Adventurer

fighting Monsters and collecting as many Treasures as you can.

(Rogue, Cleric, Fighter, or Wizard). Run through the dungeon,

Game is simple. Choose a Hero

1 Lose a Turn tokens

139 tokens

Game board

How to Win

Treasure to Win

Up to 8 people can play the

dungeons & dragons

version: Rogue, Cleric, Fighter, and Wizard.

needs to escape the dungeon with

in

so they have the best chance at Levels 4–6.

which help them defeat very tough monsters,

Spells

Wizard (Elf):

Clerics are holy warriors with moderate combat

Fighter (Human):

Fighters are the strongest Heroes in combat and

Rogue (Halfling):

Rogues are the nimblest Heroes in the game. They

Wizard (Human):

Wizards are the most powerful Heroes in the game.

Cleric (Human):

Clerics are holy warriors with moderate combat

Heroes

Each Hero class has strengths and weaknesses. If this is your first

version: Rogue, Cleric, Fighter, and Wizard.

Game Board and Dice

The game board represents the fearsome dungeon in which your Heroes

Adventure. It has 6

chambers

linked by corridors. Many areas are

connected by

spaces. Each Hero needs to 

reach the

numbered spaces along the

game board.

These tokens are numbered from 1 to 12, matching the numbered spaces along the

game board. Place these tokens near the

reach of all players.

Whenever you destroy a Monster, you place

Dungeon!

level. A few Monster cards represent

encounter

special effect when they are encountered. See "Step 2. Encounter"

special effect when they are encountered. See "Step 2. Encounter"

The back of each Monster card shows the (level) which it can be
turned. Add the level to the number of turn tokens needed to destroy the

Monster card. Insert the turn token into the Monster’s turn token

holder. Each player who is playing a Monster card rolls 1 die and adds

to the result. The total is the maximum number of Monster cards that

are allowed to be played during this turn. Place the unused

Monster cards in the discard pile. Depending on the

Monster card, you may also receive a number of Spell cards.

Trophy cards can grant your Heroes the ability to

move instantly from one chamber

The

Dungeon!

Magic Sword Tokens

closed treasure.

Locked Treasure Tokens

You need the correct number of Tokens to open a

Treasure Card Face

Type of Monster

Lightning Bolt

Fireball

Shade (H�#)

Cleric

Death Knight

Eldritch Knight

Merchant

Shade is a Shade

Merchant is a Merchant

Eldritch Knight is an

Death Knight is a

Cleric is a Cleric

Shade has the Shade’s

Merchant has the Merchant’s

Eldritch Knight has the

Death Knight has the

Cleric has the Cleric’s

Shade’s spells

Merchant’s spells

Eldritch Knight’s spells

Death Knight’s spells

Cleric’s spells

Dungeon Tokens

Each Hero needs 3 tokens of each type

remember when starting a new round, all Tokens are returned to their

Dungeon Tokens

setup

Table of Contents

Rules

Game Components

Credits

Characters

Graphic Design

Game Board

Dice

Questions!

(192x99)

Heart of the Dungeon

Appendix 1: Special Treasure Cards

Setup

Remove the Monster cards from the

Dungeon! game. Before you play, set up

your Hero cards near the

monsters and their special effects. 

D&D Brand Team

Daniel Gelon, Emi Tanji, Jaime

Art Director

Editing

David R. Megarry

Original Design

Credits

Ben Petrisor, Rodney Thompson,

LaPille, Peter Lee, Mike Mearls,

Dan Gelon, Mark Jindra, Tom

Labak

Additional Thanks

Playtesting

Chris Dupuis, Megan Dupuis,

Godot Gutierrez

Carmen Cheung

USA, Canada, Asia Pacific, & Latin America

Questions?

Wizards of the Coast LLC

1-800-324-6496 (within the USA)

1-425-204-8069 (outside the USA)

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Questions?
Sequence of Play

Step 1: Move

Roll the dice to determine how many spaces your Hero can move. If you roll a 1, you must stop. A Hero can move through spaces containing 1 Monster or 1 Wall, but not a Cage Trap or Slide Trap. A Hero can choose to move 0 spaces, staying in the space he or she is in.

Step 2: Encounter

If your Hero encounters an empty space, he or she can move through it. If your Hero encounters a space containing a Monster, your hero misses. Each time your Hero misses, a Monster starts moving toward your Hero. Your Hero can move into 1 Monster for every 5 spaces it moves. A Monster always moves in a straight line. If a Monster starts moving toward your Hero while your Hero is moving, your Hero need not move through the space the Monster is moving into.

Step 3: Combat

If you have a Monster in your space, you can either fight the Monster or Teleport. A Monster must be in your Hero's line of sight. Teleport and Switch are your only spells against Monsters. If you have a Monster in your space and you choose not to fight it, you lose 1 Die to hit.

Step 4: Loot

Collect your treasure cards. If your Hero encountered a Monster, subtract 1 Die from the total number of die to hit needed for each spell you cast. If your Hero has a Magic Sword in play, subtract 2 Die from the total number of die to hit needed.

Appendix 1: Special Treasure Cards

Treasures that were dropped there by Heroes.

Appendix 2: Solo Play

You can never have more Spell cards than you started with, but you can drop them. You can use an ESP Medallion to find out what Monster your Hero encounters next. You can never fight other Heroes.

To win an ESP Medallion, place your Hero in a room with a cage. The Hunter does not attack. The Monster must be in a chamber on the same level as your Hero. You can never fight other Heroes. You cannot find a monster in a chamber on Level 6. Treat that new chamber as if your Hero is in a room when a trap is revealed. You can never kill a Monster with magic. If you miss, place a Magic Sword card on your hand. You can use only 1 Magic Sword in play at any time. When you destroy a Monster, remove its card and place a Cleared token on the Magic Sword card. You can never use a Magic Sword against a Monster that you have already found. You can never have a Magic Sword in play when another Hero is in the same room. You can never use a Magic Sword against a Monster that you have already found.