 (2 water droplets) gain 2 Dust tokens;
- ◆ 5 (3 water droplets) gain 3 Dust tokens;
- ◆ 6 (4 water droplets) gain 4 Dust tokens.



**Star map:** Spend 4 Dust to do 1 of these actions:

- ◆ Swap 2 cards in the monster passage
- OR
- ◆ Move 1 card in the monster passage to an empty space in the monster passage.

### Example 3

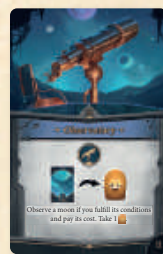


The heroes failed to observe the moon Red Son when it was in the correct position earlier. The Red Son is currently on space 3. Michael (the Knight) decides to use the **star map** location card. He spends the required 4 Dust and moves the Red Son card from space 3 to space 1 in the monster passage. Now he can move to the **observatory** location and observe this moon.



**Astronomer:** Spend 4 Dust to reveal the top 2 cards from the game deck. Decide for each card (in either order) whether to return it to the top or to the bottom of the deck.

**Note:** You must return the **magic eater** card to the top, not to the bottom.



**Observatory:** This card lets you observe the moons through a telescope. A hero can use this location's action to fulfill a moon's requirement. As a reward, the hero takes a fairy from the fairy market, then puts a new random fairy from the pool into the market.

After observing a moon, remove it from the mat and put it in a pile of observed moons near the mat.


#### Example 4



Marta uses the **Astronomer** location card and pays the required 4 Dust tokens. She reveals the top 2 cards from the game deck: **sabotage** and **magic eater**. Marta decides to return the **sabotage** card to the bottom of the deck. The **magic eater** card cannot go to the bottom, so she puts it on the top of the deck. Therefore, it will be the card she draws at the end of her turn.

#### Example 5



It is Isabela's turn. She decides to observe the moon Kurodar, which is in its correct numbered space. She is on the hero path space beside the observatory, so she spends 1 Dust and plays a card with the symbol  to observe Kurodar. She then removes the moon from the monster passage and puts it on the pile of observed moons near the mat.

## Chapter II cards

**Moon cards** (6 cards): To observe a moon, you must meet 2 conditions:

- ◆ The moon card must be in its indicated space (numbered 1-6) in the monster passage

AND

- ◆ You must use the indicated icons & heroes to position the telescope in the **observatory** location.

If you meet both conditions and observe a moon, remove that moon from the monster passage and place it in a pile of observed moons near the mat, so you can see which moons you have already observed.

When a player observes a moon, they take a fairy from the fairy market as a reward, then refill the fairy market with a random fairy from the pool.

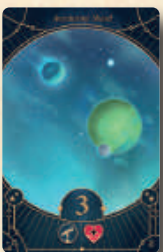
### MOON CARDS:



**Red Son:** To observe this moon, it must be in space 1 of the monster passage, and you must spend 1 ⚡ and 1 Dust in the **observatory** (by any combination of cards, skill track, and fairies).



**Kurodar:** To observe this moon, it must be in space 2 of the monster passage, and you must spend 1 🛡️ and 1 Dust in the observatory (by any combination of cards, skill track, and fairies).



**Aventurine Shard:** To observe this moon, it must be in space 3 of the monster passage, and you must spend 1 ❤️ or 1 🍷 in the observatory (by any combination of cards, skill track, and fairies).



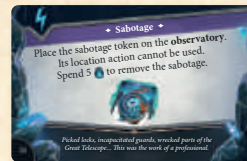
**Silver Lady:** To observe this moon, it must be in space 4 of the monster passage, and you must spend 2 ⚡ in the **observatory** (by any combination of cards, skill track, and fairies).



**Umber Wurm:** To observe this moon, it must be in space 5 of the monster passage, and you must spend 4 Dust in the **observatory** (by any combination of cards, skill track, and fairies).



**Dancing Comet:** To observe this moon, it must be in space 6 of the monster passage, and all heroes must be in the **observatory**. After observing this moon, each hero takes a fairy from the market (and refills the market from the pool) as a reward (in whatever order players wish).



**Sabotage:** Place the sabotage token on the **observatory** location card. The observatory has been sabotaged and cannot be used! To repair it, a hero at the observatory location must pay 5 Dust tokens and then remove the sabotage token.

**Note:** If sabotage and darkness tokens are both placed on the observatory, then place the token placed later on top of the token placed earlier. You must remove the later token before you can remove the earlier token.



**Elven paths:** Place the large portal standee on the hero path between spaces 3 and 4. Put one small portal standee on space 1 and the other on space 7 (so that each small portal's color matches the corresponding side of the large portal).

**Important:** A hero who moves from space 3 to space 4, passing through the large portal, instantly moves instead to space 7. Similarly, a hero who moves from space 4 to space 3 instantly moves instead to space 1.

**Note:** If a hero moves onto space 1 or 7, the small portal there has no effect. The portal effect is one-way, only from the center to the ends of the hero path.

Each time your hero passes through the large portal, you gain 1 Dust. Portals do not affect the teleport effect (page 28). Elven paths are permanent and remain until the end of the chapter.



**Magic eater:** This chapter's main enemy! After you place the **magic eater** card in the monster passage, each player must put 3 of their own Dust tokens (any combination of inactive or ready-to-use) on its card. You can regain your 3 Dust tokens by attacking the **magic eater**: regain 1 Dust token for each damage (up to 3) you deal to the **magic eater**. When the magic eater has no more Dust tokens, it is defeated: remove it from the mat.

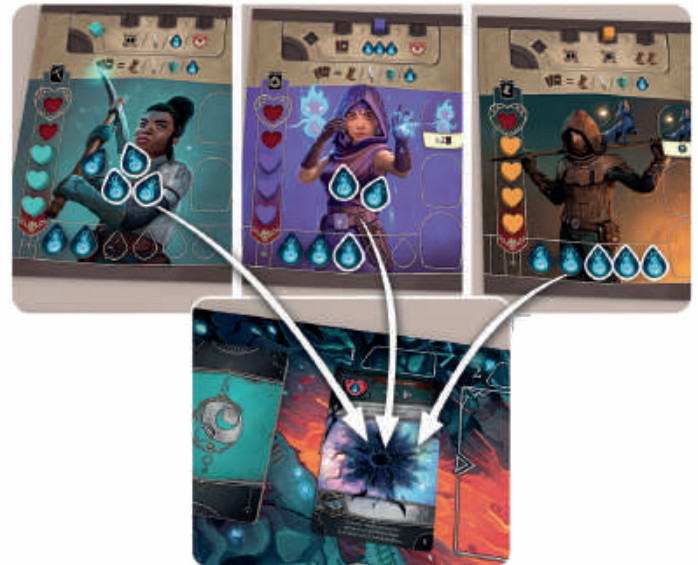
If the magic eater passes over a trap, the trap does not activate and remains in place.

### Example 6

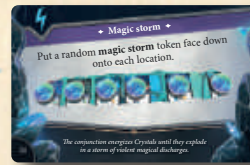


Isabela uses to pass through the large portal. This teleports her to space 7. She gains 1 Dust because she moved through the large portal.

### Example 7



At the end of Marta's turn, she reveals the top card of the game deck. It is the **magic eater**! She puts it onto space 1 of the monster passage as usual, and then each player puts 3 of their Dust tokens onto the monster's card.



**Magic storm:** Place 6 magic storm tokens randomly face down, 1 on each of the 6 locations. When you use a location with a magic storm token, move that token onto the game deck. At the end of your turn, before you draw a card from the game deck, first reveal all magic storm tokens on the deck and resolve them, then draw a card as usual.



Swap the location cards on the indicated spaces (2 and 4, or 1 and 6). If a location card has any tokens, move those tokens with the card.



Each player does a different one of the following effects:

- \* gain 1 toughness;
- \* regain 2 Dust;
- \* draw 1 card from your hero deck;
- \* teleport to any space.



Choose 1 effect:

- \* each player loses 1 toughness,
- OR
- \* reveal 1 additional card from the game deck at the end of this turn.

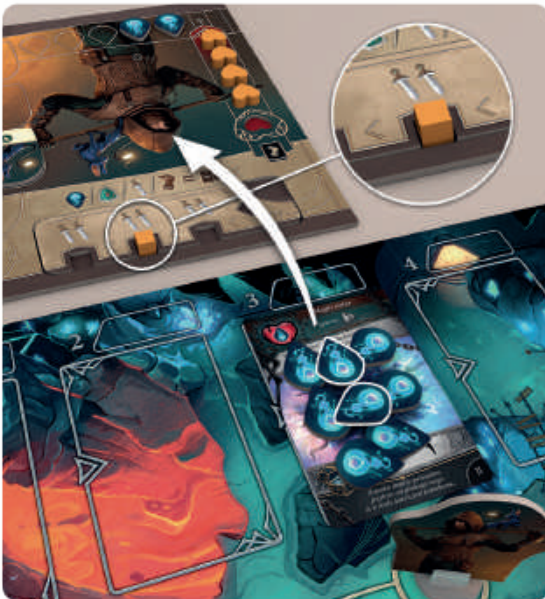


You are summoned to the castle. Move all your heroes to space 7.



Regain all Dust on all your player boards.

### Example 8



Julia wants to regain some of her Dust from the **magic eater**, so she attacks that monster. She uses her skill to do 2 damage, and so she moves 2 Dust tokens from the **magic eater** card to the inactive Dust space of her player board.

## End of Chapter II

If you successfully observe all 6 moons, **you win**.

If a monster or moon enters the castle, or you must draw from the empty game deck, **you lose**.

## Chapter III “The Crystal Thieves”

Difficulty level 3/5

The path down to the depths of the earth happens to go through a Dust mine. Even though the Queen ordered it to be evacuated, you discover lots of activity here! A gang of ruthless bandits, trolls commanded by sly Mordo “the Bald Keymaster”, are stealing the stockpiled Dust and Crystals. Those supplies are essential for your expedition, and thus essential to saving the castle! But that means nothing to the bandits; they’re eager to steal as much as they can. You must recover the Crystals, or all will be lost!

### Chapter III setup

Take the components from the box for Chapter III “The Crystal Thieves”. Shuffle the 6 location cards and randomly place them face up on the 6 location card spaces. Add the 10 Chapter III cards to the 20 base game “U” cards on the mat. Shuffle these 30 cards and place them face down on the mat.

- Take 2 random fairy tokens from the pool beside the mat and place them face up on the **fairy sanctuary** location card.
- Place the cart figure on space 7.




- Place the Crystals, key, shortcut, 2 guild tokens, and the gate and bats standees near the mat.
- You are ready to play Chapter III.

### Chapter III goal

You need to deliver 16 Crystals to the castle (space 7) by loading them into the cart and moving the cart.

**Beware!** This chapter has cards that can move monster cards toward the castle, which can cause you to lose.

### Chapter III rules


The cart will move along the hero path. A hero in the same space with the cart can spend  to push the cart 1 space away in a selected direction along the path, while the hero remains where they are.

- The cart can hold 6 Crystals. You must deliver Crystals to the castle. When you deliver Crystals, put them near the mat beside space 7.
- If the cart and a hero are beside a location with Crystals, that hero can load the Crystals into the cart. This does not count as using the location.
- Each location card has 1 or more Crystal spaces to hold that many Crystals, 1 per Crystal space. If a card ever receives more Crystals than it has room for, put the excess Crystals back into the supply by the mat.



### Example 9



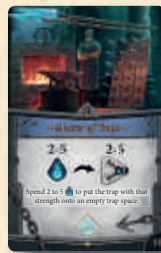
Michael's hero is in the same space with the cart. He spends 1  and moves the cart to an adjacent space. The hero does not move, but stays where he is.

### Example 10

Michael's hero is in the same space with the cart. The location card beside him has 2 Crystals. Michael moves them from the card to the cart.



## Chapter III location cards



Space  
for 1 Crystal

**Master of Traps:** Spend 2 to 5 Dust to place an available trap token with that printed number (2, 3, 4 or 5) on 1 empty trap space (1 of the 2 marked trap spaces on the monster passage).

If a moving monster passes over the trap, the monster takes damage equal to the trap token's number. Return the trap from the mat to the pool and put that many damage markers onto the monster card. If this defeats the monster, remove it from the mat, but there is no reward when a trap defeats a monster.

See *Example 1* on page 4.



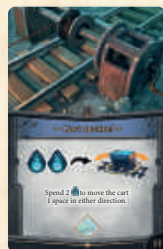
Space  
for 2 Crystals

**Fairy sanctuary:** Do 1 of these actions:

◆ Spend 3 Dust to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.

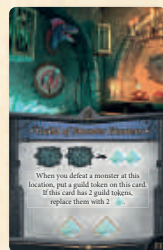
OR

◆ Discard 2 cards to your discard pile to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.



Space  
for 1 Crystal

**Cart control:** Spend 2 Dust to move the cart 1 space in a selected direction. To do this, the cart does not have to be in the same space as your hero!

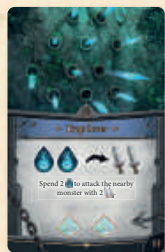


Space  
for 2 Crystals

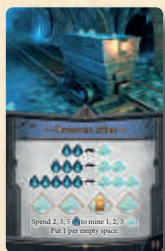
**Guild of Monster Hunters:** If you defeat a monster in the monster passage space beside this card, put a guild token onto this card. Whenever there are 2 guild tokens on this card, return the guild tokens to the supply; then refill the card to 2 Crystals (put 2 Crystals if it has none; put 1 Crystal if it has 1; put 0 if it has 2).

### Example 11

Julia defeats a monster in the monster passage space beside the **Guild of Monster Hunters**. She removes the monster from the mat and receives rewards as usual. Then she puts a guild marker onto the **Guild** location card. There are now 2 guild markers on the card, so she returns them to the supply and puts 2 Crystals from the pool onto the card.



Space for 2 Crystals.

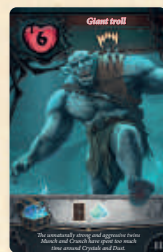


Space for 4 Crystals.

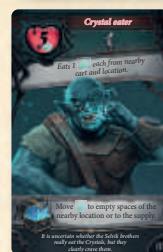
**Trap lever:** Spend 2 Dust to trigger the trap lever. This deals 2 damage to the monster in the monster passage space beside this card. This damage can be canceled by the broken sword effect (see page 27). If your hero defeats a monster with this attack, you receive rewards as usual.

**Dwarven mine:** Spend 2, 3, or 5 Dust to put 1, 2, or 3 Crystal tokens on empty spaces of this card. If this card has fewer than 3 Crystals, and your action increases it to 3 or 4 Crystals, then you gain a fairy from the fairy market as a reward.

### Chapter III cards



**Giant troll (2 cards):** The main enemies in this chapter. If you defeat a **giant troll**, put 1 Crystal on the location beside the space where you defeated it (if the location card has an empty Crystal space). Exception: if a trap defeated it, then do not put a Crystal, and no one gets a reward.



**Crystal eater (2 cards):** When this monster first appears, and after each move, it might eat 1 or 2 Crystals: take 1 Crystal from the adjacent location card (if it has any), and take 1 Crystal from the cart (if it has any, and it is adjacent to the **crystal eater**), and put those Crystals onto the **crystal eater** card. A **crystal eater's** toughness is its printed 4 or 5, plus 1 for each Crystal on its card. If you defeat a **crystal eater**, move its Crystals onto empty Crystal spaces of the nearby location card. Exception: if a trap defeated it, return all its Crystals to the supply.

### Example 12

The monsters in the monster passage are moving, and as a result, a **crystal eater** moves into the space beside the cart. There is a Crystal in the cart, and there is also a Crystal on the nearby location card, so the **crystal eater** takes 1 Crystal from each! So its toughness increased by 2.

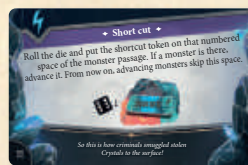




**Keymaster:** When the **Keymaster** first appears in the monster passage, put the gate standee between 2 spaces on the hero path: roll the die and put the gate between the spaces indicated by the die roll (spaces 2 & 3, or spaces 3 & 4). Put the key token on the **Keymaster** card. The gate blocks normal hero and cart movement between the 2 spaces it separates. (The teleport effect still works as usual.)

To open the gate, a hero must defeat the **Keymaster** and take the key. Then when that hero with the key is on one of the 2 spaces separated by the gate, they can open the gate: return the gate and key to the supply.

Traps do not affect the **Keymaster**.



**Shortcut:** When you reveal this card, roll the die and place the shortcut token on the rolled space in the monster passage. If there is a monster in that space, move it 1 space toward the castle. This might cause movement of additional monsters closer to the castle. If a monster enters the castle, you lose!

From now on, every monster that enters the space with the shortcut immediately skips through it to the next space; the monster passage is now only 5 spaces long! This effect is permanent.

### Example 13



At the end of her turn, Isabela reveals the **Keymaster** card from the game deck. She moves the monster cards in the passage toward the castle to make room for the **Keymaster** on space 1. She puts the key token on the **Keymaster** card. She rolls the die, and the result is 6, so she puts the gate between spaces 3 & 4 on the hero path.

### Example 14

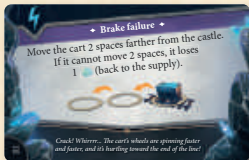


At the end of her turn, Marta reveals the **shortcut** event. She rolls the die, and the result is 4. Space 4 of the monster passage has a monster, so she moves that monster 1 space toward the castle, then she puts the shortcut token onto space 4 of the monster passage.



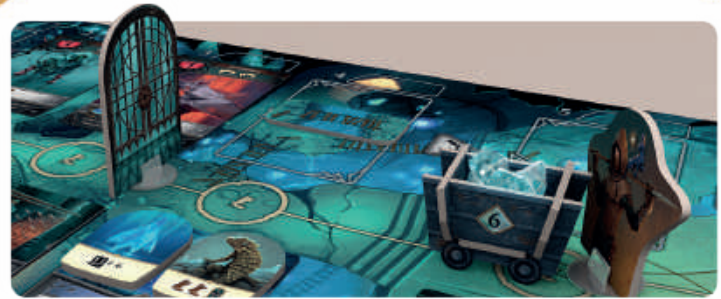
**Sharp turn:** Move 1 Crystal from the cart (if it has any) to the location card beside the cart. Then move the cart 1 space toward the castle.

- ◆ If the location card has no empty Crystal space, then return the Crystal to the supply.
- ◆ If the gate blocks the cart's move, then the cart remains where it is (but still loses 1 Crystal).



**Brake failure:** Move the cart 2 spaces away from the castle. If the cart cannot move 2 spaces, due to hitting the gate or the end of the hero path, then return 1 Crystal from the cart (if it has any) to the supply.

### Example 15

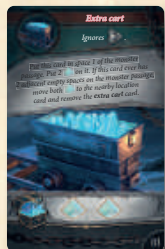


At the end of his turn, Michael reveals the **brake failure** event card. The cart is on space 5. Michael moves it to space 4, but then it cannot move farther to space 3 because it hits the gate. So the cart stops in space 4 after moving only 1 space. Michael must remove 1 Crystal from the cart and return it to the supply.





**Bats:** Roll the die and place the bats standee between 2 spaces on the hero path indicated by the die roll (spaces 2 & 3, or 3 & 4, or 4 & 5). From now on, each time your hero moves through the bats, you lose 1 toughness. A **shield** effect can cancel this effect. The bats stay until the end of the chapter.



**Extra cart:** Place this card in space 1 of the monster passage, like a monster, then place 2 Crystal tokens on it. If, at any time during a player's turn, the **extra cart** has 2 adjacent empty spaces on the monster passage, then move its 2 Crystal tokens to empty Crystal spaces of the location beside the **extra cart**. (Return any excess Crystals to the supply.) Then remove the **extra cart** from the mat and return it to the box. Traps do not affect the **extra cart**.

- ◆ If the **extra cart** reaches the castle, then you successfully deliver its 2 Crystals to the castle! Then return the **extra cart** to the box.

**Note:** The **cart control** location cannot move the **extra cart**.

### Example 16



On her turn, Julia defeats a monster next to the **extra cart**. As usual, she receives the rewards and removes the monster card from the mat. But now both monster passage spaces adjacent to the **extra cart** are empty! So she moves its 2 Crystals to the nearby location (**fairy sanctuary**), but it has only 1 empty Crystal space, so she puts 1 Crystal there and returns the other Crystal to the supply.

### End of Chapter III

If you successfully deliver 16 Crystals to the castle, **you win**.

If a monster enters the castle, or you must draw from the empty game deck, **you lose**.



## Chapter IV “The Floor is Lava”

Difficulty level 4/5

You descend into the depths of the earth. The air shimmers with heat over ancient rivers of flowing lava. In the tangle of passages and tunnels, you find another invention of mysterious forgotten sages. It is a magical regulator that allows you to control the flow of molten rocks. Dangerous lava slugs, extremely aggressive and enlarged by Dust magic, creep around you ...and also some other dark evil entity. You quickly discover that destroying a slug causes a magical explosion that can cool nearby lava. Following the directions indicated on the machine, you must destroy the slugs and unblock the path to the dark heart of the underworld!

### Chapter IV setup

Take the components from the box for Chapter IV “The Floor is Lava”. Shuffle the 6 location cards and randomly place them face up on the 6 location card spaces. Add the 10 Chapter IV cards to the 20 base game “U” cards on the mat. Shuffle these 30 cards and place them face down on the mat.

- Take 2 random fairy tokens from the pool beside the mat and place them face up on the **fairy sanctuary** location card.
- Set the ancient machinery dial as illustrated (the small window should show “1”) and place it beside the mat near the **ancient machinery** location card.
- Shuffle the 5 lava tokens and randomly place 1 (lava side up) on each of 5 spaces of the hero path beside 5 location cards (except for **ancient machinery** – this location does not have lava). Whenever you start your turn with your hero in a space with lava, you lose 1 toughness from your player board.



- Place the **exploding magma** token on the **exploding magma** location card.
- Place the 4 **madness** cards near the mat.
- You are ready to play Chapter IV.

### Chapter IV goal

Your goal is to defeat 5 of the 7 lava slugs when they are in specific indicated spaces of the monster passage. The ancient machinery dial determines the spaces - it always indicates 2 spaces where you can flip a lava token when you defeat a nearby lava slug. You must flip over all 5 lava tokens to win.

**Hint:** Correctly setting the ancient machinery dial is essential. There are 7 slugs in the game deck, and you must defeat 5 slugs, 1 on each space with lava, to win. You cannot control the slugs’ movement, so you can let only 2 slugs move past the lava spaces.

## Chapter IV rules

The lava tokens along the hero path are dangerous. Each hero who starts their turn in a space with hot lava loses 1 toughness. Later, cool lava may hinder movement.

## Chapter IV location cards



**Master of Traps:** Spend 2 to 5 Dust to place an available trap token with that printed number (2, 3, 4 or 5) on 1 empty trap space (1 of the 2 marked trap spaces on the monster passage).

If a moving monster passes over the trap, the monster takes damage equal to the trap token's number. Return the trap from the mat to the pool and put that many damage markers onto the monster card. If this defeats the monster, remove it from the mat, but there is no reward when a trap defeats a monster.

See Example 1 on page 4.



**Fairy sanctuary:** Do 1 of these actions:

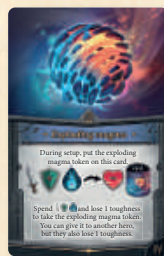
◆ Spend 3 Dust to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.

OR

◆ Spend 3 Dust to draw 2 cards from your deck.



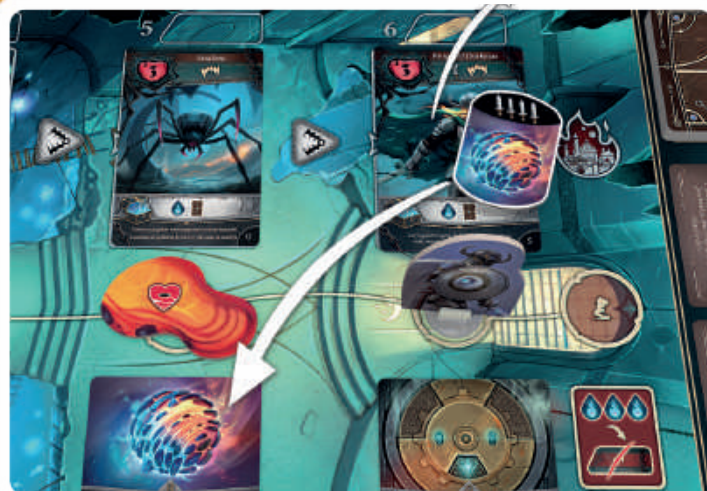
**Mirror of time:** Spend 3 Dust to reveal the top 2 cards from the game deck. Decide for each card (in either order) whether to return it to the top or to the bottom of the deck.



**Exploding magma:** Spend  $\spadesuit + \heartsuit + \clubsuit$  to take the exploding magma token from this card. When you take the magma token, you must lose 1 toughness. You can use the magma (now or later) to attack a monster beside you. The magma does 4 damage (this could be reduced by some effects). After attacking with the magma token, put it back onto this exploding magma location card.

At any time, you can give your magma token to another hero in your space, but a hero receiving the magma must also lose 1 toughness! A hero who defeats a monster by using magma gains rewards as usual.

### Example 17



In a previous turn, Julia paid to take the exploding magma token. Now in her current turn, she decides to use the magma to attack the nearby Knight of Darkness. The Knight of Darkness cancels 1 damage, but the remaining 3 damage is enough to defeat him. Julia gains rewards as usual, removes the Knight of Darkness from the mat, and returns the magma token to the exploding magma location card.



**Shard of healing:** Spend 2 Dust, then roll the die and apply the result:

- – nothing happens;
- and ••• – draw 1 card from your deck;
- and •••• – regain 1 toughness (if possible);
- – regain all your toughness (if possible).



**Ancient machinery:** In this location, you can rotate the ancient machinery dial to set it to another position. To rotate the dial one step clockwise or counter-clockwise to the next number, you must pay the cost: discard an advanced item card. You may rotate several times (paying for each rotation) during the same action. After you've finished setting the dial, immediately teleport your hero to the numbered space now shown on the dial's inner circle.

Resetting the dial several times is necessary to defeat 5 slugs and thus flip all the lava. You flip a lava token by defeating a slug on one of the 2 numbered spaces currently shown on the dial's inner circle.

After setting the dial, your hero teleports to this space.

Cost to turn the dial.



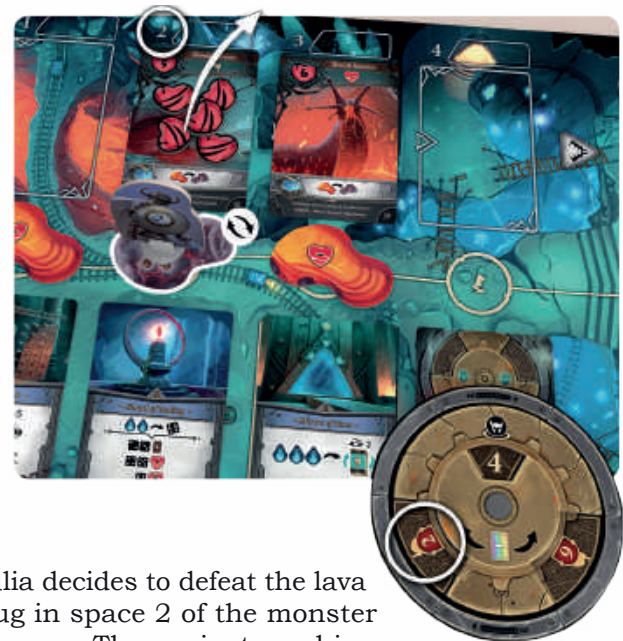
2 spaces where you can flip a lava token by defeating a nearby slug.



**Note:** Remember that to win Chapter IV, you must flip all 5 lava tokens to their side showing cooled lava. To flip a lava token, you must defeat a slug on one of the 2 spaces currently shown on the ancient machinery dial. There are 7 lava slugs in the game deck, and you must defeat 5 slugs, 1 on each of the 5 spaces with lava. You cannot control the slugs' movement, so if more than 2 of them slip past all the lava tokens, you will lose.



### Example 18

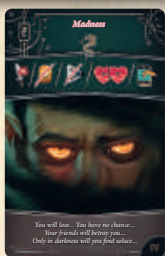
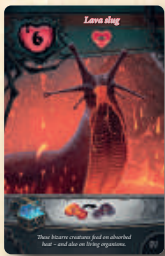


Julia decides to defeat the lava slug in space 2 of the monster passage. The ancient machinery dial's current setting shows space 2, and so when Julia defeats the lava slug, she also flips the nearby lava token on space 2 to its other side, showing cooled lava.

If she chose instead to defeat the lava slug in space 3, she would not be able to flip the nearby lava token in space 3, because the ancient machinery dial's current setting does not show space 3.



## Chapter IV cards



## EFFECTS OF MADNESS CARDS



Attack another hero in your space. Deal damage with  $\downarrow$ . The other hero can use a  $\heartsuit$  to defend.

Discard one of your fairy tokens to the fairy discard pile.

Remove a trap from the monster passage back to the trap pool.

Lose 2 toughness.

Reveal the top card of the game deck and apply its effects. (At the end of your turn, you must reveal the next card from the game deck as usual.)

## End of Chapter IV

If you flip all 5 lava tokens to their cool sides, **you win**.

If a monster enters the castle, or you must draw from the empty game deck, **you lose**.

## Chapter V “Heart of Darkness”

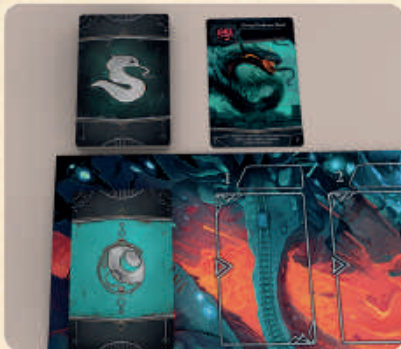
Difficulty level 5/5

The passages seem to breathe. Whisper. Promise that dreams will come true. In the depths of the earth, darkness presses down on you from all sides, weakening the light from your lanterns and torches. These tunnels were carved out of the original building material of Avel, and you discover too late that they were designed as a prison! And now you have opened the gates of this prison and paved the way to the surface for its prisoner. The darkness thickens and takes on a form you can understand, that of a gigantic, dark serpent. It is the **Living Darkness**, an ancient entity that desires only one thing: that frost, darkness and despair reign everywhere. Here, in the deepest underworld, your Legend will be forged!

### Chapter V setup

Take the components from the box for Chapter V “Heart of Darkness”. Shuffle the 6 location cards and randomly place them face up on the 6 location card spaces. Add the 10 Chapter V cards to the 20 base game “U” cards on the mat. Shuffle these 30 cards and place them face down on the mat.

Place the **Living Darkness Head** card above space 1 of the monster passage. Shuffle the **Living Darkness Body** cards and place them face down together in a pile near the mat beside the game deck. These cards are the Living Darkness deck. Put the **Living Darkness Tail** on the bottom of this deck; this long monster’s tail enters play last, after its 10 body cards.



- Put the 2 **magic shock** tokens on their spaces on the **magic shock** location card (with their uncharged black side up).
- Put the fissure token below the mat.
- Take 2 random fairy tokens from the pool beside the mat and place them face up on the **fairy sanctuary** location card.
- You are ready to play Chapter V.

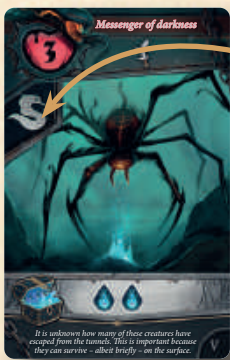
### Chapter V goal

You must defeat the **Living Darkness** – you must defeat all 10 parts of its body to finally kill it. In desperation, the **Living Darkness** will try to enter the castle while other monsters protect it. You must prevent this by defeating the **Living Darkness** before it or any other monster enters the castle.

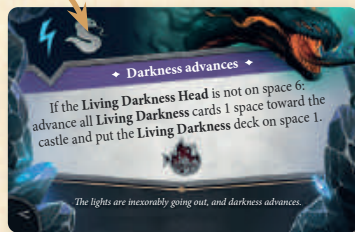
***Hint:** To win, reveal and eliminate **Living Darkness Body** cards as quickly as possible. You’ll need to use the **Dust nugget** location card. The challenge is difficult, so it’s worth using that location when you gain an advanced item card and thus know what icons are on your hero deck’s top card. Monsters will block you from attacking nearby **Living Darkness Body** cards, so use the **tactical trick** location card, which lets you move monster cards in the monster passage.*

### Chapter V rules

- The rules of Chapter V are a bit different from the previous chapters. The multi-card **Living Darkness** moves along a new passage above the mat, parallel to the monster passage. At the end of each player’s turn, you reveal a card from the game deck as usual, but if the revealed card has the **Living Darkness** icon, then you must also reveal a card from the **Living Darkness** deck: move the **Head** and other **Living Darkness** cards 1 space toward the castle, then place the new **Living Darkness** card on space 1.
- Some game deck cards have events and monsters. Monsters go on the monster passage as usual.



**Living  
Darkness**  
icon



❑ The **Living Darkness Head** and **Tail** are immune to all attacks. To attack a **Living Darkness Body** card, the nearby space of the monster passage (between your hero and the **Living Darkness Body** card) must be empty. (If that space has a monster card there, it blocks attacks against that **Living Darkness Body** card.) Some **Living Darkness Body** cards are vulnerable only to specific attacks, so you can damage them only with those attacks. After you defeat a **Living Darkness Body** card, shift all **Living Darkness** cards that were closer to the castle back one space (away from the castle) to fill that empty space. There should be no gaps between each **Living Darkness** card.

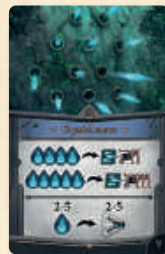
❑ If you defeat all 10 **Living Darkness Body** cards, you win. Threat tokens affect only normal monsters in the monster passage. The Living Darkness moves along its own passage, and threat tokens do not affect it.

### Example 19



The only **Living Darkness Body** card you can attack is on space 2. Spaces 1 and 3 have monsters protecting those **Living Darkness Body** cards. Space 4 has no monster, but it has the **Living Darkness Head** card, which you can never attack.

## Chapter V location cards



**Crystal snare:** This location lets you do 1 of 2 actions: attack any monster or unprotected **Living Darkness Body** with a **crystal snare**) OR place a trap token on the mat.

- ◆ Spend 4 or 5 Dust to deal 2 or 3 damage against 1 selected monster or **Living Darkness Body** card. If you defeat the target, you can gain rewards as usual.
- ◆ Spend 2 to 5 Dust to put an available trap token that deals that much damage onto an empty trap space. Traps are in the monster passage, so traps do not affect the **Living Darkness**, which moves through its own parallel passage.

*Note:* You cannot use the **crystal snare** location to attack a **Living Darkness Body** card that is protected by a nearby monster.



**Magic shock:** This location lets you do 1 of 2 actions:

- ◆ Discard 1 card, then spend 2 or 3 Dust to charge the left (2) or right (3) **magic shock** token. You can also charge both tokens in 1 action, paying both their costs (2 cards + 5 Dust). Flip the charged tokens to show their charged (white) side.
- ◆ Or you can use a charged **magic shock** token to attack an unprotected **Living Darkness Body** card or a monster card, doing 2 (left token) or 3 (right token) damage. Flip the token to its uncharged (black) side.



Charged and uncharged sides of a **magic shock** token

You can attack with both **magic shock** tokens if they are both charged. In this case, you can attack the same target with both tokens (5 damage), or you can attack 2 different targets (2 damage against one and 3 damage against the other).

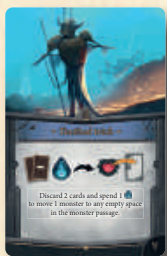
If you defeat a monster this way, you receive rewards as usual.

**Note:** You cannot do a **magic shock** attack against a **Living Darkness Body** card that is directly behind a monster. The monster protects it.

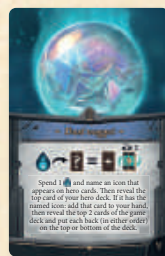
### Example 20



Julia uses the **magic shock** location to attack. She uses the left charge to attack the **phantom**, doing 2 damage. She uses the right charge to attack the **Living Darkness Body**, doing 3 damage. Then she flips both **magic shock** tokens to their uncharged (black) side.



**Tactical trick:** Spend 1 Dust and discard 2 cards to move 1 monster in the monster passage to another empty space in the monster passage. This is very useful when a monster is protecting a **Living Darkness Body** card that you want to attack.



**Dust nugget:** Spend 1 Dust and name an icon appearing on hero cards. Reveal the next card from your deck. If the revealed card has the icon you named, add it to your hand. You can use it this turn. And you can reveal the top 2 cards from the game deck. Decide for each card (in either order) whether to return it to the top or to the bottom of the deck.


But if the revealed card does not have the icon you named, then you simply put it back on top of your deck.

**Hint:** The **Dust nugget** location is the only way to scan the game deck to find the **Living Darkness Body** cards you must defeat to win the chapter.

Remember that when you gain an advanced item card as a reward, you put it on top of your deck – so you know what icons are on that card! The named icon can appear beside the top or the bottom action of the card.

### Example 21



Michael uses the **Dust nugget** location. He names the icon . He reveals the top card of his hero deck, and he was right: the card has this icon on it! So he adds this card to his hand. Then he reveals the top 2 cards from the game deck and decides for each of them whether to return it to the top or the bottom of the deck.



**Fairy sanctuary:** Spend 2 Dust and discard 1 card to take 1 fairy from this card. Then put a random fairy from the fairy pool onto this card to refill this card.



**Mysterious well:** Spend 1 Dust, then roll the die and apply the result:



Lose 1 toughness.



Move your hero to space 7.



Draw 1 card from your hero deck.



Draw 2 cards from your hero deck.

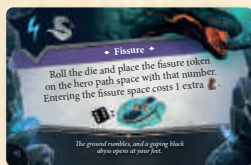


Regain 2 toughness (if possible).

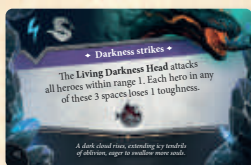


Regain all your toughness (if possible).

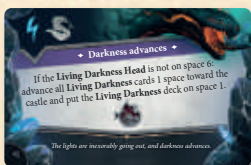
## Chapter V cards



**Fissure:** Roll the die and place the fissure token on the hero path space with that number. Entering the fissure space costs 1 extra . The fissure remains until the end of this chapter and cannot be removed.



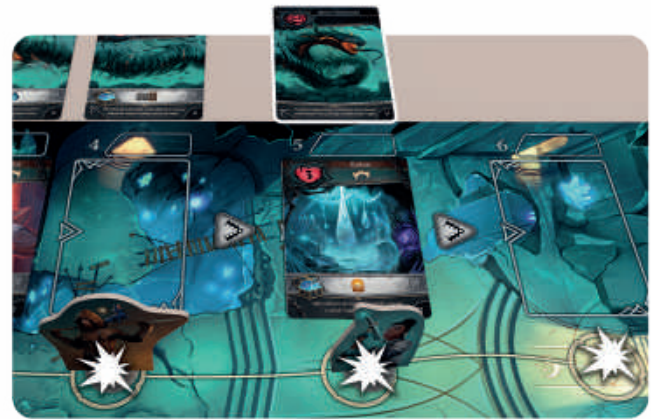
**Darkness strikes:** The **Living Darkness Head** attacks the nearby hero path space and adjacent hero path spaces. Each hero on a space within a range of 1 from the space with the **Living Darkness Head** loses 1 toughness.



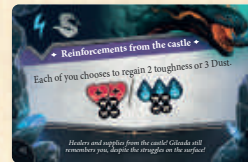
**Darkness advances:** Advance the **Living Darkness Head** and each **Living Darkness Body** card 1 space toward the castle. Move the **Living Darkness** deck onto space 1. From now on, **Living Darkness** cards enter on space 2!

Exception: if the head is on space 6 (and so it would enter the castle), then this card has no effect.

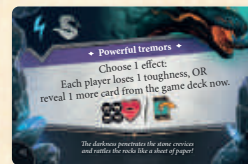
## Example 22



At the end of Julia's turn, she reveals the **Darkness strikes** event card. Michael and Julia are each within 1 space of the **Living Darkness Head**, so they each lose 1 toughness.

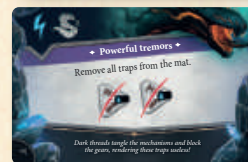


**Reinforcements from the castle:** Each player chooses to regain 2 toughness or 3 Dust.



**Powerful tremors:** Choose 1 effect:

- ◆ each player loses 1 toughness, OR
- ◆ reveal 1 more card from the game deck now.



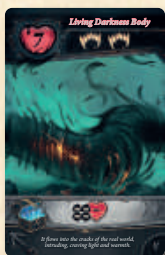
**Powerful tremors:** Remove all traps from the mat and return them to the trap pool beside the mat. You can set them again. (If no traps are set, then no effect.)

### Example 23



At the end of Isabela's turn, she reveals the **Darkness advances** event card. This will not cause the **Living Darkness** to reach the castle, so the card takes effect: she moves each **Living Darkness** card forward 1 space toward the castle. Then she moves the **Living Darkness** deck onto space 1.

### Living Darkness cards

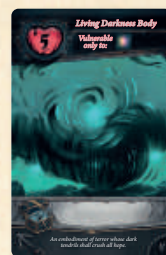


Basic **Living Darkness Body** cards. They can be defeated like normal monsters.

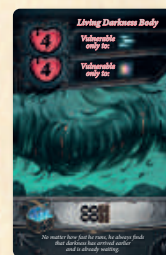
### LIVING DARKNESS CARDS VULNERABLE TO SPECIFIC TYPES OF DAMAGE



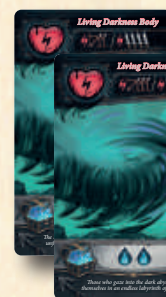
◆ This **Living Darkness Body** card can only be damaged by the **crystal snare** location.



◆ This **Living Darkness Body** card can only be damaged by the **magic shock** location.



◆ This **Living Darkness Body** card has 2 sections, each vulnerable to a different type of damage (**crystal snare** and **magic shock**). You damage each section separately. After you defeat both sections, you remove the card.



◆ These **Living Darkness Body** cards must be defeated with a single ranged attack (doing 2 or 3 damage) or sword attack (doing 4 or 5 damage).

### End of Chapter V

- If you successfully defeat all 10 **Living Darkness Body** cards, **you win**.
- If a monster or **Living Darkness** card enters the castle, or you must draw from the empty game deck, **you lose**.

## Icons on hero cards and skill tracks



Do 1 point of damage to the monster beside your hero.



Cancel 1 point of damage done to you by a monster.



Regain 1 Dust (move a Dust token from your inactive Dust space to a ready-to-use Dust space).



Move your hero to an adjacent space on the hero path.



Do 1 point of damage to a monster within the indicated range, e.g. “1” = 1 space away; “1-2” = 1 or 2 spaces away. You cannot range attack a monster directly beside you (range 0).



Draw the indicated number of cards from your deck to your hand.



Teleport your hero directly to any space on the hero path.



Regain 1 toughness (if your hero is missing any).



Regain all toughness (if your hero is missing any).



Normally, you can use each location once per turn, but this effect lets you use one location a second time (e.g. use Master of Traps twice to place 2 traps).



Use all of a selected icon (shield, Dust, sword, boot) as another icon.



Use the effect on your own hero or another hero (if the other player agrees).

## Icons on monster cards



The monster does 1 damage to a hero who attacks it by sword ↓.



The monster cancels 1 ↓ damage when a hero attacks it by sword.



When a hero attacks this monster, the hero loses 1 toughness. There is no way to cancel this effect.



The reward or effect applies to all players. Resolve in player order, starting with the player who caused the effect.



After defeating this monster, take 1 advanced item card from the market and put it face down on top of your deck. (So you will draw it next.)



After defeating this monster, take a fairy token from the market. After you take each one, replenish the market with a randomly drawn fairy from the fairy pool, unless the pool is empty. After playing a fairy token, discard it to the used fairy pile. You can only have 1–3 fairies on your player board, so do not take a fairy if you already have the maximum number.

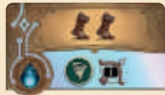
## Icons on advanced item cards



Attack ⚔ for 2 damage, OR spend 1 Dust to attack ⚡ for 3 damage.



Draw a card from your deck, OR spend 1 Dust to draw 2 cards.



Move to an adjacent space twice, OR spend 1 Dust to teleport 🌀 to any space and then range attack 🏰 for 1 damage. (In any order.)



Teleport 🌀 to any space, OR spend 1 Dust to teleport 🌀 to any space and attack ⚡ for 2 damage. (In any order.)



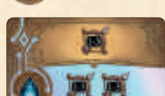
Regain 2 Dust, OR spend 1 Dust to regain 4 Dust.



Cancel 2 damage that a monster does to you, OR spend 1 Dust to attack ⚡ for 1 damage and cancel 2 damage to you.



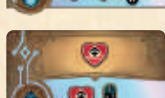
Range attack 🏰 at range 1, OR spend 1 Dust to range attack 🏰 for 1 damage and draw 1 card. (In any order.)



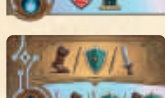
Range attack 🏰 at range 1 to 3, OR spend 1 Dust to range attack 🏰 at range 1 to 3 twice.



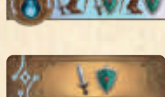
Regain 2 toughness, OR spend 1 Dust to regain 2 toughness, then you or another hero regains 1 toughness.



Regain all your toughness, OR spend 1 Dust to regain all your toughness and use one location twice. (In any order.)



Use 🦶 or 🛡 or ⚡, OR spend 1 Dust to use 🦶 + ⚡ or ⚡ + 🛡 or 🦶 + 🛡.



Use ⚡ + 🛡, OR spend 1 Dust to use ⚡ + 🛡 and teleport 🌀 to any space. (In any order.)



Range attack 🏰 at range 1 twice, and attack ⚡ for 1 damage, OR



spend 1 Dust to range attack 🏰 at range 1 twice, and attack ⚡ for 2 damage.

## Icons on fairy tokens



At the end of the turn that you use this fairy, do not draw a card from the game deck.



Draw 2 cards from your hero deck.



Move 3 of your inactive Dust tokens to ready-to-use Dust spaces.



Move twice and use one location twice. (In any order.)



Use the effect of one played card twice (also paying any relevant cost twice). *This is the Sorceress's starting fairy.*



Teleport to any space on the hero path. *This is the Scout's starting fairy.*



Teleport to any space and use one location twice. (In any order.)



Regain 4 toughness; you may distribute the regained 4 toughness among all heroes as you wish.



Trade places with another hero.



Instead of rolling the die, you choose the result (from 1 to 6).



Reroll a die roll. Then regain 2 Dust.



Swap the spaces of 2 monsters.



Range attack 🏰 at range 1 twice.



Regain all your toughness and regain 1 Dust.



Remove 1 threat token.



Search your deck or your discard pile and take 1 card from it into your hand, then shuffle the cards (deck or discard pile) that you searched.



Regain 3 Dust; you may distribute the regained 3 Dust among all heroes as you wish.



Reveal the top 2 cards from the game deck, then put them back on top in either order.



Cancel the effect of 1 monster icon. (This cancels 1 ⚡ and 1 🦶.)



Regain 1 Dust and use one location 2 times.