



Attack: **Blue**
 Movement: 5
 Secret Doors: 4-6
 Health: 3

THIEF
GOAL:
 20,000 GP



Attack: **Green**
 Movement: 5
 Secret Doors: 4-6
 Health: 3

ELF
GOAL:
 12,000 GP



Attack: **Purple**
 Movement: 5
 Secret Doors: 4-6
 Health: 3

PALADIN
GOAL:
 30,000 GP



Attack: **Blue**
 Movement: 5
 Secret Doors: 5-6
 Health: 3

DWARF
GOAL:
 17,000 GP

TND Monsters in Expert Mode
 Use these Attack Categories with the original
 The New Dungeon Monster Cards.


L


P

ATTACK CATEGORIES


F


Q


A


R

You cannot use colors.
 Instead, if you attack on
 Red, you now say 'A'.
 Then, you look at the
 bottom left circle and
 read the number needed
 to defeat the Monster.



Attack: **Purple**
 Movement: 5
 Secret Doors: 5-6
 Health: 3

WARRIOR
GOAL:
 20,000 GP

Cannot use Magic Sword



Attack: **Red**
 Movement: 5
 Secret Doors: 5-6
 Health: 3
 Spells: 6 max

WIZARD
GOAL:
 30,000 GP

WIZARD

Advised Levels 5-6
Monster XP
1-4=1XP 5-6=2XP

Rank 1 Special
After making combat roll, if Special die is a 6, regain a spell of your choice. You cannot have more than 6 spells.

[6]
GAIN SPELL!



WIZARD

Rank 2
TRANSMUTATION
Once on your turn, you may discard 2 Treasures of the same level to draw a random Treasure that is 1 level higher. If 6th Level discarded, draw another 6th Level.



WIZARD

Rank 2
SPELLWEAVER
Use one spell as any other spell. You must declare what spell is being cast before making combat roll.



WIZARD

Rank 3
POLYMORPH
Once on your turn before combat, you may drop a Treasure in the Monster's space to transform it. Discard the current Monster and draw a another card of the same level.



WIZARD

Rank 3
POINTBLANK
You may use Fireball and Lightning Bolt spells when in a Room or a Chamber.



WARRIOR

Advised Levels 3-5
Monster XP
1-3=1XP 4-6=2XP

Rank 1 Special
After making combat roll, if Special die is a 5+, reroll attack roll before resolving the combat.

[5+]
BACKSWING!



WARRIOR

Rank 2
HEADHUNTER
Take 1 or 2 Gold Tokens after slaying a Monster in a Room or Chamber.
1 token = 250 Gold

Level 1-3= 1 token
Level 4-6= 2 tokens



WARRIOR

Rank 2
COUNTER
Immediately after a Monster wounds you and you have not suffered a Collapse, you may roll attack and Special die again. The Monster does not retaliate against the Counter attack.



WARRIOR

Rank 3
SWORDMASTER
Add +1 to attack roll. This bonus stacks with the bonus from a Magic Sword.



WARRIOR

Rank 3
DETERMINED
A roll of 4+ on the Special die triggers your Rank 1 Special. You may reroll 1 or 2 of your attack dice.



ELF

Advised Levels 1-3
Monster XP
1-2=1XP 3-6=2XP

Rank 1 Special
If you slay a Monster and the Special die shows a 4+, gain another Movement. You cannot enter combat using this bonus Movement.

[4+]
LOOT & SCOOT!



ELF

Rank 2
QUICK
You can now move 6 spaces on your turn.



ELF

Rank 2
OBSERVANT
You can freely move through secret doors.



ELF

Rank 3
SPRINTER
Once per turn, you may discard(destroy) a Treasure to double remaining movement for the turn. You may use Sprinter with the your Rank 1 Special and the Rank 2 Quick ability.



ELF

Rank 3
AMBIDEXTROUS
You may choose to roll 2 attacks against a Monster this turn. Each attack suffers a -1 penalty and each Magic Sword you use will negate 1 of the penalties. A Monster retaliates only once.



PALADIN

Rank 2
HOLY FORTITUDE
At the start of a turn, if you are on a space adjacent to a room or a chamber, you may heal 1 wound before making a combat roll against a Monster in that room or chamber.



VARIANT

Cleared tokens

DWARF

Advised Levels 2-4
Monster XP
1-2=1XP 3-6=2XP

Rank 1 Special
When making combat roll, if Special die is a 5+, add +1 to attack roll. This stacks with a Magic Sword bonus.

[5+]
CRITICAL HIT!



DWARF

Rank 2
DISTRACT
Drop 2 Treasures to negate a Monster Dice Result. Any dropped Treasure can be picked up when the Monster has been defeated.



DWARF

Rank 2
WEAKEN
Each time your attack misses, the required number to defeat the Monster reduces by 1. Place tokens to keep track of how many times the Monster has been weakened.



DWARF

Rank 3
BOMB
Discard (destroy) a Treasure to attack on Orange this turn.



DWARF

Rank 3
FURY
Each time the Dwarf kills a Monster or is wounded, the Dwarf's next attack receives a +1 bonus. Place a token on this card to indicate the bonus and discard it after the bonus is used.



THIEF

Advised Levels 2-4
Monster XP
1-2=1XP 3-6=2XP

Rank 1 Special
If Special die is 5+, drop a Treasure to gain a Treasure the Monster is guarding. Place a Cleared Token if Room Treasure. Can use in Chamber if any Treasure dropped.

[5+]
DROP & SNATCH!



THIEF

Rank 2
SNEAKY
When entering any Chamber, you may avoid Monster and continue moving.



THIEF

Rank 2
QUICK
You can now move 6 spaces on your turn.



THIEF

Rank 3
RUMMAGE
When drawing a card from the Treasure deck, you can discard the first card and draw a second card.



THIEF

Rank 3
SLIPPERY
You may reroll the Monster Dice Result once each combat. Choose which of the 2 rolls you prefer.



PALADIN

Advised Levels 4-6
Monster XP
1-3=1XP 4-6=2XP

Rank 1 Special
If Special die is 5+, ignore the Monster Dice Result.

[5+]
IGNORE
BLOW!



PALADIN

Rank 2
BLESSED
Choose a Monster group and gain +1 bonus when you are attacking them. The bonus stacks with any Magic Sword the Hero is using.



PALADIN

Rank 2
HEALER
At the start of your turn, you may heal 1 wound on any Hero. Roll a die. On a 3+, collect a Treasure from that Hero. The healed Hero chooses which Treasure the Paladin gains.



PALADIN

Rank 3
ZEAL
Discard (destroy) a Treasure to attack on Yellow this turn.



PALADIN

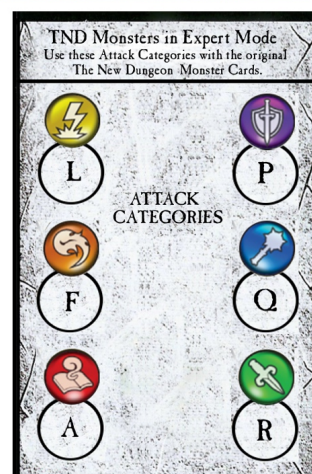
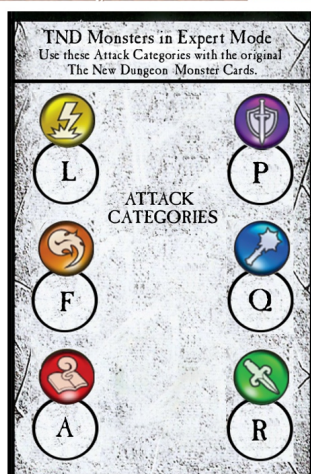
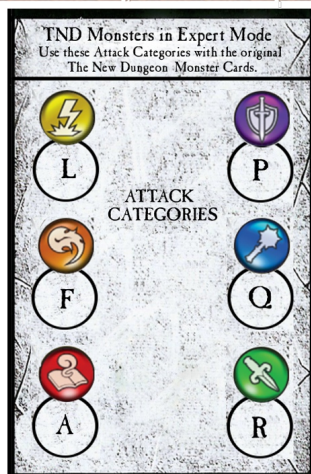
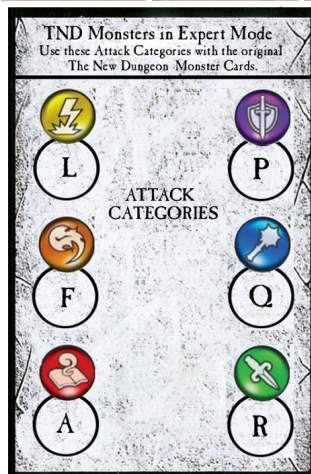
Rank 3
HOLY MIGHT
Attack on Orange. If successful, cripple the Monster and negate its attack. All future attacks by a crippled Monster suffer a -2 penalty. A Monster is only affected once by Holy Might.



PALADIN

Rank 2
HOLY FORTITUDE
At the start of a turn, if you are on a space adjacent to a room or a chamber, you may heal 1 wound before making a combat roll against a Monster in that room or chamber.







Monster Dice Results

If you ever receive 3 wounds, treat the monster attack result as Collapse (12) instead.

2-5: Missed! No effect.

6-7: Stunned. Lose a treasure that is within 1 level of the monster (or highest level treasure)

8-10: Wounded. Lose a treasure that is within 1 level of the monster (or highest level treasure), step back 1 space, and take 1 wound.

11: Maimed. Drop 2 treasures within 1 level of the monster (or highest level treasures), step back, and take 2 wounds.

12: Collapse: Drop half your treasure in that space equal to at least half its total gp value, and move your Hero to your Level's nearest Chamber (where they've gone to be tortured). If not cleared, a new monster will be encountered there, which you fight next.

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RUTHLESS. Monster attacks twice each combat; if you are wounded/maimed on the first attack, you're pushed outside to avoid the second attack.

Bonus: +1 XP



VICIOUS. Any time this monster hits you (even stuns), it deals an extra wound.

Bonus: +1 XP; Choose 1 of 2 treasures looted



VETERAN. +1 to monster strike value (number you must roll to slay it)

Bonus: Loot treasure at a higher level (+1)



CORROSIVE. If monster forces you to drop a treasure, first discard it, and replace it with an unknown treasure 2 levels lower (or a Level 1 treasure).

Bonus: Choose 1 of 2 treasures looted



CRIPPLED. Monster cannot deal any wounds. Treat "Collapse" (12) as Maimed (11) with no wounds.



EXPLOSIVE. Monster attacks as you slay it; any treasure dropped as a result is destroyed. Loot after the explosion. Spells cast at a distance can avoid the explosions.

Bonus: Choose 1 of 2 treasures looted.



OVERLORD. Spawn extra monster 2 levels lower (or, a Level 1 monster) with no nature. Both attack you; you attack 1 at a time. Defensive powers apply to both.

Bonus: +1 XP for the Overlord; Gain treasure for each.



ENFEEBLING. Each time they hit you (6+ monster roll; stunned or worse), lose 1 XP.



ELDER. Replace with a monster +1 level (no higher than 6). It can hit Wizards and Rangers at a distance.

Bonus: Loot at the higher level (+1) treasure.



SWIFT. Monster attacks first in combat; any wounds cause penalties to your rolls. You do not attack if you collapse. Bloodknights get no Taunt bonus.

Bonus: +1 XP



HARDHITTING. +1 to monster rolls.



YOUNGLING. Replace with monster -1 level (no lower than 1), but still draw a treasure for the original monster level.



TELEPORTING. If monster forces you to drop a treasure, it teleports with that treasure to nearest chamber. If in a chamber, it teleports to the other chamber. If another monster is there, heroes must fight 2 monsters in that chamber, similar to Overlord.

Bonus: +1 XP



RESURRECTING. You must slay it twice; it still retaliates the first time it is slain.

Bonus: Loot an extra treasure.

Monster Traits

2

3

4

5

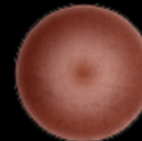
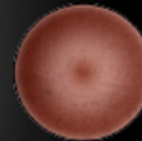
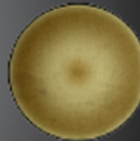
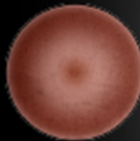
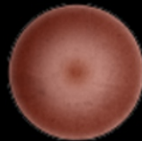
6

9

10

11

12



Place the randomly drawn tokens on this strip. Use all the other tokens to track undefeated Monster on the board

TURN

1. Move
2. Encounter
3. Combat or Rest(+1 H)
4. Loot and Gain XP

Ability Gain Cost
Rank 2: 7XP
Rank 3: 19XP

Game Notes

No Treasure Card:
If no card available,
gain 1 Gold token
per Monster Level.

 = 250 Gold

Secret Door:
Find door on 3rd
consecutive attempt.

Health: If depleted,
treat as if "Collapse"
rolled on Monster
Dice Results table.

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PALADIN

BLESSED
Monster Group
(6th Level focus)
+1 Attack bonus
Stacks: Magic Sword

DRAGONS/WORMS

Purple Worm
Dracolich
Black Dragon
Blue Dragon
Red Dragon

PALADIN

BLESSED
Monster Group
(5th Level focus)
+1 Attack bonus
Stacks: Magic Sword

SLIMES/GIANTS

Green Slime
Gelatinous Cube
Black Pudding
Fire Giant
Hill Giant

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ESP Medallion/Crystal Ball.



These cards are revealed face up, so all players know you have their power. Use an ESP Medallion to find out what Monster (and its trait) your Hero would encounter in an adjacent room or chamber. Use a Crystal Ball to look at the Monster and its trait, or Treasure in any room or chamber in the dungeon.

- **Using an ESP Medallion:** Once a turn, if the Hero carrying it is in a space adjacent to a room or chamber, they may draw a monster card of the appropriate level. *You may keep moving if even you choose to not enter the room or chamber.*
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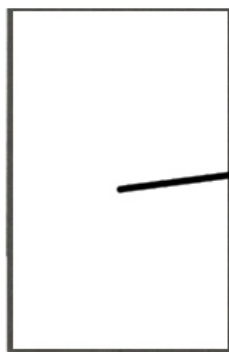
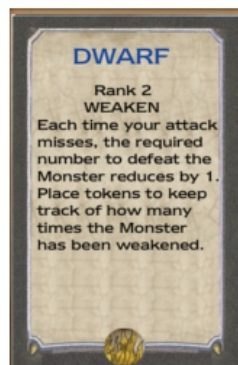
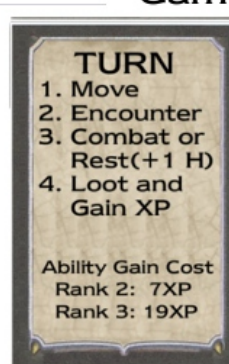
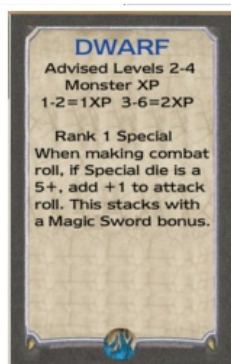
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Dungeon! Expert Mode by Martin Pulido

The Dwarf has taken 1 wound!

Use these tokens to track Health and as a reminder of attack penalties.

Game Guide:



Working towards Rank 3 ability

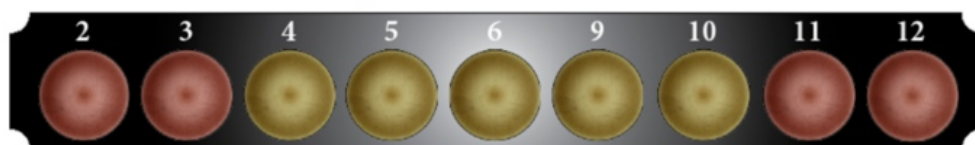


Print all PDF pages on Sticker Paper!

Stick to foodboxes or thin /cardboard and cut up.



Stick to Matboard and cut up.



(Not to scale)

All cards on thin cardboard!
All tokens on thick cardboard!

	ZINDA Attack: Blue Movement: 5 Secret Doors: 4-6 Health: 3 THIEF GOAL: 20,000 GP		KASIRA Attack: Green Movement: 5 Secret Doors: 4-6 Health: 3 ELF GOAL: 12,000 GP
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Optional Female named Heroes

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Cannot use Magic Sword 	FLIND Attack: Red Movement: 5 Secret Doors: 5-6 Health: 3 Spells: 6 max WIZARD GOAL: 30,000 GP
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Male
named
Heroes

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