

Introduction

In this book players will find all the rules about monsters and how to run their adventures.

Monster System

In 12 Realms: Dungeonland the Heroes will face daring and powerful foes who will try to stop them from thwarting the evil power's goals. Monsters in 12 Realms: Dungeonland are described by four basic characteristics and their special powers.

Monsters Characteristics

Speed: The number of spaces a minion can move as part of a move action.

Health: The number of health points a minion has.

Attack: The number of Attack dice rolled when this minion performs an attack.

Defense: The number of Defense dice rolled when this minion defends against an attack.

Special Powers: Any special powers this minion has.

Minion Groups

All monsters on the map sharing the same name and level are considered to be a group of that particular minion.

Monster Phase

During the monster phase all monsters activate in groups, with the following order:

Boss -> Elite Minion -> Minion

Each figure on these groups performs a **Move** and then an **Attack** action following the **Targeting Heroes** pattern described below. A Monster will skip the **Move** action and only perform an **Attack** if it already has its target in **Line of Sight** and range.

Targeting Heroes

The monster targets first the nearest hero that it can get within its range and line of sight. If a monster is already adjacent to a Hero then it simply attacks that Hero. If it is adjacent to more than one Heroes then it attacks the Hero with the most Health Points currently.

Bosses

Bosses in 12 Realms: Dungeonland have their own two sided sheets that describe their characteristics and special patterns. Bosses work like monsters following the same **Targeting Heroes** pattern. However when a Boss attacks a special die is rolled on its patterns table to determine its attack.

Monster Spawn

Monsters are spawned following the instructions on the exploration cards. Each exploration card will clearly show where to place minions or elite minions. When instructed to place a monster on a square simply draw one from the appropriate deck (depending on its type and level) and follow the following steps:

- Monsters are placed within the new tile exactly on the squares indicated by the exploration card. Place them in the order that they are drawn from the appropriate deck starting from the square closest to the heroes.
- In the case of an ambush minions are placed on the previous tile the Heroes where in following the rules above.

Monsters Attacking

When monsters perform an attack they follow the same steps as heroes with the difference that monsters do not choose weapons but instead use the attack characteristic on their card.

Monsters Defending

When monsters defend against an attack they follow the steps described on the heroes perform an attack with the difference that they use the defense characteristic on their card to determine the defense dice.

Adventure System

12 Realms: Dungeonland narrates the adventures of great heroes who ventured the lands of the 12 Realms accomplishing deeds that would be remembered for generations as their own tales. These adventures can other be played separately or in a series to form an epic story called a campaign.

Campaign Mode

When playing in a campaign heroes will start on adventure 1 and continue along the other adventures and based on their choices they will reach one of the 4 endings of the game. Heroes in a campaign will grow over time, from the rewards its mission offers and the equipment they will find, becoming stronger. Adventures in 12 Realms: Dungeonland are split into levels which indicates the appropriate decks to be used for monsters and equipment, as well as their difficulty.

Map Tiles

Every map on 12 Realms: Dungeonland consists of several tiles put together. On all maps a starting area is noted. This is the area where player's heroes start on the map.

Tiles and Visibility

When the heroes take their first turn on the map they start on a starting tile with no

enemies. Each tile (including the starting one) will have doors leading to other tiles. The first time a hero opens a door, draw a new card from the exploration deck and place the tile shown. Then place all scenery and monsters on the tile as shown on the card. Finally place the heroes on the indicated spots on the card in any order you like. **In the game there can only ever be 2 tiles. When the heroes travel to a third tile simply remove the first one.** If the heroes ever go back a new tile will be placed in its place as the 12 Realms are a magical place and nothing ever stays the same for long.

Adventure Description

Each adventure begins by describing the story of the adventure and giving the players instructions on how to setup the adventure. Each adventure is split into stages and each stage has its own special rules that might be in effect or events that happen. It also dictates the objectives the Heroes have for this adventure as well as the rewards if they succeed and special achievements offering even greater rewards.

Difficulty Adjustment

12 Realms: Dungeonland is a game designed for 2-4 players. In order to keep the game balanced and exciting there are certain rule changes when players use fewer than 4 heroes. Of course players can always use 4 heroes, which is also the recommended method of playing the game, by having a player control multiple heroes. So for an example, 2 players could control 2

heroes each. However, in the case that the players want to control only 1 hero per player the following changes must be applied depending on the number of heroes used:

- 1. 3 Heroes:** All heroes increase their starting Health Points by 4, while on its Hero phase one Hero gets to activate twice. Players choose the first Hero that will activate twice and then going clockwise each turn another Hero activates twice.
- 2. 2 Heroes:** All heroes increase their starting Health Points by 6, while on its Hero phase both Heroes get to activate twice.

Adventure Setup

In order to prepare for an adventure in 12 Realms: Dungeonland the players have to follow the following steps:

- 1.** First, choose the adventure you are going to play and setup the starting tile shown on the description on the adventure. Place only the tokens and figures of the tile the heroes start in plus any tiles directly connected to that tile that the heroes also have line of sight to.
- 2.** Separate all cards into piles based on their type and level. For example all level 1 Minions, all level 2 Minions etc. Then shuffle each of those piles separately and place them face down near the map. **Its adventure uses the items and minions that share the same level as its own level.**

3. Take tokens equal to each Hero's Health and Energy maximums and place them on each Hero's sheet accordingly.
4. Check that you have all your required cards, skills, spells and referenced nearby.
5. Read the adventure for any special setup rules or things to be done.
6. Get some pizza and drinks they always help on a gaming night and let the adventure begin!

pause the round and teleport the party to the merchant's realm. The players may trade their gold for items there or even sell some of those they found on their quest. The players may freely make any number of transactions while on the Dark Bargainer realm. When all transactions are finished the players immediately return to the spots they were before the trade (don't move the miniatures at all) and the turn resumes as if nothing happened. Time and space are irrelevant meanings in the Dark Bargainers domain.

General Tokens

In 12 Realms: Dungeonland several tokens are used as general tokens indicated a different thing in every adventure. Sometimes they may be imprisoned dwarves while others vile dark crystals. When the players are indicated to put out tokens to represent these things use the general tokens provided.

The Dark Bargainer

Seeing the great catastrophe cause by the mysterious fog many traders from far away realms have come to make profit. The most notorious of them all is the Dark Bargainer a mysterious trader whose identity remains unknown. Nobody can contact the Dark Bargainer through normal means for his shop lies in a secret magical realm to which only his magical runes can grant access. On many of the tiles the players will see figures wearing dark robes waiting for them. A hero can interact with that figure to immediately

Darkness Descends

Once upon a time, peace and harmony ruled across the 12 Realms and nothing out of the ordinary ever happened. Princes were kissing sleeping girls and young girls brought pies to their lovely grandmothers and all tales ended with "...and they lived happily ever after". Nothing seemed that would ever change and everyone was happy about that.

However, a dark night like no other before it came to all 12 Realms. The sky turned pitch black and relentless rain began to fall. The rain soon became a storm, with thunders roaring in the night sky and as the minutes passed a dark fog started to spread across the lands.

The wizard of Oz was the first to feel it, this fog, this rain, none of it was natural. Dark magic the wizard thought as he grasped his cloak and rushed to the window. He looked outside trying to figure out what was the source of this magic. A sinister will was controlling the weather and whatever the strange fog touched either weathered away in seconds or was changed into something horrific. Looking into the horizon he saw a dark tower piercing through the clouds. The tower was like nothing he had ever seen, its walls were made by clear black marble and spikes decorated its sides. A dark will lived inside this tower that had appeared out of nowhere and it was it that had cursed the realms and spread that sinister fog. He quickly realized that he should run and alert the others, for this was a battle he couldn't win alone.

So the wizard traveled far and wide across the realms to find help and many joined him, together they forged a party of heroes and ventured towards the dark tower to put an ending to this madness. Many were already talking of tales completely changed and many good folk were missing, wherever the fog traveled weird things followed. Their adventures began in the woods, while trying to reach the dark tower the heroes came upon a group of strange creatures...

