



MASMORRA

DUNGEONS OF ARCADIA

— Preview —
RULEBOOK

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GAMES

MASMORRA: DUNGEONS OF ARCADIA

Beneath the streets of the great city of Arcadia, far from the eyes of its citizens, lies the Masmorra: a magic dungeon created to train and test those brave Heroes who seek to join Arcadia's powerful guilds. But during the latest crisis to shake the city, the terrible wizard Malaphyas took the dungeon by storm, turning it into his personal lair of doom. Now, the Heroes must delve deep into this perilous, monster-infested dungeon to free the city from another major threat!

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GAME COMPONENTS



1 Rulebook



8 Minor Monster dice



6 Hero Action dice



1 Pet Action die



30 Gold



4 Major Monster dice



30 Treasure cards



5 Player Aids



5 Free Move tokens



44 Dungeon small tiles



12 Dungeon medium tiles



1 Dungeon large tile



1 Experience Track



5 Hero miniatures



5 Experience trackers



5 Hero bases



10 Hero cards



5 Wound tokens



5 Hero boards

GAME OVERVIEW

STANDARD GAME RULES

In **Masmorra: Dungeons of Arcadia**, the players control brave Heroes who will explore a challenging dungeon underneath the city of Arcadia, fighting monsters and gathering treasures. There are two ways to play:

- In the Standard Game, the Heroes compete to accumulate the most experience and become the undisputed champion of Masmorra—while doing all they can to disrupt their opponents' carefully laid plans!
- In the Epic Game, the Heroes take on their greatest challenge yet: fighting their way into the lair of Malaphyas himself to confront the evil wizard and bring peace back to the city!



All of the Standard Game rules apply whether you are playing the Standard Game or the Epic Game. For more details about the Epic Game, see page 22.

THE GOAL OF THE GAME

The Heroes will explore Masmorra, fighting monsters and collecting treasures, but most importantly earning experience! The game ends at the *end* of the round when any player reaches 16 or more Experience Points (abbreviated "XP"). The player with the most XP at the end wins the game!

You can earn XP in three ways:

- Defeating monsters
- Opening treasure chests
- Disarming traps

If there is a tie for the most XP at the end of the game, the tied player with the most gold wins. If they are still tied, the tied player with the most Life Points left wins. If there is still a tie, they share the victory!

GAME SETUP

1. Prepare Tile Stacks

First, sort the dungeon tiles by size. You can return the large dungeon tile to the box—it is only used in the Epic Game. Depending on the number of players in the game, you will only use some of the tiles, as indicated by the numbers on the backs:

- In a 2-player game, use only tiles marked "2+";
- In a 3-player game, use all "2+" and "3+" tiles;
- In a 4- or 5-player game, use all the tiles.

Remove the *Starting Room* and the *Second Level Entrance* tiles and set them aside for now (they're double sided to make them easier to find).

Next, separate the two sizes of dungeon tiles into two stacks each: Level 1 and Level 2. Shuffle the four stacks separately and place them face down within easy reach. Turn over the top tile from the small Level 1 stack and place it face up on top of the stack. If you reveal a trap tile, shuffle it back into the deck and draw again until you reveal a tile that is not a trap.

Place the *Second Level Entrance* tile on top of the small Level 2 tile stack.

Do not turn over any of the medium dungeon tiles yet.

2. Place the Starting Room

Set the *Starting Room* in the center of the table. Make sure to leave plenty of space around it.

3. Prepare Game Components

Shuffle the Treasure Cards and create a face-down deck near the dungeon tiles. Set the gold, dice, and tokens nearby.

4. Deal Starting Treasure Cards

Deal 2 Treasure Cards to each player. *You should keep your treasures secret until you play them.*

5. Choose Heroes

Each player chooses a Hero and takes the miniature, Hero board, and Hero cards for that Hero. Place your Hero board in front of you and tuck your Hero cards under your Hero board so that only the top part of the cards are visible. Take a Wound token and place it on the "6" space of your Hero board's Wound Track. Also, choose a Hero base and place it on your Hero miniature. Take the Free Move token that matches the color of your Hero base and place it near your Hero board.

6. Set Experience Markers

Take the Experience markers for all the Heroes in play and place them on the "0" space of the Experience Track.

7. Enter the Dungeon

All players place their Hero miniatures in the *Starting Room*.

8. You're Ready to Begin!

Give the youngest player the 6 action dice. They will take the first turn.



PLAYING THE GAME

Masmorra: Dungeons of Arcadia is played in rounds. During each round, every player takes one turn, with play passing to the left.

On your turn, you can move your Hero and use the action dice and action symbols to take actions such as attacking monsters and opening treasure chests. When you have taken all your actions, your turn ends: pass the dice to the player on your left who will take the next turn.

TAKING YOUR TURN

Your turn is split into two phases, which you must play in order:

- **Hero Phase**—where your Hero can move and take actions.
- **Dungeon Master Phase**—where you move and spawn monsters to thwart your opponents' plans.

Hero Phase

During your Hero Phase, follow these three steps in order:

1. Roll the Action Dice
2. Take Actions
3. Collect Bounties

Step 1: Roll the Action Dice

At the beginning of your turn, you must roll all 6 action dice. After you roll the dice, you *may* choose to re-roll any number of the dice, *once*. You must accept the result of any re-rolled dice.

Playing Hint: *The results of your die roll will define your actions and strategies for the turn, so consider your re-rolls carefully!*

Example: *Valerie is hoping to fight a monster this turn. She rolls the dice and gets 🎲 🎲 🎲 🎲 🎲 🎲. She can see that she won't have enough attacks to defeat the monster, so she re-rolls the 🎲 🎲 🎲. This time she gets 🎲 🎲 🎲. She would love to reroll the 🎲 in hopes of getting something better, but she only gets to reroll once.*



The Free Step Token

Each turn, you can use your Free Step token once to get a Step symbol.

At any point during your turn – even before you roll the action dice – you may flip your Free Step token to receive a free Step symbol to spend this turn. You can even spend it immediately to move and explore! The Free Step Tokens are flipped back to its active side on the start of the player's next turn.

Playing Hint: If you use your Free Step before you roll the dice, you might be able to explore a new room and see what monster lurks within before you commit to your re-roll.

Action Dice Results

The action dice show six possible results. Each result can be docked on a card or dungeon tile, or it can be used to pay for an action or effect:



STEP results are used to explore and move around the dungeon. Each STEP symbol gives you 2 Move Points (see "Take a Step" on page 8).



RANGED results are used to fight a monster in the same room as your Hero and kill it from afar, so it can't damage your Hero back (see "Fight a Monster" on page 10).



MELEE results are used to fight a monster in the same room as your Hero up close, which means that your Hero will take damage from the monster (see "Fight a Monster" on page 10).



DEFENSE results are used when fighting a monster to reduce the amount of damage the Hero suffers (see "Fight a Monster" on page 10).



ELIXIR results are used to heal Wounds and purge undead monsters (see "Fight a Monster" on page 10 and "Drink Elixir" on page 11).



MAGIC results can be used to change your Hero's fate or as an attack spell against some monsters (see "Fight a monster" on page 10 and "Use Magic" on page 11).

Step 2: Take Actions

After you roll (and possibly re-roll) the action dice, your Hero can perform actions. You can take any of the following actions, in any order and as many times as you wish, as long as you have the action dice or action symbols to pay for them.

When you use action dice to take an action, you must place them in the "Used Dice" box of your Hero board. Those dice won't be available for the rest of your turn.

DICE vs. SYMBOLS

"Dice" and "symbols" are the two ways that you can pay for actions that you want your Hero to take.



When the rules mention "dice" by specific dice results, such as "Melee dice" or "Ranged dice", it refers to a die with that result showing.

When the rules mention a "symbol", such as "Melee symbol" (or sometimes simply "Melee"), it refers to that symbol itself, which could be on a die or generated by some other effect or ability. Basically, a symbol is a temporary "virtual" resource that you can use, but it does not count as a die.

For example, a Melee die could be docked in a room to trigger an effect, but a Melee symbol cannot be docked, so it can't be used to trigger that effect.

You can use your action dice at any time during the Hero Phase of your turn. Symbols can only be used in the same room where they were generated. If your Hero leaves that room, any unspent symbols are immediately lost.

Example: Jay plays a "Swift Strike" Treasure Card to generate 2 Ranged symbols so he can fight a monster, but he only uses 1 of them. Then, Jay moves on to the next room, looking for another monster to fight. But since he moved, he loses the unused Ranged symbol.



Spending and Docking Dice

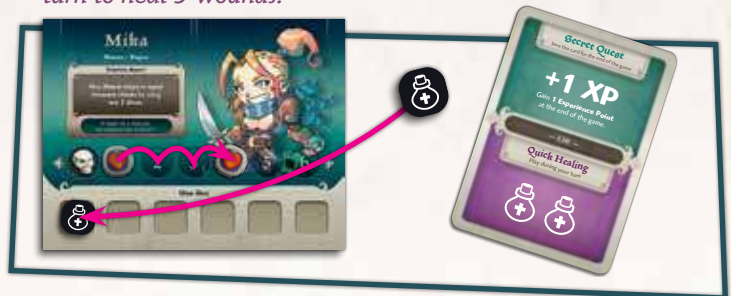
There are two kinds of actions that you can take: Spending Actions and Docking Actions.

Spending Actions require that you "spend" specific dice and/or symbols in order to pay the action's cost. **Spending** a die means placing that die on one of the Used Dice spaces of your Hero board. Dice on your Used Dice spaces cannot be used again that turn.

You can use both dice and symbols generated by other game effects in any combination to pay for Spending Actions.

You can repeat the same Spending Action as many times each turn as you want, as long as you can pay the cost.

Example: Mika is badly hurt and wants to cure her Wounds. She plays a "Quick Healing" Treasure Card to generate 2 Elixir symbols and adds them to the Elixir die she rolled earlier in the turn to heal 3 Wounds.

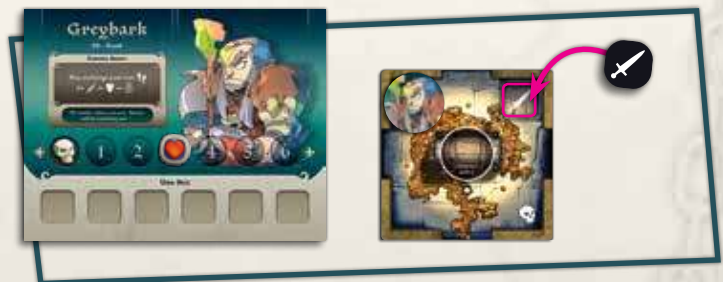


Docking Actions require that you "dock" specific dice (not symbols) on a space, either on a dungeon tile or an Hero card. A die that has been docked is used, and cannot be used again that turn.

Only action dice can be used to pay for a Docking Action.

You can use each Docking Action only *once* per turn (after that, the space is blocked by your die).

Example: Greybark is in a room with a treasure chest that has a ⚔️ next to it. In order to open the chest, he must place a Melee die on that tile.



Hero Actions

Your Hero can perform any of these actions during your Hero Phase, in any order and as many times as you wish:

- **Use an Ability**

All Heroes have abilities that they can use to help them in the dungeon. Every player begins the game with one starting ability, which is shown on your Hero board. During the game, your Hero can learn new abilities, represented by your Hero cards.

Using Your Hero's Starting Ability

Usually, you must dock a die on your Hero board to use your Hero's starting ability. After placing the die, resolve the ability.

Example: Valerie can dock any Action die to generate 1 Elixir Symbol.



Note: Greybark's ability is not a normal Docking Ability: instead of docking a die on his Hero board, you must flip your Free Move token to get the **!** symbol. Then, Greybark can replace that **!** with your choice of **✓**, **!**, or **!**.

Using an Ability on Hero Cards

Once your Hero has earned the use of an ability on your Hero cards, you can use that ability. Most abilities require you to dock one or more dice on the Hero card.

Example: Mika can dock a Step die on her Quick Dodge ability to generate 2 **!**.



Some abilities, however, require you to spend gold in order to receive the benefits of your ability.

Example: Greybark must spend 2 gold to use his Animal Form ability.

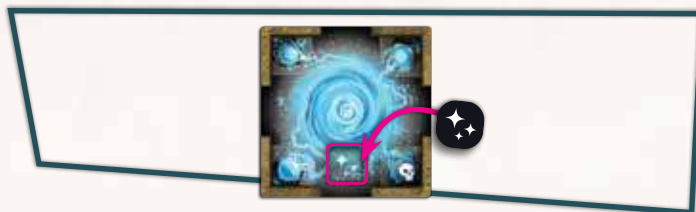


See "Hero Abilities" for more details on how these abilities are used in the game.

- **Take a Room Action**

Some rooms have actions that you can take by docking the right kind of action dice on the dungeon tile, such as opening locked treasure chests, disarming traps, or activating a portal.

Example: Albus can dock a Magic die on this dungeon tile to activate the portal.



- **Take a Step**

You can spend a **!** to explore and move your Hero. Each **!** gives you **2 Move Points** to spend. But, you must spend *both* Move Points *before* taking any other actions. If you want to do something else after spending your first Move Point (such as fighting a monster), your second Move Point is lost.

Each Move Point can be used to **Explore** or **Move**:



Explore

If there is at least one empty space adjacent to the room your Hero is in, you can explore. Take the top small dungeon tile for the level of the Dungeon your Hero is in and place it next to the room your Hero occupies.

When you place a dungeon tile, you must place it so the doorways on the tile line up with any other tiles next to it:



Important: You cannot explore if there are no more small dungeon tiles left for the level your Hero is on or if there are no empty spaces adjacent to the room your Hero is in.

After placing the new room tile, you **must** immediately move your Hero onto the new tile (for free). Then, turn over the top dungeon tile on the stack:

- If you turn over a room tile, place it face up on top of the dungeon tile stack.
- If you turn over a trap tile, you **must** place it in an empty space next to the new room, if possible. It doesn't matter if there is a door connected to that space or not. If there are no empty spaces, place the trap tile in *any* empty space next to a room on this level of the dungeon. The trap will **immediately** take effect (see "Traps" on page 16).
- If you explore a room with monster spaces and/or spawn icons, you must immediately place those monsters in the room.

You must continue turning over tiles until you reveal a room tile.

Move

For one Move Point, you can move your Hero into an adjacent, previously explored room. Your Hero can only move through doors: you cannot move through walls unless an ability or effect says you can. You can never move diagonally.

Important: You cannot leave a room with a monster (either by exploring or moving) until after you have fought a combat against them (see "Fight a Monster" on page 10). After the combat is over (whether your Hero defeated the monster or not), you can move.



Example: Albus spends 1 ⚡ to get 2 Move Points. He uses the first Move Point to move into the empty room to the north. Then, he spends his second Move Point to explore, taking the face up tile from the Level 1 stack and placing it next to his room. After placing the tile, he moves into the new room, rolls and places a Minor Monster, and turns over the next tile. Fortunately for him, it's not a trap!




• **Fight a Monster**




If your Hero is in a room with one or more monsters at any point during your turn, you **must** fight all of those monsters—even if you cannot defeat them (by not having any more dice to use, for example). The only thing you can do *before* fighting the monsters is to play Treasure Cards or use abilities that will generate symbols you can use in combat. You can only move, heal, or perform other actions *after* combat has been resolved. This applies whether you begin your turn in a room with a monster, or if you later move into or explore a room with monsters in it.

Playing Hint: "Fighting" the monsters simply means that you have resolved yours and the monsters' attacks. You don't even have to try to defeat the monsters: you could simply have your Hero suffer the monster's Payback without spending any dice or symbols. Then you're free to take other actions, assuming you survive...

MELEE vs. RANGED COMBAT



A Hero can only fight a Monster if they are both in the same room. There are two ways to fight: Melee or Ranged.

Melee Combat: If you use at least one  during a fight, it is melee combat, and your Hero is subject to the monster's Payback.

Ranged Combat: If you use **only**  during a fight, it is ranged combat, and your Hero is *not* subject to the monster's Payback. Against some monsters,  or  can also be used in ranged combat.



In order to defeat a monster, your Hero has to deal damage equal to or greater than the monster's Defense Value. Combat is all or nothing: either the Hero defeats the monster, or the monster remains in the room, unharmed. Damage dealt to a monster that is not enough to defeat it *does not* remain on the monster.

Damaging a Monster

You can use any combination of  and  to inflict damage to a Monster. Each symbol inflicts **1 point** of damage. In order to defeat the monster, you need to do at least as much damage as the monster's Defense Value.

Purge Undead: If you are fighting an undead monster, you may also use ELIXIR. This is called "Purging Undead". Elixir symbols used against an undead monster count as ranged attacks.

Attack Spells: Some monsters are also vulnerable to magic, such as the Gelatinous Cube. Against these monsters, you may also use MAGIC as a ranged attack. This is called an "Attack Spell".

Example: Jay is fighting against an Orc, which has a Defense Value of 2. If Jay can get at least two  or , he can defeat the Orc.






Ranged Attacks

If **all** of the symbols you use are ranged attack symbols (RANGED, ELIXIR against undead, and/or MAGIC against vulnerable monsters), then you are making a ranged attack. If your ranged attack does enough damage to defeat the monster (equal to or great than its Defense Value), then the monster is defeated and your Hero *does not* suffer Payback. But, if your ranged attack does not defeat the monster, your Hero *does* suffer Payback.

Example: If Jay has 2 RANGED, he can defeat the Orc from across the room and he won't suffer any Payback!

Melee Attacks


If **even one** of the symbols you use is a , then you are making a melee attack. After your attack, your Hero suffers Payback from the monster—even if you do enough damage to defeat it!

Example: But, Jay only has 1  and 1 . It's still enough to defeat the Orc, but he has to make a melee attack, which means he's going to suffer Payback.

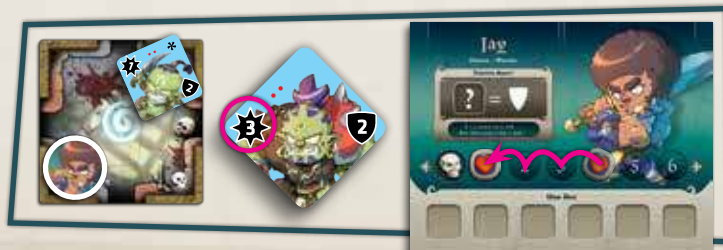
Payback Time!

If your Hero makes a melee attack against a monster, or if your ranged attack does not do enough damage to defeat it, the monster gets Payback.

Each monster has a Payback Value, which is the number of Wounds your Hero suffers when the monster gets Payback. Move your Wound token down on the Wound Track of your Hero board to reflect your new Life Point total.

Using Defense: Each  can be used to prevent 1 point of damage from the monster's Payback.

Example: The Orc has a Payback Value of 3, which means Jay is going to take 3 Wounds, since he had to fight the Orc in melee.



Important: You cannot take a heal action until after all combat is resolved. So, if your Hero suffers enough Wounds to reduce their Life Points to zero, your Hero is defeated—even if you have ELIXIR available to heal with!

Ganging Up

Monsters are not so noble as Heroes, and they are quite happy to team up on a Hero to inflict more damage. If there is more than one monster in the same room as your Hero, you must fight **all** of them, one after the other, in any order you choose. But, **all** of the monsters' abilities (see 'Monsters' on page 18) are active until they are defeated!

You only receive the rewards for fighting *after* your Hero has fought *all* of the monsters in the room—such as Treasure Cards or XP—and only if you have defeated at least one of the monsters.

Example: Now that Jay has defeated the Orc (and survived), he can face the Spider. Because of the Spider's ability, he won't be able to leave this room until its dead...

Using Treasure and Abilities in Combat

Treasure Cards and abilities can only be used before or after combat, *unless* the card generates a symbol that can be used during the fight, such as MELEE, RANGED, or DEFENSE.

Example: When the Orc got its Payback on Jay, he could use his starting ability to dock 1 action die and generate 1 DEFENCE. This way, he would only suffer 2 Wounds instead of 3.

Round Two—Fight!

If you want, you *may* continue fighting in a room where you have already fought that turn, by taking another Fight Monster action.

The Sweet Smell of Victory

If your Hero defeats a monster, you gain the XP indicated on the monster die. You also draw 1 Treasure Card from the deck.

But, after you have passed the 7 XP mark, any minor monsters your Hero defeats give you **one XP less** than normal.

The Agony of Defeat

If your Hero is reduced to **zero Life Points** (or less), they are **defeated**.

Place the defeated Hero's miniature on its side. Your XP marker is moved *down* the Experience Track to the last Level Up arrow you reached. Also, you must discard **all** Treasure Cards from your hand (if you have any).

As long as the defeated Hero is on their side, that Hero is treated as if they aren't even there: monsters can move out of that room, newly placed traps don't affect them, they cannot be affected by Treasure Cards, etc.

Your defeated Hero loses the rest of their turn. You cannot take any more actions and any unused symbols or dice are lost. At the *beginning* of your next turn, stand your Hero miniature back up and take your turn as normal.

• Drink Elixir

You can use 1 ELIXIR to heal 1 Wound on your Hero. Move your Wound marker up on the Wound Track of your Hero board to reflect your new Life Point total.



Important: Your Hero can never have more than **six** Life Points!

Remember: Healing can only take place after combat or the effects of a trap. Therefore, Elixirs cannot be used to prevent damage, only to heal the Wounds afterwards.

• Use Magic

You can use ☼ to "change your fate". Each ☼ you use in this way allows you to choose one die that you have not yet used this turn and change it to show the face of your choice.

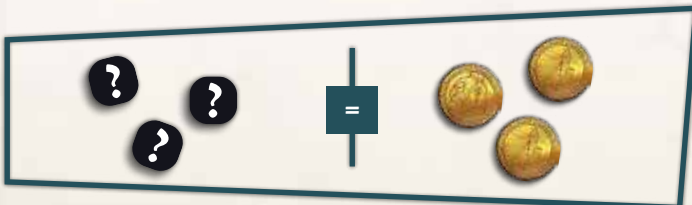


Your Hero Board

- A** The Hero's Name
- B** Race / Class (*for flavor only*)
- C** Starting Ability
- D** Quote (*for flavor only*)
- E** Wound Track
- F** Used Dice Area

Step 3: Collect Bounties

If you have any unused action dice after you are done taking actions you can exchange them for one coin each.



After collecting bounties (if possible), your Hero Phase is over. Now it's time for the Dungeon Master Phase



Coin Limit

You can never have more than **6 gold** at a time. Do not take gold beyond this limit. Remember that you can spend 5 gold at any time during your turn to buy a Treasure Card.

Spending Coins

At any time during your turn, you may trade 5 gold for 1 Treasure Card.

Dungeon Master Phase

During the Dungeon Master Phase of your turn, you get to take control of the dungeon for a moment, moving and spawning Monsters.

Move Monsters

You receive **two Move Points** for the monsters each turn. Each Move Point can be spent to move any *one* monster *one* room. So, you could move a single monster two rooms or move two monsters one room each, the choice is yours.

You do not have to spend both of your Move Points (or any at all). You may choose to leave the monsters where they are.

Monster **cannot** move out of a room that is occupied by a Hero. You must stop moving a monster if it enters a room with a Hero.

Just like Heroes, monsters can only move through doors, not walls, and can never move diagonally.



Spawn Monsters

After you are done moving monsters, you **must** spawn new monsters in all rooms that have a monster spawn symbol, and which have no Heroes or monsters in them.



For each room where monsters spawn, take a monster die that matches the spawn symbol in that room—either minor monsters or major monsters—roll them, and place them on the dungeon tile.

If there are not enough monster dice of the appropriate type available, take a monster die of that type that is not engaged with a Hero from *anywhere* in the dungeon you choose to replace each missing die.

Monster Limits in the Rooms

Monsters don't really get along very well, so there is a limit to the number that can be in a room at a time: There cannot be more than **three** minor monsters in a room at a time. A major monster counts as **two** minor monsters. So there can only be one major monster and one minor monster together.

This limit *only* applies to the monsters in a room. Any number of Heroes can share the same room.

A Monster cannot move into a room that is already at its limit. If a game effect forces a monster to spawn in a room that exceeds the monster limit, remove the monster from that room that awards the **least** XP. Repeat if necessary, until the limit has been satisfied. If there is a tie for the monsters worth the least XP, the player whose turn it is decides which one to remove.



Defeated Heroes

If your Hero was defeated during your turn, you still take a Dungeon Master Phase.

The End of Your Turn

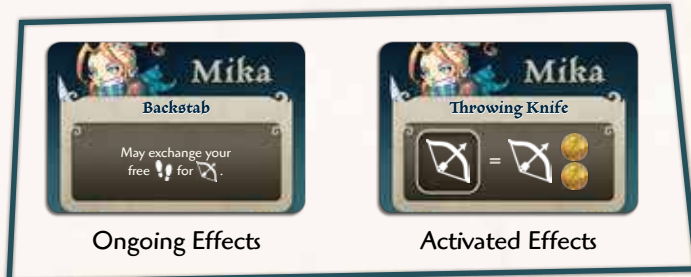
Once you are done spawning monsters, your turn is over. Pass the 6 action dice to the player on your left—that player now takes a turn.

Hero Abilities

Heroes have abilities to aid them in the dungeons of Masmorra. All Heroes begin the game with one starting ability. Each time you Level Up, your Hero learns one additional ability. Hero abilities come in two types:

- **Ongoing Effects:** These abilities grant a passive benefit to your Hero. It becomes active as soon as you gain the ability.
- **Activated Effects:** These abilities only take effect when you take a Use an Ability action.

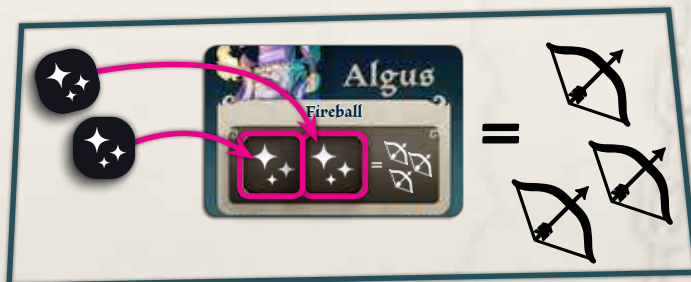
In order to use an Activated Effect, you must “pay” some kind of cost. These abilities can be Dice Activated, Coin Activated, or both:



Dice Activated Abilities

In order to use one of these abilities, you must dock the required dice on the card that grants the ability. Any symbols generated by the ability must be used in the room your Hero currently occupies. If you leave that room, these symbols are lost. This kind of ability can only be used *once* per turn.

Example: Albus can use his “Fireball” ability by docking two Magic dice onto his Ability card. If he does, he gains 3 ⚔.



Coin Activated Abilities

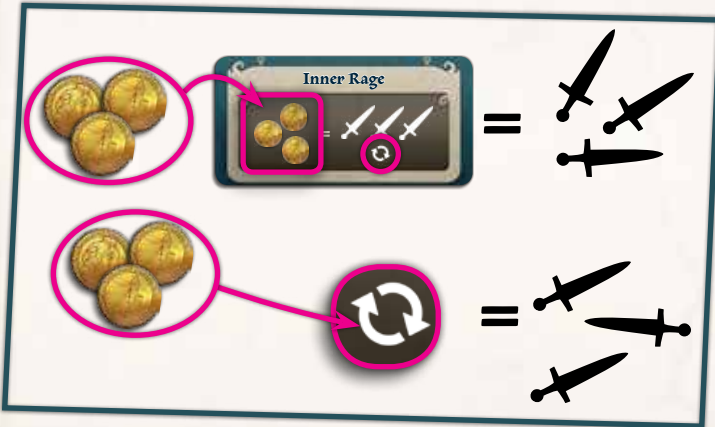
In order to use one of these abilities, you must pay the indicated number of gold (by returning them to the reserve). Then you get the listed effect.

Example: Valerie can spend 3 gold to activate her "Angelic Aura", which generates 3 🎲.



Coin Activated Abilities can only be used once per turn, unless it has a REFRESH icon on the card. If it does, then you may use that ability as many times as you wish each turn, but you must pay the full coin cost *each time* you use the ability.

Example: Jay's "Inner Rage" ability allows him to spend 3 gold to generate 3 🗡️. Since it has the REFRESH icon, he can use this ability twice on the same turn, if he has 6 gold to spend.



Dice and Coin Activated Abilities

These Abilities work just like Dice Activated Abilities, except you must *also* pay the Coin amount listed. This kind of Ability can only be used *once* per turn.



Companions and Pets

Some Heroes have companions, such as an apprentice or a pet. A companion gives the Hero an additional action die: the pet die. This special die functions just like a normal action die, and can be used in all of the same ways. But, if your ability is cancelled by an effect somehow, you lose the use of this extra die for the turn.

If you have already rolled the action dice for your turn, and then gain a companion later, you get to roll the pet die right away, but you *do not* get to reroll it if you don't like the result!

Example: Greybark's "Wolf Companion" ability allows him to roll the pet die during the Roll Action Dice step of his Hero Phase every turn. Albus must pay 1 coin to use his "Wizard's Apprentice", but he can use his ability at any point during his turn.



Dice Rolling phase ONLY

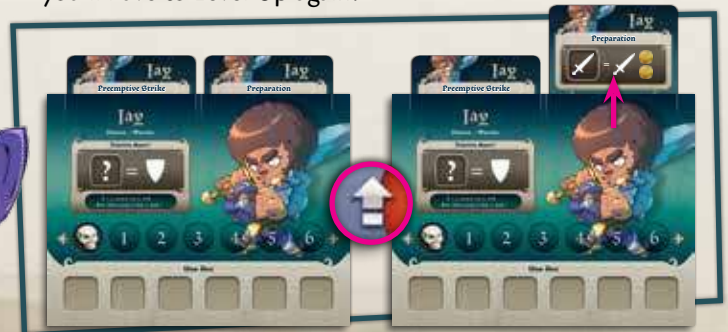


ANY TIME during your turn

Leveling Up

When you reach a **ARROW** space on the Experience Track (at 3, 7, 12, and 17 XP), you **Level Up!** Each time you Level Up, your Hero gains a new ability. Choose one of your Hero cards (tucked below your Hero board at the beginning of the game) and slide it up so that your newly acquired ability can be seen. You can even use your new ability this turn!

Each Hero card shows *two* abilities that your Hero can learn. When you Level Up, you can only uncover *one* ability at a time. The first time you choose an Hero card, you can only get the *top* ability on the card. If you want the lower ability on a card, you'll have to Level Up again!

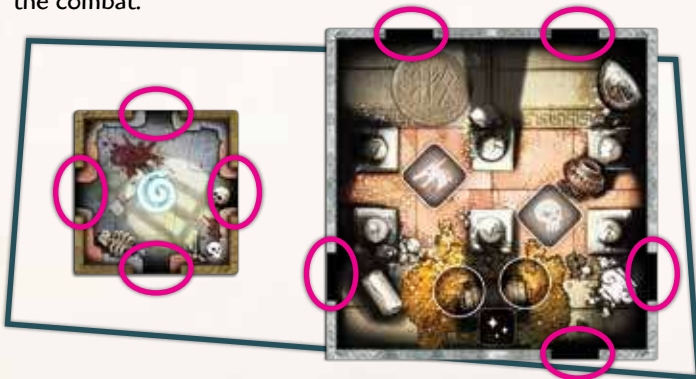


THE DUNGEON MASTER GUIDE – YOUR GUIDE TO THE MASMORRA!

Dungeon Rooms

The dungeon tiles represent the many and varied rooms that make up the Masmorra. Each room has one or more doors that connect it to other rooms.

The monsters that call Masmorra home spend their time hanging out in rooms, waiting for some Heroes to show up so they can try to kill them. If your Hero is in a room with one or more monsters, you **must** fight the monsters before you can take any other actions (except for using abilities or playing cards that will help you fight). After the combat has been resolved, you may perform other actions, such as healing Wounds, disarming traps, and so on—even if some of the monsters in the room survived the combat.

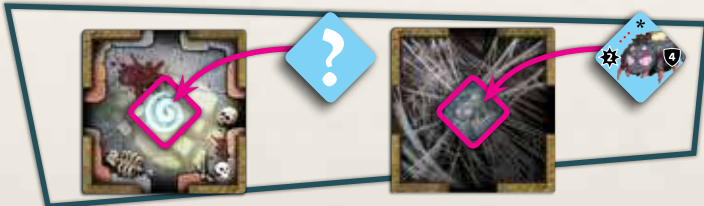


Spawning Monsters

Monsters come into play in two ways:

Exploration

If you explore a room with monster spaces and/or spawn icons, you must *immediately* place those monsters in the room.



Specific Monsters

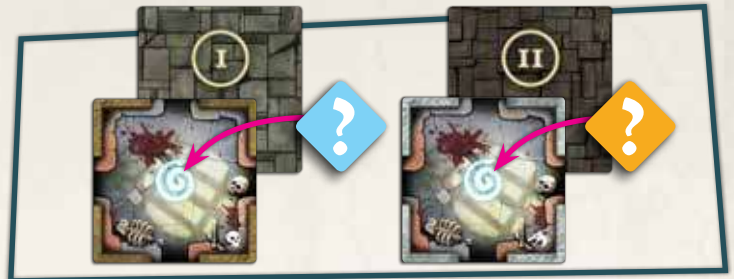
Some rooms show a specific type of monster. When one of these rooms is played, take a die of the matching type (minor or major), find the face that shows that specific monster, and place it in the room.

Random Monsters

Spawn icons generate random monsters. When one of these rooms is played, take a die of the matching type (minor or major), roll it, and place it in the room.

These icons cause random Monsters to spawn in the dungeon:

Minor Monster Spawn Icon Major Monster Spawn Icon



Bosses

Some rooms are the home to particularly powerful monsters called "bosses". They are represented on the dungeon tiles by round spaces. When one of these rooms is played, find the matching boss token and place it in the room (see "Bosses" on page 15).



Dungeon Master Spawning

During the Dungeon Master Phase of your turn, you **must** spawn new random monsters in every room that has a spawn icon if there are no Heroes or monsters in that room (see "Spawn Monsters" on page 15).



Small-Sized Dungeon Rooms

The Starting Room

At the beginning of the game, this is the only room in the dungeon, and all Heroes start here. This room is double-sided so it's easier to find.



Rune Room

When a rune room enters play, immediately replace it with a medium-sized dungeon tile (discard the small rune room tile), taken from the stack for the matching dungeon level. Beware! Larger rooms offer greater challenges—and rewards!



Trap

A trap tile is treated a little differently than a room tile. As soon as a trap tile is revealed at the top of a dungeon tile stack, it is immediately placed adjacent to the room that the active Hero is in (so, after they move into the newly-explored room). Then the trap activates!



After the trap is resolved, turn over the next tile. If that is also a trap, this new trap also comes into play and activates right away.

If there is no empty space next to the active Hero's current room, place the trap tile next to *any* other room on that level of the dungeon, of your choice.

Trap Activation

Traps activate immediately when they are placed *and* every time a Hero **enters** or **leaves** any room adjacent to the trap.

When a Trap activates, **all Heroes** in **all adjacent rooms** each suffer one Wound. This Wound cannot be blocked or prevented by any means (though it can be healed normally).

Exception: Heroes that use a *teleport* effect to leave a room *do not* take damage from the trap.

Monsters are never affected by traps.



Disarming Traps

A Hero can disarm a trap adjacent to the room they are in by docking the two dice indicated on the trap tile (after fighting any monsters in the room, of course). If you disarm a trap on the first level of the dungeon, you earn 2 XP. A trap disarmed on the second level awards 3 XP. After you disarm a trap, flip the trap tile face down. That trap no longer activates, but it still blocks that space of the dungeon.

Note that trap tiles have walls on all four sides: no Hero or monster can enter a trap tile, whether it is disarmed or not.



Disarming a Level 1 Trap grants 2 XP.

Disarming a Level 2 Trap grants 3 XP.

Treasure Room

When a Treasure Room is added to the dungeon, place the number of gold indicated on the tile. A Hero may dock the required dice on the Treasure Room to open the treasure chest, which grants the Hero 1 XP, 1 Treasure Card from the deck, and any gold from that treasure chest.

Opening a treasure chest gives the Hero 1 XP, 1 Treasure Card, and the gold on the treasure chest.

Portal

Portals allow Heroes to move quickly around the dungeon. A Hero in a Portal Room may dock the indicated die to *teleport* to **any** previously explored room on *any* level of the dungeon.

Minor Monster Room

When this room is added to the dungeon, you must roll a minor monster die and place it on the tile. If there are no more minor monster dice available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight that monster before taking any other actions.

If a Minor Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new minor monster will spawn here.

Stairs to the Second Level

Heroes and monsters can move directly to/from this room to the *Second Level Entrance* room for free.

Second Level Entrance

This room begins the game on top of the stack of small second level rooms. It is placed on the table separate from the Level 1 rooms the first time a Hero or monster moves here from the *Stairs to the Second Level* room. The second level of the dungeon can then be built around this room in the same way that the first level was built around the *Starting Room*.

A Hero or monster can move directly from this room to the *Stairs to the Second Level* room for free.

Major Monster Room

When this room is added to the dungeon, you must roll a major monster die and place it on the tile. If there are no more major monster dice available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight the monster before taking any other actions.

If a Major Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new major monster will spawn here.

Mixed Monster Room

When this room is added to the dungeon, you must roll a minor monster die **and** a major monster die and place them both on the tile. If there are no more monster dice of either type available, take one from anywhere in the dungeon *that is not in a room with a Hero*, roll it, and place it on the new room tile. Your Hero will have to fight the monsters before taking any other actions.

If a Mixed Monster Room is empty (no Heroes or monsters) during your Dungeon Master Phase, a new minor monster **and** a new major monster will spawn here.

Web Room

When your Hero enters this room, you immediately lose 1 **Ⓜ** (die or symbol). Your Hero must stop moving when they enter this room. Monsters in this room must spend 2 Move Points to leave.

Spiders and Ghosts are immune to the effects of the Web Room.

Coin Room

When this room is added to the dungeon, place 2 gold on the tile. On your turn, your Hero can take this gold (after fighting any monsters and resolving any traps, of course).

Healing Fountain Room

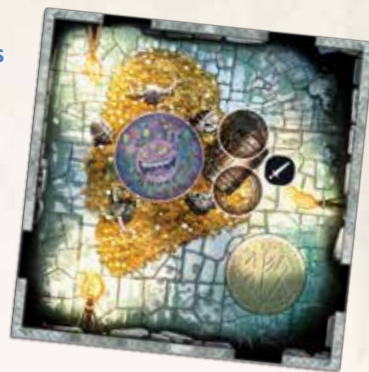
A Hero in this room can dock the dice indicated to generate 2 ELIXIR. You may only dock dice here after fighting any monsters and resolving any traps.

Pit Room

A Hero that enters this room must either spend 1 STEP or take 1 Wound.

Medium-Sized Dungeon Rooms

As mentioned above, when a Rune Room enters play it is replaced by the top medium-sized dungeon tile from the stack for that dungeon level. Place the medium room into the dungeon with at least one doorway connected to the room your Hero is exploring from, then move into the room as normal.



Traps can connect to a medium room as usual, but there is a limit of **three traps** that can be connected to a new room when it is explored. If you reveal additional traps, place them next to any other room on this level of the dungeon where there is an empty space.

A Hero in a medium room can explore through any of the open doorways.

Walls prevent movement for Heroes and monsters, but do not block the effects of traps or Treasure Cards such as "Lightning" or "Drain Life".

When you place a medium room, place monster dice and boss tokens as indicated in the room. Remember that random monster dice do not spawn on spaces that show specific monsters.

The Monster Limit in Larger Rooms

In medium and large rooms, the Monster Limit is increased to 4 minor monster dice. Major monsters still count as 2 minor monsters.

Dark Ritual Room

When this room is added to the dungeon, place 3 Cultists (minor monster dice) in the indicated spaces. At the end of your turn, if there is at least 1 Cultist left, replace 1 Cultist with a Dark Watcher. This ritual only happens one time.

Monsters

The monsters that live in Masmorra are represented by the monster dice. There are two kinds of monster dice: minor monsters and major monsters.

A Monster Die

Each face of a monster die shows two combat numbers, Payback and Defense, as well as the number of XP you earn if you defeat it, shown as a line of dots. Some monsters also have a special ability, indicated by a star (*).

- The number in the burst icon is the monster's Payback Value—the amount of damage it inflicts on a Hero that attacks it in melee or that fails to defeat it.
- The number in the shield icon is the monster's Defense Value—the amount of damage a Hero must inflict to defeat the monster. Remember: If you don't do enough damage to defeat the monster, it stays in play with its full Defense Value!
- XP Value—the number of dots shows how many XP a Hero earns by defeating the monster. The Hero also receives one Treasure Card for each monster they defeat.

Defeating Monsters

A Hero defeats a monster if they inflict damage equal to or greater than the monster's Defense Value. When you defeat a monster, you gain XP equal to the XP Value shown on the monster die. You also draw 1 Treasure Card from the draw deck.

Exception: Powerful Heroes just aren't impressed by weak monsters any more. Once you pass the 7 XP space on the Experience Track, you receive **one less XP** than normal when you defeat a minor monster. You still get the normal XP value for major monsters.

Example: Mika just defeated a Goblin in ranged combat by inflicting 2 damage. Normally, she would get 2 XP for her trouble, but since she already has 10 XP, she only gets 1 for the Goblin.

The Bestiary

Here are all of the monsters that can be found in the Masmorra:

Minor Monsters

Goblin

Payback / Defense: 1/2

Type: Humanoid

Special Abilities:

- **Quick Stab**—Performs Payback even if he's killed by a ranged attack.

2 XP



Cultist

Payback / Defense: 2/2

Type: Humanoid

Special Abilities:

- **Dark Pact**—Elixir dice cannot be used or changed with MAGIC when fighting a Cultist.
- **Corrupting Touch**—At the start of combat, the Cultist "steals" 1 Elixir die if available (place it in your Used Dice area), otherwise it steals 1 Ⓢ symbol, if available.

2 XP



Skeleton

Payback / Defense: 2/2

Type: Undead

Special Abilities:

- **Dead Man Walking**—Immune to damage from Ⓢ symbols.

2 XP



Orc

Payback / Defense: 3/2

Type: Humanoid

Special Abilities: None.

2 XP



Spider

Payback / Defense: 2/4

Type: Animal

Special Abilities:

- **Web**—Heroes can't leave a room with any Spiders (except by teleportation).

3 XP



Ghoul

Payback / Defense: 3/3

Type: Undead

Special Abilities:

- **Paralyzing Stench**— Step dice cannot be used or changed with ☹ when fighting a Ghoul.
- **Corrupting Touch**—At the start of combat, the Ghoul “steals” 1 Step die if available (place it in your Used Dice area), otherwise it steals 1 ☹ symbol, if available (including the Free Step).

3 XP



Ghost

Payback / Defense: 3/3

Type: Undead

Special Abilities:

- **Terrifying Moans**—Steals 1 XP from the Hero unless it is defeated with ☹ + ☹ + ☹.
- **Undead**—Purge Undead can be used for ranged attacks against Ghost.
- **Incorporeal Body**—Ghost is immune to ☹.

3 XP



Major Monsters

Spear Beastman

Payback / Defense: 3/3

Type: Humanoid

Special Abilities:

- **Superstitious**—May be defeated with ☹ + ☹ + ☹.

3 XP



Dark Watcher

Payback / Defense: 3/4

Type: Aberration

Special Abilities:

- **Unholy Gaze**—Heroes can't use any abilities while in a room with a Dark Watcher.

4 XP



Giant Bat

Payback / Defense: 2/3

Type: Animal

Special Abilities:

- **Flies-by-Night**— Ranged dice cannot be used or changed with ☹ when fighting a Giant Bat.
- **Sonar**—At the start of combat, the Giant Bat “steals” 1 Ranged die if available (place it in your Used Dice area), otherwise it steals 1 ☹ symbol, if available.

3 XP



Young Dragon

Payback / Defense: 4/4

Type: Dragon

Special Abilities:

- **Scales Like Double-Thick Shields**—Ignores the first ☹ damage point it suffers in combat.

4 XP



Bosses

Some rooms are home to special, powerful monsters: the **bosses!** These monsters are so mighty, they must be defeated twice before they are eliminated! When a room with a boss is added to the dungeon, place the matching boss token in the indicated space **with the blue side facing up.**

Gelatinous Cube

Payback / Defense: 3/3

Type: Ooze

Special Abilities:

- **Vulnerable to Magic**—Attack Spells can be used for ranged attacks against Gelatinous Cube.
- **Squishy**—Gelatinous Cube is immune to all forms of damage except ☹.

3 XP



Bosses are immune to all abilities and cards that affect monsters. They count as 2 minor monsters towards the Monster Limit. Bosses can move as normal during the Dungeon Master Phase.

Fighting Bosses

Fighting a boss works the same as fighting a regular monster. The first time a Hero defeats a boss, they receive 1 Treasure Card and gain the XP shown, as normal. Then, the boss token is flipped over so the **red side** is face up. You **cannot** attack the red boss token on the same turn that you defeated it the first time. Any Hero can defeat the red boss token in a later turn.

The second time any Hero defeats the boss, they again receive 1 Treasure Card and gain the XP shown. Finally, the boss token is removed from the game.

The two sides of a boss Token can have different Special Abilities, Payback, and Defense Values.

The Bosses

Aunty Bitsy

Blue Side

Payback / Defense: 2/3

Type: Animal

Special Abilities:

- **Venom Strike**—The Hero takes 1 Wound at the start of combat.

3 XP



Red Side

Payback / Defense: 2/4

Type: Animal

Special Abilities:

- **Spiderling**—Aunty Bitsy spawns 1 spider at the start of combat.

3 XP

Schmetterling

Blue side

Payback / Defense: 3/3

Type: Humanoid

Special Abilities:

- **Capture**—The first time a Hero defeats Schmetterling, they collect his token. This token may be used for an extra re-roll during the Roll Action Dice step of your Hero Phase.

2 XP



Note: Unlike other bosses, Schmetterling's token only has one side. You only have to defeat this boss once! But his lair is really nasty, so good luck with that...

Mortiferous

Blue side

Payback / Defense: 4/4

Type: Dragon

Special Abilities:

- **Fire Breath**—When Mortiferous is revealed, he deals 1 Wound to *all* Heroes in his room and all adjacent rooms.
- **Iron-Tough Hide**—Ignores the first \otimes damage point it suffers in combat.

3 XP



Red Side

Payback / Defense: 5/4

Type: Dragon

Special Abilities:

- **Iron-Tough Hide**—Ignores the first \otimes damage point it suffers in combat.

3 XP



Treasure Cards

Treasure Cards represent the various magical and mundane goodies that a Hero might discover while exploring the dungeon. You can collect Treasure Cards in three ways:

- 1 card for each monster you defeat;
- 1 card for each treasure chest you open; *and*
- 1 card in exchange for 5 gold at any point during your turn.

Treasure Cards are kept secret in your hand until you play them. You can never have more than **six** Treasure Cards in your hand. If you draw a seventh card, you must choose one to discard.

A Treasure Card

Each Treasure Card has two parts:

- Playable as an interrupt (orange); *and*
- Playable during your turn (purple)



The diagram shows a Treasure Card with two distinct sections. The top section is orange and labeled 'Fear of the Dark' with the text 'Play at the start of another player's turn'. Below this is a small icon of a monster and the text 'The chosen player rolls -1 die during this turn.' A pink arrow points from the text 'Interrupt' to this orange section. The bottom section is purple and labeled 'Invisibility' with the text 'Play during your turn'. Below this is a small icon of a purple gem and the text 'Avoid monsters' and bosses' combat and special abilities until the end of this turn. You may cancel this effect at any time during your turn.' A pink arrow points from the text 'Playable during your turn.' to this purple section.

Playing Treasure Cards

You can play a Treasure Card to gain the benefit shown in the purple part of the card at any point during your turn. Resolve the effect described, then discard the card.

You can play a Treasure Card for the interrupt effect (orange) *at any time* during the game, but only if you fulfill any requirements listed on the card. After resolving the effects, discard the card.

If more than one interrupt effect is played at the same time, the effects are resolved backwards—the last card played is the first to take effect.

If the Treasure deck runs out, re-shuffle the discard pile and form a new draw deck.

Example: *This card can be played during an opponent's turn, right after they get a Treasure Card to take that Treasure Card from them. Or, you could play it during your turn to swap your Hero's location with any other Hero or monster in the dungeon*



EPIC GAME RULES

Malaphyas and the Third Level

Are you ready for the ultimate Masmorra experience? Then you're ready for the Epic Game Rules!

In the Epic Game, you're still racing the other players to collect XP, but the game only ends when the terrible wizard Malaphyas is defeated!

All of the rules from the Standard Game are used when playing the Epic Game, except for these changes:

No XP Limit

There is no limit to the amount of XP you can collect. If you reach the "21" space on the Experience Track, move it back to the "0" space and keep adding to your final score.

Setting Up the Dungeon

Before the game begins, shuffle the Stairs to the Third Level room into the **bottom half** of the Level 2 dungeon tile stack. Heroes can move from this room to the third level of the dungeon following the same rules as the *Stairs to the Second Level*. Level 3 is made up only of the large-sized dungeon tile.



Level 3—The Evil Wizard's Throne Room

When a Hero moves down the stairs to Level 3, *all the Heroes* immediately teleport to the third level dungeon tile, in the room showing the stairs. Other than this special move, teleportation effects do not work on Level 3. The Hero that moved into this room first gains 3 XP.

The large dungeon tile is divided into five rooms. Each of these rooms follows the rules for medium dungeon rooms (i.e., the Monster Limit is 4, monsters don't spawn on the shaded spaces in the Dungeon Master Phase, etc.). As soon as the large tile enters play, place 4 Cultists in the spaces indicated. Do not place the Dark Watcher in the center room at this point. Then, roll 2 minor monster dice and 1 major monster die and place them on their spaces. Finally, place the Malaphyas token on its space in the Throne Room.

Heroes and monsters can move from room to room on Level 3 by spending Move Points, just like normal.

The Cultists and Malaphyas *do not* move. The other monsters move normally during the Dungeon Master Phase.



Dark Ritual

As soon as **only 1** of the 4 Cultists is left undefeated, it is *immediately* removed and replaced with a Dark Watcher in the center room.



The Bottomless Pit

A Hero in the room with the pit can automatically defeat any minor monster by spending 1 ⚔, or a Major Monster by spending 2 ⚔.

Malaphyas

As befits a powerful wizard, Malaphyas does not follow the normal rules for monsters. Instead, he takes his own actions at the beginning of **each player's turn**.

Roll 2 Action dice:

- The first roll determines which type of monster (minor or major) will spawn this turn in Malaphyas' Throne Room—this Monster spawns even if the Throne Room isn't empty!
- The second roll determines where Malaphyas conjures his deadly Grimbolts: the spell strikes *all* Heroes in the rooms that match the symbol rolled. The Grimbolts inflict one Wound, which cannot be blocked or prevented in any way.



Malaphyas is treated as a boss:

Malaphyas

Blue side

Payback / Defense: 2/2

Type: Humanoid

Special Abilities:

- **Dark Ritual**—Summons a major monster at the start of combat.


3XP

Red Side

Payback / Defense: 3/6

Type: Demon

Special Abilities:

- **Skin of Iron**—Ignores the first  damage point it suffers in combat.

3XP



Credits

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