

2

DWARF



BEAT: RANK 2+
OR: LOSE 1 PEON



MAIN DECK

3

DWARF



BEAT: RANK 2+
OR: LOSE 1 PEON



MAIN DECK

4

ARCHER



BEAT: RANK 3+
OR: LOSE 1 RANK 2



MAIN DECK

5

BOLTMAN



BEAT: RANK 3+
OR: LOSE 1 RANK 2



MAIN DECK

6

PALADIN



BEAT: 2 RANK 2+
OR: LOSE 2 HP



MAIN DECK

7

TEMPLAR



BEAT: 2 RANK 3+
OR: LOSE 2 FARMS



MAIN DECK

8

CONJURER

BEAT: 2 SAME RANK

OR: LOSE 2 HP

(DO NOT TRIGGER POISON DARTS)

MAIN DECK

9

ENCHANTER

BEAT: 2 SAME RANK

OR: LOSE 2 HP

(DO NOT TRIGGER POISON DARTS)

MAIN DECK

10

ROYAL GUARD

BEAT: 2, HIGHEST RANK DIES

OR: LOSE 3 HP

MAIN DECK

2

TUNNELLER

BEAT: RANK 2+

OR: LOSE 1 PEON

MAIN DECK

3

TUNNELLER

BEAT: RANK 2+

OR: LOSE 1 PEON

MAIN DECK

4

BANDIT

BEAT: RANK 3+

OR: LOSE 1 GOLD

(SPOTS PITS)

MAIN DECK

5

ASSASSIN

BEAT: RANK 3+
 OR: LOSE 1 HP
 (SPOTS PITS)

MAIN DECK

6

BROTHER

BEAT: 2 RANK 2+
 OR: LOSE 2 HP

MAIN DECK

7

PRIEST

BEAT: 2 RANK 3+
 OR: LOSE 2 FARMS

MAIN DECK

8

TITAN

BEAT: 2 SAME RANK
 OR: LOSE 2 HP
 (CATCH ROCKFALLS)

MAIN DECK

9

GIANT

BEAT: 2 SAME RANK
 OR: LOSE 2 HP
 (CATCH ROCKFALLS)

MAIN DECK

10

ROYAL GUARD

BEAT: 2, HIGHEST RANK DIES
 OR: LOSE 3 HP

MAIN DECK

2

BAT

1

1

MAIN DECK

3

GOBLIN

2

2

MAIN DECK

4

SKELETON

n/a

3

MAIN DECK

5

ROGUE

2

4

MAIN DECK

6

DARK ELF

2

1

MAIN DECK

7

SUCCUBUS

2

2

MAIN DECK

8

BLACK KNIGHT



 3

 3









MAIN DECK

9


OCCULTIST



 1

 2









MAIN DECK

10

ONI



 5

 1









MAIN DECK

2

BAT



 1

 1









MAIN DECK

3

GOBLIN



 2

 2









MAIN DECK

4

SKELETON



 n/a

 3









MAIN DECK

5

ROGUE

2

4

MAIN DECK

6

DARK ELF

2

1

MAIN DECK

7

SUCCUBUS

2

2

MAIN DECK

8

BLACK KNIGHT

3

3

MAIN DECK

9

OCCULTIST

1

2

MAIN DECK

10

ONI

5

1

MAIN DECK



draw from the main deck
until you come to a diamond
ranked hero



You hear the war cry of an
incoming Hero of the Light

TURN DECK



draw from the main deck
until you come to a diamond
ranked hero



The sound of heavy
armour approaches

TURN DECK



draw from the main deck
until you come to a diamond
ranked hero



Rumours of an incoming Hero
of the Light are spreading fast

TURN DECK



draw from the main deck
until you come to a heart
ranked hero



Your Peons have news that
your walls are breached

TURN DECK



draw from the main deck
until you come to a heart
ranked hero



The stench of the Light has
reached the core of your dungeon

TURN DECK



draw from the main deck
until you come to a heart
ranked hero



You hear something that
wants to die

TURN DECK



The halls echo with the
laughter of your minions

TURN DECK



Your minions hear nothing
but their beating hearts

TURN DECK



Your minions have nothing
to report this time

TURN DECK



The spider webbings have
not been disturbed recently

TURN DECK



Only the smell of sulphur
hangs in the air

TURN DECK



No Heroes today

TURN DECK



MONARCH







The defeat conditions of the Monarch are different throughout each mission of the Campaign. Check the mission rules for details.

TURN DECK



This card is treated differently depending on when it is drawn:

DIG: All solid rock is considered stone. Roll   as normal.

CHANT: Roll   +10 and add the result to your mana reserve.

RECRUIT: Add the Dragon to the Slate:
RANK 10
FOOD: n/a
PAY: 10
(The Dragon cannot be trained)
(only 1 Dragon can be on the Slate at a time)

MAIN DECK



PEON



You have found a Peon.
If gaining a Peon does not exceed your current maximum you may add this Peon to the Slate.

MAIN DECK



PEON



You have found a Peon.
If gaining a Peon does not exceed your current maximum you may add this Peon to the Slate.

MAIN DECK



PEON



You have found a Peon.
If gaining a Peon does not exceed your current maximum you may add this Peon to the Slate.

MAIN DECK



PEON





You have found a Peon.
If gaining a Peon does not exceed your current maximum you may add this Peon to the Slate.

MAIN DECK

PHASE ORDER CARD 1

UPKEEP:




(skip 1st turn)

Roll   per farm. Feed and Pay minions. Bannish until you can (starting with highest rank)


DIG/CHANT:

(assign Peons)

DIG:

Draw 2 per Peon. Roll dice shown to the right of  /  / .

CHANT:

Draw 1 per Peon. Roll dice shown to the right of .

PHASE ORDER CARD 2

BUILD:

There are no limits as to how many rooms can be built in a turn. But rooms with a higher Rank than 0. Need at least one room of each type below that Rank, in order to build it.

NAME / PURPOSE

RANK 0

LAIR / TO RECRUIT

FARM / INC. FOOD STORAGE BY 25

VAULT / INC. GOLD STORAGE BY 25

QUARRY / INC. STONE STORAGE BY 50

EVIL GATE / TO RECRUIT

RANK 1

LIBRARY / TO RESEARCH SPELLS (x4)

TRAINING / INC. MINION RANK (x4)

BLACKSMITH / BUILD TRAPS & DOORS (x4)

RANK 2

SHRINE / INC. MAX MANA STORAGE BY 25

PHASE ORDER CARD 3

TRAINING

Increase rank by 1 and pay by



One minion per turn for every 4 training rooms (max rank 10)



*Peons cannot be trained

RESEARCH

SPELLS

1 spell for every 4 Libraries.

2 minions to channel (or any amount of Occultists)

*  per minion,  per Occultist. (see rules for more info)



PHASE ORDER CARD 4

RESEARCH cont...

DOORS & TRAPS

1 door/trap for every 4 Blacksmiths.

2 minions to put in the Labour (or any amount of Goblins)

*  per minion,  per Goblin. (see rules for more info)

RECRUIT

If you have an Evil Gate and an available Lair. Turn 3 cards. If you choose to recruit, note Rank, Food and Pay on the Slate. Feed your new minions. (see rules for more details)

PHASE ORDER CARD 5

HERO

Flip 1 card from the Turn deck.

If a Hero of the Light approaches,

draw from the main deck until a matching rank is drawn.

Defeat or suffer any consequences.

If no Hero enters your Keep go to Upkeep

SPELLS

NAME / MANA TO CAST / CHANNEL POINTS / USAGE


TO ARMS/ 20 / 16

Attempt a Recruit during any phase

SUMMON PEON/ 50 / 25

Instantly gain a Peon if you are not at max during any phase

REGEN/ 100 / 30

Add  to health (cannot exceed max)

Used during Upkeep only

PREMONITION/ 150 / 35

Look at the next  +2 of the main deck.

during one of the following phases:

Dig - discard Solid Rock

Recruit - Reorder the cards

Hero - Reorder the cards

POWER STRIKE/ 300/ 50

Kill one hero (NOT a Monarch)

SUMMON DRAGON/ 500 / 100

Add Dragon to the Slate

DOORS
NAME / GOLD / LABOUR

WOOD / 50 / 25

The next Hero has its Rank reduced by 1
(to a minimum of 2)

If you roll a 4 with a ▲ reduce it by 1
more (to a minimum of 1)

METAL / 100 / 50

The next hero has its Rank reduced by 2
(to a minimum of 2)

If you roll a 3 or 4 with a ▲ reduce it by a
further 2
(to a minimum of 1)

MAGIC / 250 / 125

The next Heroes Rank is reduced by 50%
(rounded up)

*Doors have no effect on the Monarch

TRAPS

NAME / GOLD / STONE / LABOUR

PIT / 20 / 20 / 30

Reduce next Heroes Rank by 1
(Bandits & Assassins jump Pits)

ROCKFALL / 10 / 30 / 40

Reduce next Heroes Rank by 2
(Titan & Giants bypass Rockfalls)

SPIKE / 50 / 25 / 55

Kills the next hero with
Rank 4 or less

POISON DARTS / 100 / 20 / 35

Divide the next Heroes Rank by 2
(Rounding up)
(Enchanters and Conjurers do not
trigger Poison Darts)

MINIONS (BLACK CARDS)

RANK	NAME	FOOD	PAY
A	PEON	N/A	N/A
2	BAT	1	N/A
3	GOBLIN	2	2
4	SKELETON	N/A	3
5	ROGUE	2	4
6	DARK ELF	2	1
7	SUCCUBUS	2	2
8	BLACK KNIGHT	3	3
9	OCCULTIST	1	2
10	ONI	5	1
JOKER	DRAGON	N/A	10

RANK	NAME	COST	
		GOLD	STONE
0	LAIR	10	15
0	FARM	15	5
0	VAULT	20	10
0	QUARRY	15	N/A
0	EVIL GATE	10	30
1	LIBRARY	40	10
1	TRAINING	10	10
1	BLACKSMITH	30	30
2	SHRINE	30	30

SPELL	COST TO CAST	CHANNEL POINTS
TO ARMS	20	16
SUMMON PEON	50	25
REGEN	100	30
PREMONITION	150	35
POWER STRIKE	300	50
SUMMON DRAGON	500	100

DOORS	GOLD	LABOUR	
WOOD	50	25	
METAL	100	50	
MAGIC	250	125	
TRAPS	GOLD	STONE	LABOUR
PIT	20	20	30
ROCKFALL	10	30	40
SPIKE	50	25	55
POISON DART	100	20	35

DIG	CHANT
H = GOLD (1d8)	H = 1d8
D = GEMS (3d6)	D = 2d8
S = STONE (2d8)	S = 1d6
C = HARD ROCK	C = 2d6
JK = C IS S (THIS TURN)	JK = 2d8 + 10

RANK	NAME	HOW TO BEAT	CONSEQUENCE
D 2	DWARF	1 RANK 2+	LOSE ONE PEON
D 3	DWARF	1 RANK 2+	LOSE ONE PEON
D 4	ARCHER	1 RANK 3+	LOSE 1 RANK 2
D 5	BOLTMAN	1 RANK 3+	LOSE 1 RANK 2
D 6	PALADIN	2 RANK 2+	LOSE 2 HP
D 7	TEMPLAR	2 RANK 3+	LOSE 2 FARMS
D 8	CONJURER	2 SAME RANK	LOSE 2 HP
D 9	ENCHANTER	2 SAME RANK	LOSE 2 HP
D 10	ROYAL GUARD	2, HIGHEST RANK DIES	LOSE 3 HP

RANK	NAME	HOW TO BEAT	CONSEQUENCE
H 2	TUNNELLER	1 RANK 2+	LOSE ONE PEON
H 3	TUNNELLER	1 RANK 2+	LOSE ONE PEON
H 4	BANDIT	1 RANK 3+	LOSE 1d8 OF GOLD
H 5	ASSASSIN	1 RANK 3+	LOSE 1 HP
H 6	BROTHER	2 RANK 2+	LOSE 2 HP
H 7	PRIEST	2 RANK 3+	LOSE 2 FARMS
H 8	TITAN	2 SAME RANK	LOSE 2 HP
H 9	GIANT	2 SAME RANK	LOSE 2 HP
H 10	ROYAL GUARD	2, HIGHEST RANK DIES	LOSE 3 HP
R JK	MONARCH	???	GAME OVER