

# DUNGEONS OF DRAGGMAR

## RULES VERSION 1.0

**CREATED BY**  
The Moongrel

**GAME DESIGN**  
The Moongrel

**EDITOR AND ADDITIONAL RULES**  
Chris Backe

**ART**  
Nakarin Sukontakorn  
Neri ReArte  
David Camescasse

**COVER ART**  
Joanna Materek



Rate Dungeons Of Draggmar on  
Board Game Geek



Join the Dungeons Of Draggmar  
Facebook Group

**VISIT US AT**  
[WWW.THEMOONGREL.COM](http://WWW.THEMOONGREL.COM)



# DUNGEONS OF DRAGGMAR

## HIRE HEROES, SEND THEM TO CERTAIN DEATH AND ADORN YOUR- SELF WITH FAME!

A dynamic and fast game filled with Dungeons, Monsters, Items, Curses... and plenty of Heroes you might decide to sacrifice so you can get more Fame!



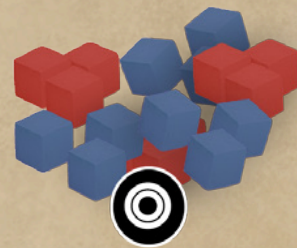
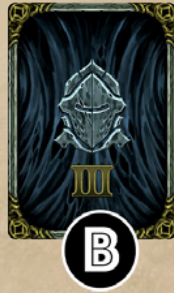
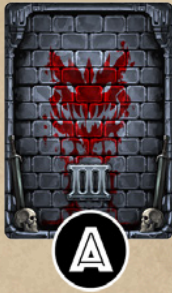
### BACKSTORY

The land of Draggmar is known for evil forces, treasures, myths, monsters, and Fame. It is said that whoever becomes a legend in Draggmar is a legend around the world... but being a hero in Draggmar is a dangerous, deadly job for the desperate. Very few have found such Fame and status, but every Hero and Contractor Lord in the land wants to.

All players take the role of Contractor Lords who hire Heroes and buy them the Items they need. Your hired Heroes will conquer dungeons, defeat monsters, and bring back Boss heads... or die in the attempt! Every Boss head your Heroes recover increases your Fame, which helps you become more important in Draggmar and gives you more power to hire stronger Heroes and buy better items. Players can work together to defeat a common threat, but only the player with the most Fame is the victor.







## COMPONENTS

- A - 73 Dungeon Room Cards
- B - 42 Hero Cards
- C - 68 Item Cards
- D - 15 Rift Cards
- E - 30 Curse Cards
- F - 15 Dungeon Level Tokens

- G - 40 Fame Tokens
- H - 17 Dungeon Threat Tokens
- I - 1 Doom Tracker Token
- J - 1 First Player Token
- K - 4 Player Standees
- L - 1 Map Of Draggmar

- M - 1 Player Mat (Neoprene)
- N - 4 Players Reference Screen
- O - 10 Health Cubes
- O - 4 Skill Cubes







## **GAMEPLAY:**

- The game is played through 3 phases each round: **SELECTION**, **HIRING**, and the **DUNGEON RUN**.
- The player with the first player token starts the round.
- Table talk is allowed and encouraged at all times - you'll definitely want to cooperate with other players in some cases, but not all cases...


## **SELECTION PHASE:**


- Each player simultaneously sends out one scout to any Dungeon with a face-down Dungeon Level Token (just say or point to the location they are scouting - there isn't a physical piece to represent the scout).
- Each player flips the Dungeon Level token of that Dungeon face-up.
- All players can now choose which Dungeon they would like to go to.
- You are always free to talk to other players about your plans.
- Players may (and probably should!) team up by going to the same Dungeon as other players.
- Each player must travel to a different Dungeon each round, and you can never travel to a Dungeon with a face-down Dungeon Level Token.
- Place your standee on a Dungeon to select it. Once placed, it cannot be changed.
- Rotate all Dungeon Level tokens that were flipped this round by 90 degrees. Until all Dungeon Level tokens have been flipped face-up, you cannot go to a Dungeon that was flipped face-up in a previous round.
- The Selection Phase ends when all players have placed their standee on the Dungeon they will visit.

## **HIRING PHASE:**

- Each player may spend Fame to hire Heroes and buy Items for their next Dungeon Run. This phase is simultaneous.
- Level 1 Items and Heroes are always free.
- Level 2 or 3 Items and Heroes cost 1 Fame per Level they are (so a Level 2 Hero costs 2 Fame).



 When buying Items, if you don't like what you drew, you may pay 1 additional Fame to discard the Item you don't like and draw a new Item of the same level. You can do that only once per Item.

 When hiring Heroes, be aware Heroes can't be redrawn like the Items can! The Heroes who are willing to come with you are the Heroes you get..

- Keep your cards on the table after purchasing them to make them available for trade.
- You are free to talk about the Heroes or Items you acquired.
- You may trade Items with other players, but only during the Hiring phase.
- When you have decided to keep a card, take it into your hand or behind your shield.
- The Hiring Phase is complete when all trades are concluded or all cards have been taken into player's hands or behind shields.

### **DUNGEON RUN PHASE:**






- The Dungeon Runs phase is the main phase of the game, and each turn in a Dungeon Run happens simultaneously. Be sure to follow the steps in this specific order.

Take all of the characters going to the same dungeon and form a group just below the board. Each group draws a Dungeon Room of the appropriate level (if confronting a level 2 Dungeon, draw a level 2 Dungeon room). Play this card face-up on the table just right of your characters, then let all players in the group look at it.

- Each player chooses a Hero from their hand and plays it face-up in front of them.
- Each player may then equip up to three total item cards on each Hero. Unless otherwise stated, each Hero can have up to one armor, one shield, and one weapon. Play these face-up on the table next to your Hero.
- Each item card can only be used in one room, and it will be discarded even if not used.
- Watch out for the bosses! Each deck has four bosses at the start of the game, and you never know where they'll pop up.
- A Hero can activate their Skill while in a Dungeon Room.
- You may spend 1 Fame to add 1 to your Hero's Attack or Defense. You may do this once per Dungeon Room.
- Your hand card limit is always 7. If you collect more cards, you must discard them.



**THE HEROES ADVANCE TO THE NEXT ROOM IN THE DUNGEON IF ANY OF THESE ARE TRUE:**

-  The Heroes kill the monster, or manage to survive the monster's attack.
-  Any Hero in the group disarms or bypasses a trap.
-  The Heroes open a chest.
-  The Heroes didn't die, even if they were wounded.
-  All of the Heroes died, but at least one player has at least one more Hero to play (in this case, draw a new Dungeon Card, then choose a Hero from your hand).

## ATTACK

To kill a monster, the group's collective Attack needs to be equal to or larger than the monster's total Defense (the monster's Defense multiplied by the number of players in the group).

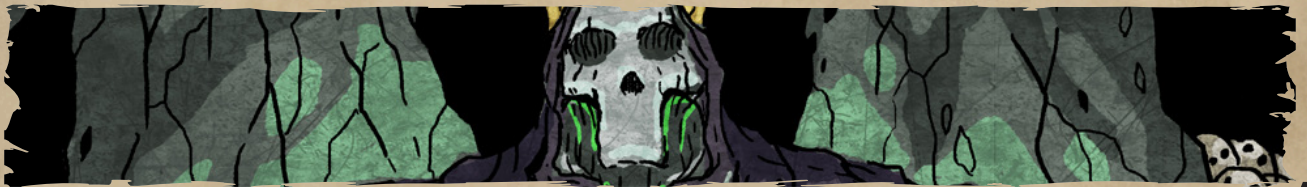
Items can add to your Hero's Attack. For example, a Hero that has an Attack of 2, an Item that adds an Attack of 1, and armor that adds an Attack of 1 has a total Attack of 4.

## HEALTH

Each Hero has a Health value as one of their basic statistics.

A monster will attack each Hero in the group with the Attack shown on their card. Use the red cube to indicate damage done to a Hero - each cube represents 1 damage. If the Hero has a total of 0 Health after all effects and attacks are resolved, they are dead. Just like with Attack values, Items can boost your Hero's Defense value.

Items that are used are the first in line to be discarded, and are used to absorb damage so the Hero doesn't get wounded. For example, a Hero that has a Defense of 1 and adds a protective Item that offers 2 Defense has a total of 3 Defense. In a battle against a monster with an Attack of 2, the protective Item is the first in line to be used. The Item is discarded and the Hero doesn't take any damage.





Number of Fame earned from this card

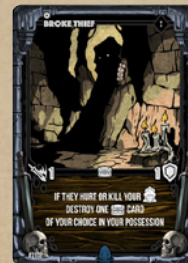
This monster is a Boss

This monster will attack everyone for 3

This monster has 2 defense per player

The card effect

The Dungeon's Faction



## WHAT HAPPENS AFTER PASSING THE ROOM?

- If the group's Heroes pass the room but don't kill the monster, rotate the card 90 degrees. You'll get some Fame at the end of your Dungeon Run, but no Items.
- If the group's Heroes kill the monster in the room. You'll get some Fame and Items... but you see, there's only 1 or 2 Items total on the card, not 1 or 2 Items per player in the group. You as the group get to decide who gets the item(s), but it's probably a good idea to split things up as equally as possible.



- After resolving a Dungeon Room, each group has a choice to make: stay together or split up.
- If you stay together, draw another Dungeon Room and advance your standees deeper into the dungeon. Make a row of Dungeon Rooms as you explore this Dungeon.



- If you split up, it means there are fewer Heroes to share Items with. It also means there are now multiple groups exploring the dungeon - each group must move to a different Dungeon Room.
- You are free to split off with any number of players - the important part here is that this choice is made before seeing what's in the next Dungeon Room(s). You can't see what's coming and then decide what you'd like to do.
- If your Hero splits from a group, it cannot rejoin another group. If your Hero is killed, the next Hero you play can join any group in that Dungeon (with the group's permission) or explore the Dungeon on their own.

#### **OTHER IMPORTANT NOTES ABOUT THE DUNGEON RUN PHASE:**

- The Heroes don't actually have to kill a monster to proceed to the next Dungeon Room. They just need to avoid dying - getting to the next room means you have moved passed them.
- Each monster and trap can only injure or kill one Hero per player.
- If the card says to draw a Curse, each player in the group has to draw their own Curse. Your Curse card only affects your Hero.
- A Hero is immune to a trap if the Hero is a higher level than the trap. If that happens, they ignore the trap and walk through the room laughing at it. Bear in mind the trap can still be disarmed or bypassed to save other people in your group. Heroes not immune can get injured or killed!
- Unless stated otherwise, if a Hero is unable to open a chest, the room is skipped. You may unlock it if able, of course, but you don't have to.



## BOSSSES



The cherry on top of every Dungeon is the Boss! Four bosses await you in each Dungeon deck, and you never know when you'll have to face them. When the Boss appears, that room becomes the last room in the Dungeon for your group. Defeating them offers plenty of Fame...if your heroes can kill them, of course!

**Bosses are intimidating creatures no matter who your Hero is. The Boss cannot be skipped, must be confronted, and must be killed before it kills you!**

### **WHEN A GROUP OF HEROES MEETS A BOSS, ONE OF THESE THINGS WILL HAPPEN:**

- **IF A GROUP OF TWO OR MORE PLAYERS DEFEATS THE BOSS:** the Boss card (representing their head, of course) is placed near the map. Each player collects Fame from the Boss card.
- **IF YOU SINGLE-HANDEDLY DEFEAT THE BOSS:** keep the Boss card for yourself in front of your shield so everyone can see it. You will get to collect the Fame, and that Fame will also count towards your final score - in other words, you get twice as much Fame because your Hero single-handedly defeated the Boss.
- **THE BOSS DEFEATS YOUR HERO:** time for the next Hero from your hand! If a Boss kills your Hero and the player plays another Hero, the Boss regains all of their health. This is a special skill available only to the Bosses.
- **IF A BOSS DEFEATS THE GROUP'S LAST HERO** (regardless of the group's size): Your Dungeon Run is over. Return the Boss card to the appropriate pile.
- **YOUR HERO DAMAGES THE BOSS BUT DOESN'T KILL THEM:** The Hero will flee scared and will be considered lost, and the Boss regains all of the health. Time for the next hero! In other words, every Hero has exactly one chance of confronting the Boss.
- **THE FIRST PLAYER OR GROUP TO DEFEAT A BOSS** gets 1 bonus Fame.

### **END OF ROUND:**

- Your Dungeon Run is over when all of your Heroes are dead or a Boss has been defeated. Sit back and wait for the rest of the players to finish up their Dungeon Run, either by encouraging them or egging them on.
- If you defeated the Boss, you may upgrade the last Hero used by spending 1 Fame. Look in the Hero deck of the next highest level for a copy of the Hero's card of the higher level. Once found, discard the lower-leveled Hero card and shuffle the Hero deck you searched.



Move the Doom Tracker up or down, depending on your Dungeon Run's outcome:

- If a boss is defeated: Move the Doom Tracker up by the Dungeon level.
- If a boss defeated you: Move the Doom Tracker down by the Dungeon level.

**You cannot upgrade a level III hero.**

**Example:** Two players venture into a level 1 Dungeon and defeat the boss. That means the Doom Tracker moves up by 1, because it's based on groups, not players. The third player ventured into a level 2 Dungeon all by themselves and failed. That player will move the Doom Tracker down by 2, putting us lower than where we started. Thanks a lot, third player!

- If the Doom Tracker drops below 10 at the end of everyone's Dungeon Run, add a Dungeon Threat Token to each revealed level 1 and 2 Dungeon. This makes each level 1 Dungeon a level 2 Dungeon, and makes each level 2 Dungeon a level 3 Dungeon.
- If the Doom Tracker drops below 5 at the end of everyone's Dungeon Run, add another Dungeon Threat Token to all Dungeons that are not already at level 3.



**Dungeon Threat Tokens have a '+1' on both sides and make a Dungeon harder to defeat. Note that the maximum Level for any Dungeon is 3 - if the sum of the tokens is already 3, it does not get another token. Also, a Dungeon level never goes lower than than the Dungeon Level Token indicates. It can get harder because of the Dungeon Threat Tokens, but never gets easier than the Dungeon Level Token shows.**

- When the Doom Tracker rises above 5 or 10, remove one Dungeon Threat Token from all locations that have one.
- Any surviving heroes tell tales of how brave they are and are automatically healed (remove any red cubes).
- Pass the first player token clockwise.


## **DEFEATING THE DEATH MAGE / WINNING THE GAME:**


- The game ends if the Death Mage has been killed in bloody combat. If this happens, the player with the most Fame wins.
- The game also ends if the Doom Tracker ever reaches 0. If this happens, all players lose the game.





- Before anyone can go to the Death Keep to take on the Death Mage, players must collectively own at least two boss heads of each level (for a total of 6). It doesn't matter whether they were defeated by a group or an individual.
- When you are ready to face the Death Mage, move your standee to the Death Keep. Players are free to group or split up as usual, and the Death Keep can be visited as many times as you like.
- Each time a group arrives at the Death Keep, take the 3 Elite Dungeon Cards (Cultist Hansen, Cultist Borgen, and the Death Mage), then add level III cards equal to 2 plus the number of players in that group. Shuffle these cards together and place in a pile. This pile becomes the dungeon you are about to face - play it as you would any other Dungeon, but only draw from this pile.
- If this Dungeon defeats you, your Dungeon run ends and the Doom Tracker goes down by 4 points. You may try again on the next Dungeon Run, or you can build your Heroes up or buy better Items before trying again. Just because you can face the Death Mage does not mean you have to.


## HEROES


**WARRIOR**  is tough and able to handle heavy weapons and armor.


**ROGUE**  is a sneaky and silent killer, but also skilled in evading traps and conflicts.

**RANGER**  is a master of long-distance weapons.

**MAGE**  is an arcane spell handler that is weak in posture, but strong in mind.

**CLERIC**  is a divine warrior equipped with heavier weapons and prayers.

**THE INQUISITOR**  doesn't fear anything, thanks to his beliefs in his gods. They can use Cleric and Mage Items.

**THE HUNTER**  has never turned down a job, so long as it pays well. They can use Ranger and Rogue Items.

**THE WARLOCK**  likes to kill first, collect money, and ask questions later... usually much later. They can use Warrior and Mage Items.

**THE PALADIN**  is here to destroy the evil in the land... but first they have to find it. They can use Cleric and Warrior Items.



## ITEMS

- A Hero can only equip the Items their class allows, as shown on their cards.
- Once the Dungeon Run has started, you cannot trade, give, or take Items from other players.
- Unless stated otherwise, each Hero can equip a maximum of three item cards total. Each Hero can equip a maximum of one armor, one shield, and one weapon.
- If all slots are filled, the Hero is Encumbered and they can't equip any more Items. Some special Skills may negate and ignore Encumbered effects.
- Items are resolved (or used up) before any damage or effects are done to the Hero. For example, if a monster has a skill of cursing the Hero if they're damaged, first resolve any Item that could protect the Hero from that. If the Hero has an Item that takes the damage, then the monster's skill doesn't affect the Hero.



An Item Icon on a card like this means that you get to draw 1 Item of the monster's level as a reward if you successfully defeat them.. but only 1 player in the group gets to take it.

If exploring with a group, decide amongst yourselves who should get it.

## SKILLS

Every non-Epic Hero has a special active Skill that can be used once (Epic Heroes have a passive skill that lets them use the Items from multiple classes). When an active Skill is used, place a blue cube on the Hero to show the Skill has been used. Some Heroes have two skills on their card, but you may only use one of them.

**Once a Skill is used, it can't be reused till the end of the Dungeon Run!**





## FAME

Fame is why the Contractor Lords are hiring Heroes. Fame represents riches, gold, word of mouth, legends, myths and power. Fame is earned by claiming Boss heads, confronting legendary creatures, and returning with Heroes and Items to spare.

As you play, you'll spend Fame to hire new Heroes or to buy new Items. Fame is something that comes and goes, but in the end the one who has the most Fame when the Death Mage is killed wins!

### HOW TO EARN FAME

There are several ways to earn Fame - take the appropriate Fame tokens as you earn them:

- 1 Fame per level on each Dungeon Room you pass. In other words, a level 1 room is worth 1 Fame, a level 2 room is worth 2 Fame, and so on (unless stated otherwise on the card).
  - Remember that a room is passed even if the Hero died or didn't defeat the monster or trap instead.
  - The Boss does not score Fame in this way.
  - If your Dungeon Run ended on a specific Dungeon Room that hasn't been passed, don't count that room.
- 1 Fame per 2 Items in your hand at the end of the Dungeon Run. You did bring back some loot, didn't you?
- 2 Fame per level for killing the Boss and finishing the Dungeon Run. In other words, a level 1 Boss is worth 2 Fame, a level 2 Boss is worth 4 Fame, and so on. The group also gets to take 2 Item cards for killing the Boss, regardless of the Boss level.
- 1 Fame per Hero of yours that survived at the end of the Dungeon Run. This includes your Heroes in your hand and your surviving Heroes.
- Note you can also gain or lose Fame as the result of special effects or Curse cards.





## CURSES

- Curse cards are mostly bad events that are triggered by specific monsters, Dungeon Rooms, or the Skills of another player's Heroes.
- Each Curse card is drawn by an individual player, and will only affect that player.
- Curses are always resolved after Actions, unless the Curse card states otherwise.
- If a Curse is drawn during a Boss encounter or is not resolved during the Dungeon Run, it carries over to the first round of the next Dungeon Run.
- If you use all the Curse Cards in a single Dungeon Run, shuffle the discarded cards and flip them face-down to form a new deck.

## THE MAP

- The town (bottom left) is the starting place for all Contractor Lords and their hired heroes. Each round starts from the town, and when a Dungeon Run is complete, move your standee back to the town.
- The Doom Tracker at the top of the board has two special colors:
  - The red spaces show when the Death Mage influence rises (these cause Dungeon Threat Tokens to come out and the Dungeon levels to go up)
  - **If playing the Undead Crusade scenario:**  
The green spaces show when a new Rift will appear. Each rift will appear on the specific numbered locations that match the number on the green spaces.)



## MONSTER AND DUNGEON TYPES

There are 4 types of Factions, and each one infests multiple dungeons through Draggmar. Some dwell together for shady affairs that no one wants to really know about...



**GREENSKINS** are Orcs and Goblins that infest old ruined castles and buildings. They claim it as their own kingdom, but in fact they are nothing more than a vile, repugnant threat that is really important to get rid of.



**BANDITS** are dangerous, well organized, and commonly seen throughout Draggmar. Some are fallen Heroes, while others are Contractor Lords that created a guild. Either way, they are a huge danger.



**UNDEADS** are cursed fallen adventurers who tried to claim Fame in this dangerous land. They now haunt the crypts, dungeons, and old fortresses for eternity.



**DEMONS** invoke cultist and occult rituals throughout Draggmar and are commonly seen ruling the land. Although they strike terror into the heart of every single Hero, being victorious against one of these could claim big rewards and Fame!

## TROPHY ROOM

The Trophy Room is part of the common area to the side of the board. It is where Contractor Lords collectively show off their successes... or in our game, the heads of defeated Bosses. These defeated Bosses are used to claim victory. When determining if you're able to head to the Death Keep, remember to look for Boss heads in front of player's shields.

## VARIATIONS

- **WANT A HARDER GAME? LOOK TO THE MAP!** Each dungeon has one or more types of enemies next to them. Enemies of that type get +1 on their Attacks in those Dungeons.
- **WANT THE REAL EXPERIENCE?** If you fail the Dungeon Run, the Doom Tracker goes down per player in the group, not per group. (For example, if a 2-player group fails a level 2 Dungeon, in this variation the Doom Tracker would go down by 4.) This can cause the Doom Tracker to hit 0 very quickly, so watch out!



## SOLO GAME

- A Solo Game runs like a game with multiple players, with a few minor changes:
- Leave the First Player Token in the box - there's no need for it.
- Some Skills and Curses that require interacting with other players are ignored or otherwise not used (skip that Curse and count it as if nothing happens, or you cannot use a Hero's Skill if it involves other players).
- You may send out 2 Scouts during the Selection phase instead of 1.
- During setup, lay out 2 item cards of each level in 3 rows (for a total of 6 cards). When trading, you may trade any item you acquire for an item from these rows that is of the same level or lower. You cannot trade a level 1 item for a level 2 item from the rows, for example. Discard the card you're trading away, then take the card you acquired into your hand. At the start of each round, refill the rows as necessary.



## THE UNDEAD CRUSADE

(ADDS THE RIFT CARDS AND MAKES THE GAME HARDER!)

The mighty Undead Crusade is upon Draggmar - a force so fierce that even the Death Mage trembles at their name. A thousand years ago, General Velos sold his soul to the demon without a name. The demon granted Velos immortality, sealing a victory for the General and his army. After the battle was won, however, the army and the General became cursed. The price for glory was to see their bodies rot for eternity. They are returning to reclaim the land of the living and to make it their own.

**DIFFICULTY:** Medium



### CHANGES TO SETUP:

- Take all 15 Rift cards from the box. Shuffle the deck, then place it on the Player Mat.
- Place the Rift Tokens next to the map.



### SPECIAL RULES:

- When the Doom Tracker drops to or past a green number, place a Rift token on the matching numbered location on the map. Up to 4 Rifts can exist on the board at the same time.
- Some open Rifts will block roads that lead to some Dungeon locations. They must be cleared in order to use that road and visit those Dungeon locations.
- To remove a Rift, a player or group must choose to go to it and defeat it like a Dungeon.
- **There are two ways to defeat a Rift:** Defeat General Velos or find one of the Portals in the Rift Deck.
- When one of these things happens, the Doom Tracker increases by 2 points, and that Rift is removed from the board.
- If all of your Heroes are killed during the Dungeon Run, you have failed, and the Doom Tracker will go down by 2 per player.
- Whether you defeat the Rift or the Rift defeats you, every Rift still active will decrease the Doom Tracker down by 1 per turn.
- Beware: the Undead Crusade is immortal! Even if defeated, a Rift will always return when the Tracker falls to a green number. Rifts are not removed even if the Doom Tracker goes above a green number.
- If multiple players or groups are clearing Rifts, they draw both from the same Rift Card deck until General Velos is killed or a Portal card is reached. As a result, up to 3 Rifts can be closed in one Dungeon Run.

### WIN CONDITION:

Same as the normal game - defeat the Death Mage. This scenario just adds new monsters and new challenges.

### LOSE CONDITION:

Same as the normal game - if the Doom Tracker reaches 0, everyone has lost.



## SYMBOL EXPLANATION:



Your active Hero or any Hero it is referred to.



Mage symbol. It can be seen on the Hero card.



Ranger symbol. It can be seen on the Hero card.



Warrior symbol. It can be seen on the Hero card.



Rogue symbol. It can be seen on the Hero card.



Cleric symbol. It can be seen on the Hero card.



Paladin symbol. It can be seen on the Hero card.



Warlock symbol. It can be seen on the Hero card.



Fame symbol. It can be seen on the Fame Tokens.



Curse symbol. It can be seen on the back of Curse Cards.



Item symbol. It can be seen on the back of Item Cards.



Boss symbol. It can be seen on the top-right corner on the Boss cards. These bosses are the final stop in your Dungeon Run (unless otherwise specified like in the Death Keep raid).



Dungeon Symbol. Represents the Dungeon room you are in. It can be inhabited by monsters, treasures, traps or empty hallways.



Epic symbol. It can be seen on the top-left of the Items or Enemies card. This symbol indicates Items that are better or Enemies that are more challenging.

## WANT MORE NEGOTIATION IN THE GAME?

During the Selection phase, players may attempt to make deals to encourage other players to go with them, or try to charge others a price to go with them. You can also think of the place you sent your scout as 'your place' if you like.

This sort of play will be different for each group, but the golden rules here are to allow for negotiation, agreements should be considered binding, and to keep it simple and fun. Don't get so engrossed in intricate negotiations that you forget to actually on a Dungeon Run!