

The logo is set against a dark, textured background. At the top, a semi-circular archway is flanked by two white bones. Inside the arch is a red and white target with a small hole in the center. Below the arch is a gold-bordered banner with the text "DUNGEON FIGHTER" in a white, serif font. A small "TM" trademark symbol is located at the end of the word "FIGHTER".

DUNGEON FIGHTER™

The text "SECOND EDITION" is centered within a smaller, gold-bordered banner. Below this banner is a small sunburst or eye-like symbol.

SECOND EDITION

Once upon a time, there were no real heroes anymore.

Dungeon crawling became an everyday job for all the toothless thugs and uneducated phonies who roamed the desolate lands of Middlewhere, clumsily trying to make a living, pay their debts... or simply gain enough coins to haunt the local tavern once again.

Some of them managed to survive long enough to actually become powerful warriors, thus gaining fame, respect, and glory. Most were not that lucky, though. They fought. They failed. They fought harder. They failed better. All that is left of them is their corpses, adding some class to the overlord's rooms... and our dungeon problem is still unsolved.

Over time, new chambers of doom appeared, welcoming even more evil creatures, menacing villages and kingdoms, and bringing mayhem to our land. For those who long to become ~or pretend to be~ heroes, it's once again time to lay down the mug and take on the role of... dungeon fighters!



DUNGEON FIGHTER™

Dungeon Fighter™ is a game that combines dexterity, adventure, and a good dose of humor. Players take on the roles of self-proclaimed heroes, and they venture forth together as a party. Along the way, they will explore the dungeon, search its many rooms, and face endless hordes of vicious monsters by throwing dice at the target in whimsical ways.

Forged in the fires of recklessness, this party of wannabe heroes will need the right mix of skill and courage to survive the dangers of the dungeon and ultimately defeat the Final Boss. Will they have what it takes? Will they get the glory... or just prove their vainglory?

Dungeon Fighter™ 2nd Edition comes with new art & graphics and streamlined, modernized rules... but don't let the new shiny bits fool you: It is as challenging as ever! Grab your dice and get ready to prove your worth in the dungeon!



COMPONENTS



1 TARGET BOARD



48 MONSTER CARDS



48 EQUIPMENT CARDS



21 DUNGEON CARDS



6 BOSS CARDS



12 CUSTOMIZED DICE
(3 COLORED HERO DICE +
9 WHITE BONUS DICE)



8 HERO SHEETS



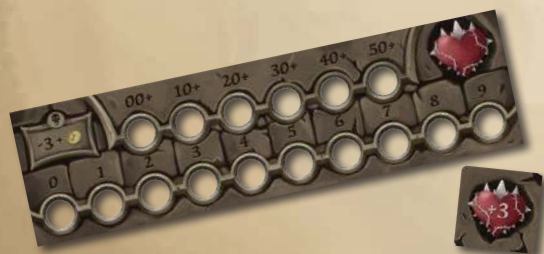
1 LEADER TOKEN
1 CHEST TILE



6 HERO LIFE MARKERS
2 MONSTER LIFE MARKERS



3 HERO ABILITY TOKENS
(COOKING, TIME SPELL, FLUTE)



1 MONSTER LIFE TRACKER
1 DIFFICULTY MODE TOKEN



18 SCAR TOKENS



30 GOLD COINS

GOAL OF THE GAME

In *Dungeon Fighter™*, a party of dimwitted Heroes rushes into the next best dungeon to pilfer great riches and fabled artifacts. With their innate grace, they throw themselves at the horrid creatures inhabiting these places, hoping to overcome them and take down the Final Boss at the end. If they manage to defeat this monstrosity, they win the game. So enter, you fools... and abandon all hope.

SETUP

Before playing, set up the game as follows:

1. ASSEMBLE THE BOARD: Fit the 4 board pieces together to form one large Target board. Use the letters at the edge of each piece to line up the correct pieces. Then place the board in the middle of the table.

2. CHOOSE HEROES: Each player chooses or draws 1 Hero sheet and places it faceup in front of themselves. Each player takes 1 Hero life marker and places it on the top space of their own Hero sheet life track—see page 9 for more details. Some Heroes might have a token associated with their 'blue ability': Place this token beside their Hero sheet with the inactive (gray) side faceup. Return the Hero sheets and tokens not used to the game box.

3. CREATE THE DUNGEON DECK: Shuffle all Dungeon cards and create a facedown Dungeon deck.

4. CREATE THE SHOP DECK: Shuffle all Equipment cards and create a facedown Shop deck.

5. CREATE THE MONSTER DECK: Separate the Monster cards into piles according to the Monster level, indicated by the color and number on the back of the cards, then shuffle each pile separately. Take 3 cards from each of Level 1 (Orange), Level 2 (Turquoise), and Level 3 (Purple) and pile them on top of all the Level 4 (Gray) cards, with the lower Levels on top:



6. SET THE DIFFICULTY LEVEL: Place the Monster Life Tracker beside the board close to the Monster and Dungeon decks. Place the 2 Monster Life Markers on the 'zero' spaces of the Monster Life Tracker. Now it's time for our party of Heroes to decide how brave they are... place (or not) the Difficulty Mode token on top of the heart image of the Monster Life Tracker according to the chosen difficulty:

NORMAL	HARD	INFERNO
Return the token to the box. <i>*recommended for first-time players</i>		

When playing on Hard or Inferno mode, add the indicated amount to the Monster's life every time you start a new combat.

7. APPOINTING A LEADER: A party without a leader is just asking for trouble! Choose (or randomly determine) one player to be the party leader. This player receives the Leader token.

Note: At the end of each successful combat, the player that defeated the Monster receives the Leader token!

8. GIVE STARTING LOOT: Place the Chest tile in easy reach of all players. Then place on it 2 white Bonus dice and a number of Gold coins equal to the number of players minus 2. This is the party's loot. (If playing with more than one Box of Dungeon Fighter, players may use up to 6 Heroes.)

9. CREATE THE SUPPLY: Place the Gold coins nearby along with the Scar tokens, the Final Boss cards, the remaining Bonus dice, and the colored dice. See the Setup picture on the next page.



SPECIAL SETUP FOR 1 PLAYER:
When facing the Dungeon alone, the player must control 2 Heroes and follow all Setup rules for 2 players.

SETUP



(Setup for 3 players)



A game of *Dungeon Fighter* is played over several rounds, each consisting of 3 phases:



1. **Dungeon**



2. **Combat**



3. **Resting**

Advancing through the Dungeon can take the party to special Shops!



4. **Shopping**

And after visiting 3 Shops, the party might be ready to face the Final Challenge:



5. **Final Boss**

1 • DUNGEON



1.1 • CHOOSING YOUR PATH •

Each round, the party will have to choose between 2 paths. The current Leader **secretly draws the top 2 cards** from the Dungeon deck and **chooses 1 to reveal** and resolve. They place the other Dungeon card on the bottom of the Dungeon deck. The Shop icons in the top left corner (A) of the Dungeon cards indicate how many steps the party is advancing inside the Dungeon. The party needs at least **10 Shop icons to reach a Shop**, and they have to visit **3 Shops to reach the Final Boss**. Most Dungeon cards have a special immediate effect, which is shown in the bottom left corner of the card (B). More information about those special effects can be found on page 16 (*Dungeon Card Effects*) and on page 18 (*Specific Throws List*).



1.2 • REVEALING THE MONSTER •

The Leader draws the **top Monster card** from the Monster pile and reveals it. Each Monster belongs to a particular **type (A)**—which may be beneficial for some Heroes—deals a specific amount of **damage (B)**, and may have a special **ability (C)**, see page 18. To determine the actual life points of the Monster for this encounter, add up the life points on the Monster card (D) with any special effects from the current Dungeon card and the Difficulty Mode token. Record the **final amount of life points** on the Monster Life Tracker, using the Monster Life Markers. Place on the Monster card the number of **Gold coins** indicated (E): These coins are the reward if the party defeats the Monster.



NOTE: Use the two Monster Life Markers to keep track of the Monster's life points: The top row represents tens, while the bottom row represents units. In this example, Gorgon has 14 Life points.

2 ◀ COMBAT

During this phase, the Heroes face and fight the Monster until they either win or lose! The Heroes take turns performing attacks using the colored dice—red, green, and blue. **Each die can be thrown just once per combat.** The Hero to the left of the Leader is the first Active Hero and takes 1 colored die. To attack, the Hero must follow these 4 steps:



2.1 ◀ CHOOSE ONE AVAILABLE DIE ◀

The Active Hero **chooses 1 of the available** colored dice to throw at the Target board in an attempt to deal enough damage to the Monster to defeat them. If the party has already thrown all the colored dice in this combat, check the *Running Out of Colored Dice* section to the right.



2.2 ◀ THROW THE DIE ◀

The Active Hero **throws the die** at the Target board. They can throw the die from whatever position they find comfortable—anywhere around the table, standing, sitting, etc... In order for the throw to be valid, the die **must bounce at least once on the table** outside of the Target board before touching the board and landing on it.



2.3 ◀ CHECK IF IT IS A HIT OR A MISS ◀

Sometimes, Heroes swing at the Monsters and **Hit**, while other times they **Miss!** Check the conditions on the next page.

The die result may also display a special icon, which may trigger special powers—check page 9.



2.4 ◀ END OF THE TURN ◀

If the Hero defeated the Monster, the party can move on to the Resting phase—see page 12!

If the Monster is still alive, the Active Hero's turn is over, and the next Hero in clockwise order **must start their turn with step 2.1.**

If there are any colored dice left, they should be passed to the new Active Hero.

RUNNING OUT OF COLORED DICE

If the party has thrown all 3 colored dice without defeating the Monster, then the next Active Hero must choose one of two options:



- ◀ **USE 1 WHITE BONUS DIE FROM THE CHEST** (see the *White Bonus Dice* section on page 12) and swing at the Monster following steps 2.1-2.3, or



- ◀ **RETRIEVE THE 3 COLORED DICE FROM THE BOARD.** This choice will, however, make the entire party of Heroes **suffer damage equal to the Monster's level.** No special ability or card can be used to prevent this damage.

The Active Hero proceeds with the Combat phase as normal.

With the exception of the Final Boss combat (see page 15), it's possible to retrieve the 3 colored dice multiple times during a combat.





HIT

If the die **bounced on the play area** and then landed on the Target, the Hero deals damage to the Monster **equal to the number shown on the Target board section** the die lands on (plus bonuses from Equipment or abilities, if any). Reduce the Monster's life points on the Life Tracker by the amount of damage dealt. **The goal is to reduce the Monster's life points to "0"**, defeating them and then moving to the Resting phase to collect all your glory and fame.

SECTION BORDERS

If the die lands on the border between two sections, it counts as landing in the section with the most corners of the die in it. When in doubt, consider the die to be in the lower-value section.

PERFECT HIT

If a die lands on the bullseye of the Target board, the Hit deals 10 damage. *(Even though the bullseye shows no number there, it does it. Trust me. I wrote the rules! Why would I lie?)*



MISS

The throw counts as a Miss in the following situations:

- If the die **does not bounce** at least once outside the Target board before touching the board.
- If the die **falls into one of the holes** of the Target board (and remains there).
- If the die lands on one of the bones at the **edge of the Target board**.
- If the die lands **outside** the Target board.
- If the Active Hero doesn't **respect the Specific Throw Requirements** shown on the Monster and/or Dungeon card (see page 10).

If the Hero Missed, they suffer damage equal to the Monster's damage value. Reduce the Hero's life points on their Hero sheet by the amount of damage suffered.

HERO DOWN!

Any time a Hero has less than 1 life point, they faint to feign death and cannot act again during that combat: They skip their turn until the end of the combat. Check page 12 for more details about a fainted Hero and their upcoming scar.



The Leader: If there's ever any doubt among the players if a throw was valid or not, or at any other game moment, the current Leader is responsible for making the decision.

◀ LOSING THE GAME! ▶

If at any time during a combat all Heroes have fainted (reached 0 life points) the **party loses the game**. Perhaps next time the party should fight better, or they will face shame again.

HERO SHEET ANATOMY

Hero sheets show all the (legal and not-private) information about our Heroes that a player would like to know.

Beside the Hero name (A), their favorite social media picture (B), and their classic quote (C), we can also find:

- The **limit and types** of Equipment that this specific Hero can carry (D).
- A track with the Hero's **current life points** (E), going from 1 (bottom) to 9 (top).
- The ability associated with the special icon of the **red die** (F).
- The ability associated with the special icon of the **green die** (G).
- The ability associated with the special icon of the **blue die** (H).



◀ ACTIVATING THE DIE ICON ▶

Each Hero sheet shows 3 special abilities—one for each die color. A Hero's special ability is activated when the matching colored (or white) die lands **showing the special icon**.

Players should discuss and carefully choose which player will throw which die, in order to have a chance to benefit the most from each Hero's special abilities during the current combat. Some special abilities only activate in specific circumstances, like when the Hero Misses or when the die lands on the Target board (see *Common Hero Abilities* on page 16 and *Unique Hero Abilities* on page 17).

◀ INSTA-KILL EFFECT ▶

If a die lands in the bullseye showing the special icon, instead of dealing 10 damage, the Monster is **immediately defeated** and the Hit is considered an Epic Shot (see page 12). This also applies while fighting the Final Boss! If a Hero benefits from this "insta-kill power," they may still activate their special ability in the same turn.

SPECIFIC THROW REQUIREMENTS

There are pictures in the banners of some Monster, Dungeon, and Equipment cards! It depicts our Dummy Hero performing in **some unique physical way** that the Hero must copy when throwing the die. For a full list of icons and what they represent, see page 19.



When a **Monster** or **Dungeon card** shows a Specific Throw Requirement, the Heroes **must perform** the icon's requirements during each throw of that combat.

If, during a combat, both the Monster and the Room (and possibly even a Weapon!) each require a Specific Throw, the Heroes must combine those throws for the attack to be a Hit. If a Hero does not fulfill all the Specific Throw Requirements, then the throw counts as a Miss.

If the throw requirements of 2 or more cards are the same, then they count as one requirement (they do not double!).

COMBAT EXAMPLE

Murka, Brad, and Wilrond are fighting their way through the dungeon. Murka is the current Leader, so she secretly looks at 2 Dungeon cards and chooses to enter a **Pot of Gold Room**. The party immediately adds 1 Gold coin to the Chest as indicated by the card. Then, she reveals the Monster: the **Zombie Monkey**!

Zombie Monkey has 2 life points, but the **Pot of Gold Room** specifies that we must add 3 life points to it, so our Heroes set the Life Tracker to 5 life points. The **Zombie Monkey** demands that all throws must be performed by passing under the Active Hero's leg! This Monster also deals 1 damage when a player misses, and is carrying 1 Gold coin as a reward.



1 Since Wilrond is sitting to the left of Murka, the current Leader, he will be the first player to swing at the Monster and takes all 3 colored dice. Wilrond chooses the **red die** and throws it (under his leg) at the Target board. The die bounces once on the table before touching the Target board and lands in the "3" section with a blank side showing. Wilrond deals 3 damage to the Monster, but it is still alive! Then Wilrond passes the remaining two colored dice to Brad, the Hero on his left.



2. Brad is not confident he can shoot under his leg! That's why he chooses the **green die** (his green ability, **Re-throw**, allows him to reroll when activated). He throws the die but it lands outside the board! Fortunately, it shows the special icon so he can throw the die again. He focuses a little bit more and throws it: The die lands on the "4" section... but it didn't bounce on the table—it went straight to the Target... As such, Brad's throw is a Miss. The **Zombie Monkey** deals 1 damage, so Brad reduces his life points by one. Then, he passes the remaining blue die to Murka.



3. Murka throws the **blue die** at the Target board hoping it will land in a high-value section and finish the combat. The die bounces once on the table before touching the Target board... but unfortunately it lands in the Target hole with the blank side showing! The throw is a Miss. The **Zombie Monkey** deals 1 damage to her... and it's Wilrond's turn again.



4. The party has already used all 3 colored dice, so Wilrond must choose to either use 1 white Bonus die from the Chest tile or let all Heroes suffer damage equal to the Monster's level to retrieve all 3 colored dice. Wilrond chooses to retrieve the colored dice, so each Hero takes 1 more damage (**Zombie Monkey** is a level 1 Monster).



5. Wilrond chooses to throw the **red die**. The die bounces once on the table before touching the Target board, but alas it was too strong!! The die lands outside the Target, it should be a Miss! But wait! The special icon is showing—Wilrond activates his **Agile Instinct** ability and deals 2 damage to the Monster! The Heroes have managed to defeat the mighty (?) **Zombie Monkey**! They add 1 Gold coin to the Chest as a reward and move on to the Resting phase.

3 ◀ RESTING

After the party defeats a Monster, they can bask in their glory for a brief moment.

Then they must clean up the mess and prepare to move to the next room by following these steps:



3.1 ◀ EPIC SHOT BONUS ◀

- ◀ As indicated on the Monster Life Tracker, if the last Hit on the Monster managed to reduce its life to **-3 or less**, the party of Heroes **gains 1 extra Gold coin**. This bonus is also gained if the Hero defeated the Monster with an Insta-Kill throw.



3.2 ◀ TAKING YOUR REWARD ◀

- ◀ Take the Gold coins from the defeated Monster card and place them on the Chest.



3.3 ◀ SCARS ◀

- ◀ Each fainted Hero must **take 1 Scar token** from the supply and use it to cover all 3 life spaces of a single ability section (color). Then, that Hero is **restored to full health**. From now on, they have 2 fewer life points, and they **cannot activate that color's special ability** for the rest of the game (but they can still throw that colored die)! A Hero can only have 1 Scar token on each color. If a Hero with 3 Scars faints once more, flip their sheet over: That Hero is eliminated from the game!



3.4 ◀ MOVING ON ◀

- ◀ The Hero who threw the last die receives the **Leader token**.
- ◀ **Retrieve all 3 colored dice** from the Target board and hand them to the Hero to the left of the Leader.
- ◀ **Return any white Bonus dice** used during the Combat phase to the supply (see *White Bonus Dice*, below).
- ◀ Check for any **Resting phase special effects** and resolve them (including Hero ability tokens).
- ◀ Place the defeated Monster card in the **discard pile**.
- ◀ The Heroes **may move Equipment cards** among themselves at this time (see *Equipment* on the next page).
- ◀ Heroes **realign their Armor** to be used again in the next combat (see *Equipment* on the next page).
- ◀ Set aside the concluded Dungeon card. Add up the quantity of Shop icons found on the Dungeon cards so far: If the party has accumulated **10 or more Shop icons**, they have reached the Shop and will take a small break before the next combat! If not, continue exploring by returning to the Dungeon phase.




Example: Later in a combat, the Monster had a total of 2 life points and Wilrond made a throw with a total damage of 7. The Monster is defeated, since it goes to -5 life points. That's an Epic Shot! Wilrond takes a total of 5 Gold coins to add to the Chest: 1 coin from the Epic Shot and 4 from the Monster Reward.

WHITE BONUS DICE

Bonus dice are **thrown only once**. When removing dice from the Target board during the Resting phase, Heroes must return white Bonus dice to the supply. Thus, it is important that the party buys sufficient Bonus dice to use for future combats. If a Bonus die lands showing its special icon, that Hero may activate **any one** of their Hero's available (without a Scar) special abilities.



4 • SHOPPING TIME!

If the party has accumulated Dungeon cards with **10 or more Shop icons** (), they have reached the Shop! It's time to spend Gold to buy Equipment, Bonus dice, and/or heal.



• **BUYING EQUIPMENT:** Time to display the Shop's merchandise! The Leader **draws 2 Equipment cards from the deck plus 1 extra card for each Hero**, and reveals them on the table. The party can now buy as many of these faceup Equipment cards as they wish/can. You can buy these cards using Gold coins: Move the amount indicated on the Equipment card from the Chest tile to the supply. Then, assign that Equipment to a Hero. Discard any cards you have decided not to buy back to the box.



• **BUYING HEALING:** For each Gold coin you spend to buy healing, **heal 1 life point** to every Hero.



• **BUYING WHITE BONUS DICE:** Pay 2 Gold coins for **each white Bonus die** you wish to buy. There is a limit: You cannot have more than 9 Bonus dice in your Chest!






EQUIPMENT

The party can buy all sorts of shiny Equipment from Shops. There are three types of Equipment: Weapons, Armors, and Spendable magic items.

Equipment cards must be assigned to a Hero, and must respect the type limits that each Hero can carry—as shown on their Hero sheet.



- **Weapons** () have a red border and will provide the Hero some benefits during combat. A Weapon may be used on every throw and its bonus is **only applied if the throw is a Hit**. If a Hero carries more than one Weapon, they can choose to use one or more of them (or even none), combining their Specific Throw Requirements and bonuses. A Hero can't have 2 Weapons with the same name.
- **Armors** () have a blue border and may be used **once during each combat** to prevent damage or activate special effects if the throw is a Miss. After using an Armor, **rotate the card 90°** to indicate it has already been used during that combat.
- **Spendables** () have a green border and a **'discard after use'** effect. They can be used at anytime, even by non-Active Heroes or immediately before a Hero faints.

4.1 • IS THE DUNGEON OVER? •

If this is the first or second time the party arrived at a Shop, a new cycle must be initiated: **Discard all the Dungeon cards** that were set aside so far back to the bottom of the Dungeon deck and **repeat phases 1-3** multiple times until you have enough Shop icons to reach the Shop again.

If the Heroes managed to successfully fight their way through the Dungeon and **have arrived at their third Shop**, they are ready to face the Final Boss immediately after that! Discard all the remaining Monsters in the deck, then check page 15.

COMBAT EXAMPLE

Our party of Heroes have entered the **Trampoline of Doom Room**—they will have to perform all attacks while jumping! The Monster found in this room is the **Owlbear**, who has the **Rabid** ability: If a Hero misses, all the other Heroes also take the damage!



1. Wilrond is the first one, so he swing at the Monster. He chooses the **green die** and decides to use his **Helm of Bravery** weapon. He'll need to throw the die with his eyes closed while jumping! The die bounces once on the table before touching the Target board but it just keeps going... off of the target with a blank side showing. It's a Miss. Since the **Owlbear** is a Rabid Monster, all Heroes take 3 damage each! Ouch! This is not very good news for the party of Heroes... Brad only had 3 life points, and with Wilrond's Miss he's down to zero. Brad fainted and he's out of this combat!



2. The next player would have been Brad, but since he fainted, it's Murka's turn. She has a **Hell-bow**, but she's not so confident a jumping throw using her elbow will work, so she decides not to use it. She chooses the **red die** and performs the jumping throw, as demanded by the Dungeon card. The die lands on the "5" section of the board with the icon showing! Murka's **Sworn Enemy** is activated and she deals an extra 4 damage: She's up to a total of 9! She decides to use her **Eau de Napalm** to deal an extra 2 damage to the Monster, increasing the attack to 11. The **Owlbear** is defeated by this single throw!



3. During the Resting phase, the party sees that the **Owlbear** has come to 0 life points, so they don't collect the Epic Shot bonus. Then, they take the 3 Gold coins reward. Brad has fainted during the combat, so he will receive a Scar. Brad chooses to assign the Scar to his red ability: He still can use the red die in the future, but won't be able to activate the **Sworn Enemy** ability.





5 • FINAL BOSS COMBAT

Each Boss shows a damage value (A), a type (B), and may have a special ability (C), but they provide no reward (*spoiler: the reward is victory!*).

Shuffle the Final Boss cards, draw a random card, flip it faceup, and place it near the Monster Life Tracker. Place the 2 Monster Life Markers on the spaces of the Monster Life Tracker that match the Monster's life points shown on the card (D).

The Final Boss combat follows all of the standard fighting rules with the following exceptions:

- After all 3 colored Hero dice have been thrown, the next player's **only option** is to throw a white Bonus die. In other words, during the Final Boss combat, the party **cannot retrieve colored dice** by taking damage, because they will not survive a full-on attack from the fierce Boss... If the Heroes run out of white Bonus dice before defeating the Final Boss, **they lose the game**.
- If the party manages to reduce the Final Boss' life points to "0" or less, **they win the game** and head to the local tavern to celebrate the victory. Dramatic and ridiculous victory poses are encouraged.

NOTE: The Bullseye effect and all Hero special abilities activate as normal during the Final Boss combat.

SUMMARY

LOSING

- Heroes lose the game if ever during any Combat all Heroes have fainted (0 or less of life points).
- Heroes lose the game if, when facing the Boss and after throwing the colored dice, they run out of white Bonus dice.

WINNING

- Heroes win the game if they reach the Final Boss combat and defeat the Final Boss.

END GAME SCORING

If the Heroes wish to express their joy in numbers, add up the points below and check the table to the right:

- +1 PT per Gold coin still on the Chest tile
- +3 PTs per white Bonus die still on the Chest tile
- +5 PTs if no Hero has received a single Scar token
- -1 PT per Scar token received
- -5 PTs per eliminated Hero
- +PTs per Difficulty level:

Normal	Hard	Inferno
+5 PTs	+15 PTs	+25 PTs

Total PTs	Title
0 or less	Lame Ducks
1-5	Inept Optimists
6-10	Insubordinate Rascals
11-15	Rookie Adventurers
16-20	Wannabe Heroes
21-25	Average Warriors
26-30	Skilled Champions
31-35	Epic Sourcebook Readers
36-40	Epic Sourcebook Writers
41+	Heroic Awesomeness Beyond Human Comprehension

IMPOSSIBLE SITUATIONS

Occasionally, there may be situations when the Heroes are faced with Specific Throw Requirements that make the throw virtually impossible. When these situations arise, the Heroes can choose (as a group) to back down.

If the party backs down, follow these steps:

1. *Out of shame, each Hero loses life points equal to the current Monster's level.*
2. *Place the current Monster card back in the box.*
3. *Draw the next Monster card from the deck.*

NOTE: Of course, *Dungeon Fighter* is all about overcoming ridiculous challenges, so players should only use this rule in extreme cases. The gods of *Dungeon Fighting* always watch over you; they don't like the coward but reward the creative! ... So don't be scared to bend the rules a little bit to create a new crazy throw.

DUNGEON CARD EFFECTS

Dungeon cards have immediate or permanent effects that affect the current combat:



GOLD BONUS: When revealed, add the quantity of Gold coins indicated to the Chest tile.



HEAL PARTY x2: When revealed, heal every member of the party 2 life points.



GAIN 1 DIE: When revealed, add 1 white Bonus die to the Chest tile.



FREE EQUIPMENT: When revealed, take the top card from the Shop deck and assign it to a Hero.



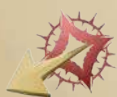
MONSTER ADVANTAGE: When revealing the Monster card, remember to add the indicated value to the Monster Life Tracker.



SPECIFIC THROW REQUIREMENT: Check page 18 to see which Specific Throw you must obey to perform a valid throw.

COMMON HERO ABILITIES

This section explains each special ability in greater detail. Unless an ability specifically states that it is "Activated only when the Hero Hits/Misses," the ability activates when the die lands anywhere.



AGILE INSTINCTS: Activated only when the Hero Misses. The Hero dodges the Monster's counter-attack, does not suffer damage, and still deals 2 damage to the Monster. (Weapon bonus are not applied, since they only work when the Hero Hits.)



RE-THROW: If activated, the Hero may choose to swing at the Monster again. The player retrieves the die they just threw and throws it again. Ignore the result from the first throw.



HEAL PARTY: If activated, the Hero casts a healing spell on the entire party: every Hero recovers 1 life point.



PICKPOCKET: If activated, the Hero takes 1 Gold coin from the supply and places it on the Chest tile.



SELF HEALING: If activated, the Hero heals 3 life points.



SWORN ENEMY: Activated only when the Hero Hits. This ability empowers the Hero against the type of Monster indicated on the icon: The Hero deals 4 additional damage to that specific type of Monster.

If the Monster in the combat does not match the icon, the Hero deals only 1 additional damage to the Monster.

DUNGEON FIGHTER™

SECOND EDITION

UNIQUE HERO ABILITIES

Each Hero has a unique ability associated with the blue die (they like to brag about it). Some abilities use special game tokens (depicting the same ability icon). Heroes may activate these tokens during a combat, and each token will be resolved at a specific time (check the rules below).

Goldfinga



“FREE” SAMPLE: If activated, the Hero manages to **steal an item** from the Monster in the room: A maximum of once per combat, the player draws 1 Equipment card from the deck and places it facedown in front of themselves. During the Resting phase, flip the stolen Equipment card faceup and give it to a Hero as the group sees fit.

Murka



DOUBLE SWING: Activated only when the Hero Hits. Deal damage to the Monster according to the section of the Target the die landed on, then retrieve that same die and perform a **second throw** with it, without benefiting from any Weapons. This ability can only be activated once per turn.

Marvin



TIME SPELL: If activated, the Hero may **re-throw** and activate the Time Spell token. The Hero can deactivate the Time Spell token at any time to allow any player to **re-throw**. In any case, the token is automatically deactivated during the Resting phase.

Grace Cleancut



HEROIC DEFENSE: Activated only when the Hero Misses. The Hero suffers 1 damage (instead of the Monster's regular damage) and **deals 4 damage** to the Monster.

Margarhilda



HEAVY LOAD: Activated only when the Hero Hits. Deal **extra damage** equal to the Monster's level. If activated when fighting the Boss, it deals +4 damage.

Wilrond



COURAGE: Activated only when the Hero Hits. The Hero deals **+3 damage** if the Monster has more life points than they do.

Edith Grognarde



SWEET FLUTE: If activated, first all Heroes heal 1 life point, then place the Flute token, with its active side up, on the Monster Life Tracker. For the rest of this combat, every time any Hero hits the Monster, they **heal 1**. Deactivate the token during the Resting phase.

Brad Breckfust



COOKING: If activated, activate the Cooking token and place it on the Monster card. At the end of this combat, all Heroes **heal equal to the Monster level**. Deactivate the token during the Resting phase.

MONSTER SPECIAL ABILITIES

Some Monster cards show ability text instead of a Specific Throwing Requirement. These special abilities occur when certain conditions are met:

RABID: If a Hero Misses during their turn, every Hero suffers damage equal to the Monster's damage value.

TRICKY: If the die lands in the “1” section of the Target board, the throw is considered a Miss.

SUPER TRICKY: If the die lands in either sections “1” or “2” of the Target board, the throw is considered a Miss.

GREEDY: If a Hero Misses during their turn, they must discard 1 Gold coin from the Chest tile. If there are no coins on the Chest tile, ignore this ability.

LEECHING: If a Hero Misses during their turn, the Monster recovers the indicated life points. Monsters cannot exceed their initial life points (Monster card + Dungeon card + Difficulty).

GANG: All sections of the Target board count as a “1” section, except for the bullseye, which still counts as 10.

RESISTANT: Any Hero's total Hit value (after adding Weapons and other modifiers) that is an odd number is reduced to half of its value (rounded down).

SPECIFIC THROWS LIST

As mentioned earlier, some cards display a black and white icon on their banner depicting some unique physical way that the Hero must throw the die. Sometimes, the icon shows a body position or body movement that must be respected to complete the throw, other times it shows the interaction between the die (or the player) with another special element.



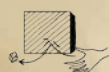
BACKWARDS SHOT: The Hero must stand with their back to the table and throw the die (they can twist from their waist and/or neck to look at the Target board).



EYE-LEVEL SHOT: The Hero sits down on the floor and, regardless of their height, they must keep their eyes at table level to shoot the die.



PRAYER SHOT: The Hero must hold the die between the two palms of their hands, as if praying.



BANK SHOT: The Hero must place the game box on the table in the position of their choice. The die must touch the box before touching the Target board.



FAR SHOT: The Hero must take one step backwards away from the table.



SLAP SHOT: The Hero must Hit the die with the palm of their hand.



Flick Shot: The Hero must flick the die towards the Target board.



SMALL FINGERS SHOT: The Hero must hold the die with their two little fingers.



BLIND SHOT: The Hero must throw the die with their eyes closed.



FRIENDLY SHOT: The Hero takes one hand from the Hero to their right and holds that hand by the wrist. They must use this other player's hand as if it was theirs to perform the shot.



UNDER-THE-LEG SHOT: The die must pass under one of the Hero's legs.



BLOW SHOT: The Hero must blow the die toward the Target board.



ONE EYE SHOT: The Hero's hand that throws the die must be directly in front of their closed eye.



UNDER-THE-TABLE SHOT: The die must leave the Hero's hands (or other body part) while below the table level.



CARD SHOT: Place the die on top of any unused game card and hold that card to take the shot.



HEAD SHOT: The die must start on the Hero's head or must touch it during the throw.



WEAK-HAND SHOT: The Hero must use their weak hand (the hand the Hero does not write with).



DANCING SHOT: The Hero must spin on their feet, turning around 360° so that they end facing the Target board and immediately perform the shot.



HOT-POTATO SHOT: The Hero to the left of the Active Hero throws the die at them. The throwing player must catch it and immediately throw it at the Target.



WRIST ON THE TABLE SHOT: The Hero's wrist that throws the die must be touching the table.



DICE SPIN SHOT: The die must spin like a top before touching the Target board.



JUMP SHOT: The Hero must jump into the air and the die must be shot while the Hero is still in the air.



X SHOT: The Hero must hold the die between their two wrists, creating an 'X' with their forearms.



DOUBLE BOUNCE SHOT: The die must bounce at least twice outside the Target board before touching it.



NOSE SHOT: The die must start on the Hero's nose or must touch it during the throw.



ELBOW SHOT: The die must start on the Hero's elbow or must touch it during the throw.



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**HORRIBLE
GUILD**

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