Contents

INTRODUCTION

12 Realms: Dungeonland expands the fairytale world. That's a new standalone game, a dungeon crawling game where powerful magic has mutated the lands of the 12 realms, invading on their tales and attempting to change them forever. Evil spreads everywhere, twisting and mixing the tales in sinister stories where the ending is never good. Horrific villains have come back for their revenge on the Heroes of the tales, this time more dangerous than ever. The source of this magic is unknown and yet whispers of an ancient evil spread through the lands. The once green fields and lush forests are now dark and dead as nothing grows anymore and all the beauty of the realms is gone. With more tales being affected by the dark magic every day the heroes of the tales combine their powers to save the 12 realms and banish this evil once and for all. 12 Realms: Dungeonland is a strategic dungeon crawl game for 2-4 players.

The players take on the roles of famous folklore characters like Little Riding Hood and Prince Charming, each with a unique ability, attempting to travel across the tales and stop the great villains that have returned by dark magic to change their endings to bad ones and cast the realms into eternal darkness. In their quest to fight the great evil the heroes will be faced with great challenges including completing daring objectives and facing off against great evil. To face these daring challenges the heroes will have at their disposal powerful weapons, skills and ancient magic. They will travel across many tales gathering clues about the source of this mysterious evil, while fighting for their lives in stunning tiles, using a unique combat system featuring a set of completely custom dice. Through their adventures the heroes will gather experience, hone their skills or acquire new ones, using a very innovative skill tree system offering tons of customization and options, collect gold and find powerful artifacts to aid them against the foul magic that has spread through the lands.

The heroes will face strong Villains and their minions with a new A.I. system that allows the bosses to react to certain circumstances while utilizing amazing abilities that will challenge the heroes might and resourcefulness. Offering a clean and easy to learn system while having deep strategic decisions and a ton of replayability makes 12 Realms: Dungeonland the perfect game for new and experienced gamers alike. The battle for the 12 realms has just begun and yet the time grows short as more and more tales are being corrupted by this foul magic. Will the heroes be able to find the source behind it and stop it before it's too late, or will the tales be lost forever into twisted evil versions of themselves?

COMPONENTS

Heroes Sheets

Red Riding Hood x1

Grumpy Dwarf x1

Wizard of Oz x1

Snow White x1

Rapunzel x1

Prince Charming x1

Boss Sheets

The Big Bad Wolf x1

The Old Hug x1

The Magic Mirror x1

Minion Cards

Chicken Warrior lvl 1 x4

Mouse Soldier lvl 1 x4

Werewolf lvl 1 x4

Bandit lvl 1 x4

Chicken Warrior lvl 2 x4

Mouse Soldier lvl 2 x4

Werewolf lvl 2 x4

Bandit lvl 2 x4

Chicken Warrior lvl 3 x4

Mouse Soldier lvl 3 x4

Werewolf lvl 3 x4

Bandit lvl 3 x4

Elite Minion Cards

Headless Rider lvl 1 x1

Dark Unicorn lvl 1 x1

Headless Rider lvl 2 x1

Dark Unicorn lvl 2 x1

Headless Rider lvl 3 x1

Dark Unicorn lvl 3 x1

Weapon Cards

Woodcutter's Axe x1

Little Dagger x2

Apple Bow x1

Magical Sphere x1

Prince's Blade x1

Knight's Sword x1

Spiked Club x1

Sling x1

Shortbow x1

Throwing Dagger x1

Amber Blade x2

Longbow x2

Throwing Spears x1

Flaming Rod x2

Enormous Hatchet x2

Hunter's Bow x2

The Needle x1

The Flaming Blade x1

Huntsman's Crossbow x1

Merlin's Staff x1

Armor Cards

Leather Armor x1

Red Hooded Cloak x1

Fairy Cloak x1

Prince's Cape x1

Bandit Armor x2

Swift Boots x1

Hunter's Hoodie x1

Knight's Shield x1

Gambler's Armor x1

Wizard's Robes x1

Scale Boots x1

Soldier's Helmet x2

Knight's Armor x2

Flying Boots x1

Dwarven Shield x1

Dwarven Helmet x1

Blackbeard's Clothes x1

The Mithril Plate x1

The Impenetrable x1

Trinket Cards

Magical Brush x1

Ring of Power x2

Ring of Speed x2

Amulet of Luck x1

Amulet of Sight x1

Ring of Life x1

Ring of Endurance x1

Amulet of Courage x1

Ring of Wealth x1

Ring of Vitality x2

Amulet of Evasion x1

Ring of Thorns x1

Invisibility Ring x1

The Spectral x1

Spell Cards

Fireball x1

Magical Arrow x1

Blinding Light x1

Inferno x1

Frost Lance x1

Sleep x1

Heal x1

Lava Sphere x1

Blizzard x1

Mind Control x1

Restoration x1

Consumable Cards

Health Potion x2

Energy Potion x2

Stun Potion x2

Dash Potion x2

Item Detect Scroll x2

Event Cards

Ambush x3

Twisted Magic x4

Heroic Resolve x3

Dark Chieftain x2

Deadly Fog x4

Dark Command x4

Magical Air x2

Hidden Trap x3

Nothing Happens x3

Greater Evil x2

Initiative Cards

Hero Initiative x4

Exploration Cards

A1 x1, B1 x1, C1 x1

A2 x1, B2 x1, C2 x1

A3 x1, B3 x1, C3 x1

A4 x1, B4 x1, C4 x1

A5 x1, B5 x1, C5 x1

A6 x1, B6 x1, C6 x1

A7 x1, B7 x1, C7 x1

A8 x1, B8 x1, C8 x1

A9 x1, B9 x1, C9 x1

A10 x1, B10 x1, C10 x1

A11 x1, B11 x1, C11 x1

A12 x1, B12 x1, C12 x1

A13 x1, B13 x1, C13 x1

Dice

Attack Dice x6

Defense Dice x6

Loot Dice x3

Tokens

Health Token x20

Energy Token x20

Gold Token x20

Hero Token x8 (4 different colors x2)

General Token x4

Daze Token x4

Stun Token x4

Poison Token x4

Bless Token x 4

Terrain Tokens

Pillar x4

Destroyed Pillar x2

Tree x4

Tree Pile x2

Teleport x2

Holly Ground x2

Lake x2

Chest x2

Magic Chest x2

Bookcase x2

Table x2

Barrel x4

Ladder x4

Tomb x2

Rock x4

Bush x4

Wagon/Cart x2

Doors x4

Miniatures

Red Riding Hood x1

Grumpy Dwarf x1

Wizard of Oz x1

Snow White x1

Rapunzel x1

Prince Charming x1

The Big Bad Wolf x1

The Old Hug x1

The Magic Mirror x1

Chicken Warrior x4

Mouse Soldier x4

Werewolf x4

Bandit x4

Headless Rider x1

Dark Unicorn x1

Note: Minion Miniatures each on a different Color matching a different colored symbol on their cards.

BASIC GAMEPLAY

12 Realms: Dungeonland is played in a series of rounds divided into 4 phases:

Round Summary

1. **Refresh Phase**

2. **Event Phase**

3. **Action Phase**

    - Move

    - Attack

    - Cast a spell

    - Use a skill

    - Explore

    - Interact

    - Swap/ Trade Equipment

    - Rest

    - Lute

4. **End Phase**

Round Phases

During a round the players proceed through the phases in order, resolving each one:

1. **Refresh Phase:** All effects that end or trigger at the beginning of a round do so now. All used abilities are available again (except for one-time abilities).

2. **Event Phase:** One of the players draws the top card of the **Event Deck** resolving its effects and then discarding it.

3.   Action Phase: Each hero performs two actions in any combination, either following initiative turns when in combat, or in any turn order they wish when out of combat. (For initiative rules see page 14). The actions are the following:

Move:

The hero moves a number of spaces equal to his speed. The hero must each time move to an adjacent space and cannot move diagonally. This means that a figure must move between spaces that share at least one side with each other and must end his movement on an empty space. A figure can move through friendly figures freely, but it costs 1 extra movement point to move through an enemy figure.

Explore:

When a hero is in a square adjacent to a door and there are no monsters in the dungeon, he can perform this action to open the door. 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. Monsters are indicated as follows: M2 for 2 players, then add M3 for third player and M4 for the fourth player. See monster spawn for further details page 15. Finally place the heroes (H1-H4) on the indicated spots on the card in any order you like. Players choose where each hero is placed on the tile. **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. After the explore action is made, the initiative turn is determined (see page 14)

Attack

When a hero uses the Attack action to perform an attack, he follows a number of steps:

A) **Choose target and weapon:** The Hero declares the target or targets of his attack, respecting the **Line of Sight** (see page 14) <u>and</u> the range and the weapon he will use to attack. A hero can only choose one weapon. A hero can target a free space if he wishes.

B)   **Calculate Attack Dice:** The Hero adds together the Attack value of his weapon plus any other modifiers from items and abilities into a final Attack number. This number is how many dice the player rolls for this Attack.

C)   **Roll and Evaluate attack dice:** The Hero rolls the number of attack dice determined above and performs the effects described in the table below:

Die Roll	Result
1	Miss
2	Melee
3	Ranged
4	Ability
5	Melee
6	Critical

The different symbols on the dice have the following effects:

1. **Miss:** This result produces no success and is discarded.

2. **Melee:** This result counts as one success if the attack is melee (either by a weapon with the melee type or by a monster with a melee attack).

3. **Ranged:** This result counts as one success if the attack is ranged (either by a weapon with the ranged type or by a monster with a ranged attack).

4. **Ability:** This result counts as one success if the attack is magical (either by a weapon with the magical type or by a monster with a magical attack).

5. **Critical:** This result counts as one success regardless of the type of the attack and also explodes the die, meaning that an additional die is rolled and its results added to the total. Further Critical results also explode the die until no Critical is rolled. In the case of a spell the Critical result counts as one of the required symbols (Player's choice).

After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled depending on the type of the attack. This number is the potential damage this attack can inflict on its target. If at least one success is generated, the attack counts as successful.

D) **Calculate defense dice:** The target of the attack adds up all Defense values from his wielded items plus any abilities he may have. That is how many defense dice he rolls against this attack.

E) **Roll and Evaluate defense dice:** The result of the defense is determined by the following table:

Die Roll	Result
1	Miss
2	Miss
3	Miss
4	Shield
5	Shield
6	Critical

The different symbols on the dice have the following effects:

1-3 **Miss:** This result produces no success and is discarded.

4-5 **Shield:** This result counts as one success.

6 **Critical:** This result counts as one success and also explodes the die, meaning that an additional die is rolled and its results added to the total. Further Critical results also explode the die until no Critical is rolled.

After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled. This is his damage reduction potential.

F) **Final Resolution:** The player now subtracts the target's damage reduction potential from the attacker's number of potential damage he calculated earlier. If any damage is left after the subtraction, then the target loses that many Health Points and any effects the attack may have, come in effect.

Note 1: A model performing a ranged attack can never target an adjacent enemy model.

Cast a Spell

When a hero uses the Cast a Spell action he performs a special kind of attack following a number of steps:

- **Choose Target and Spell:** The Hero declares the target or targets of his spell, respecting **Line of Sight** <u>and</u> range and the spell he will use. A hero can only choose one spell. A hero can target a free space if he wishes.

- **Roll Spell Dice:** The Hero rolls a number of dice equal to the Dice value listed on the spell. The dice rolled are attack dice.

- **Determine Success:** After rolling all the dice, including those that resulted from exploding criticals, the player checks to see if he achieved the number and type of successes indicated by the spell's cast ability. If the spell is successful it generates a number of potential damage equal to the Damage value of the spell.

- **Calculate defense dice:** The target of the spell adds up all Defense values from his wielded items plus any abilities he may have. That is how many defense dice he rolls against this attack.

- **Roll and Evaluate defense dice:** After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled. This is his damage reduction potential.

- **Final Resolution:** The player now subtracts the target's damage reduction potential from the attacker's number of potential damage he calculated earlier. If any damage is left after the subtraction, then the target loses that many Health Points and any effects the attack may have come in effect.

Use a skill
The hero uses one of his abilities paying all costs. See character advancement page 18

Interact
The hero interacts with an object, for example using a lever, a magic device etc.

Swap/ Trade Equipment
The hero may change his current equipped items with any of the items on his backpack respecting wield limits and restrictions. Also a hero using this action can trade equipment either from his backpack or wielded with another hero adjacent to him.

Rest

This action has to be the only action a hero takes on his turn. The hero completely recovers his energy points.

Loot

Each Hero can perform a Loot action if there are no monsters in the dungeon. While in a tile a hero may perform a Loot action to either search the tile he is in, or search a scenery. This action can be used only once per tile and can never be used on the starting tile. In order to perform this action the players must roll the Look Die. Depending on the result of the Loot die the Hero takes (or not) either an item, gold or a consumable from the appropriate stack. What the Hero takes depending on the Loot die roll is shown in the following table:

Die Roll	Result
1	Miss
2	10 Gold
3	Consumable
4	Consumable
5	10 Gold
6	Equipment

The different symbols on the dice have the following effect:

1. **Miss:** The heroes found nothing.

2. **10 Gold:** Each hero takes 10 gold.

3. **Consumable:** The heroes draw the first card of the Consumables deck.

4. **Equipment:** The heroes draw the first card of the equipment deck appropriate to the quest's level.

End Phase: All effects that end or trigger at the ending of a round do so now.

After all phases have been resolved the players check if the adventure is over. If it is then they receive the rewards of that adventure and move to the next. If it is not a new Turn begins.

Note 1: Players always skip the Event Phase on the first round of every adventure!

Note 2: In between heroes monsters will also activate following the initiative order. Each monster when it activates it performs first a move and then an attack action in this order.

Initiative

Initiative is used to determine the order in which heroes and monsters will act during the Action Phase of a round. When heroes enter a new tile, after they have set everything up using the Exploration Card of the tile, they will take all monster cards and shuffle them with the Hero initiative cards. After you shuffle them start placing them out from top to bottom to create a row. Monsters and heroes activate in the order of the cards from top to bottom. During the first round when a Hero Card is next to activate the party decides which Hero is going to activate on that initiative and that Hero places his token on that initiative card. Until the Heroes have to shuffle up the initiative orders again (due to entering a new tile or some other game effect) Heroes and monsters will activate in this order during the following rounds. Each Hero that placed their token on an initiative card now activates on that initiative. Some effects might cause cards to go higher or lower on the initiative row.

Line of Sight

Line of Sight is a requirement for many actions in the game and describes whether a model can see or not another model or space. In order to determine if a model has **Line of Sight** or not, draw an imaginary line from the center of the model performing the action to the center of the target model or square. If the line is **not** interrupted by any enemy models or blocking terrain, then the model has **Line of Sight** to the target. Friendly figures do not block line of sight.

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, and the type of the attack shown by the appropriate symbol.

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

Special Powers: Any special powers this minion has.

Monster Activation

During the Action phase all monsters activate following the initiative order. Each monster 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. If it is still a tie, the players choose which Hero it attacks.

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, an attack die is rolled on its patterns table to determine its effects.

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 card from the appropriate deck (depending on its type and level) and follow the steps below:

- Monsters are placed <u>within the new tile</u> exactly on the squares indicated by the exploration card. Monsters are indicated as follows: M2 for 2 players, then add M3 for third player and M4 for the fourth player.

- In the case of an ambush monsters are placed on the previous tile the Heroes were, 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.

Character System

In 12 Realms: Dungeonland the players take on the roles of fairytale heroes fighting against evil. These heroes' strengths and abilities are described using 3 different base characteristics and a special ability:

Characteristics

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

Health: The number of damage a hero can take before falling unconscious.

Energy: A resource fueling various abilities and skills.

Special Power: An ability that is unique to each hero.

Modifying Characteristics

Through various in game items or effects a hero's characteristics may either increase or decrease from their base value to a minimum of 0. If a characteristic reaches 0 special effects take place:

1. **Speed = 0:** The hero is unable to move and subtracts one from his defense (to a minimum of 0).

2. **Health = 0:** The hero is knocked unconscious. Remove his figure from the map and place his hero token on the space he died. The hero cannot activate again until someone heals him or a number of turns equal to 6 – his base health pass, at which point he is immediately placed in a free space adjacent to another hero with one health point remaining. A Hero must always stay at least one round unconscious after the round he was defeated. The hero always returns from being unconscious with one health point. Healing after he has returned works normally.

3. **Energy = 0:** The Hero can no longer spend energy.

Using Energy

Energy works like a limited resource to pay for various costs and abilities. When a hero wants to use an ability that requires energy, like casting a spell, remove two energy tokens from his hero sheet. If a hero doesn't have enough energy to match the ability's cost then he cannot use this ability. Apart from special abilities and spells all heroes can use energy to do two basic things:

1.   **Energy Surge:** By spending two energy a hero can add one success symbol, of his choice, to his total when performing an attack or defending against one, after he has rolled the dice.

2.   **Run:** By spending one energy a hero can instantly move one space as if he had performed a move action with a speed of 1. This ability can be activated up to two times during a hero's activation.

Character Advancement

Heroes start their adventure with a few abilities and a set of starting equipment. Through their adventures they will find new and powerful items and hone their skills. Heroes can unlock new abilities by spending experience points, earned during their adventures, on one of the Skill Trees available to them. Each Hero Sheet clearly states which Skill Trees are available to each Hero. Skill Trees are found in Appendix A.

Skill Cost

Skills cost a number of experience points based on which row they are. There are three rows on each of the skill trees (except from the spellcasting tree), with the skills on the first one costing 1 experience point, the ones on the second 2 and those on the third 3. As it is obvious, the cost goes up by one experience point the lower you go on these rows starting from the top. The Spellcasting tree is a special one and contains a fourth row but the first row of it is a 0 cost row. A hero may purchase skills in any combination from his available Skill Trees as long as he pays the required experience points. Skill Trees are found in Appendix A.

Equipment System

Equipment is a very important part of 12 Realms: Dungeonland and without it the heroes could not hope to succeed on their quest. Equipment is divided into four categories:

Weapons

The tools of combat, with these mighty items the heroes will face the monsters that have invaded their realms. All weapons have five characteristics:

Cost: This weapon's value in gold.

Attack: The number of Attack dice rolled when attacking with this weapon.

Ability: This weapon's special ability.

Type: Indicates the type of this weapon's attack (Melee, Ranged or Magical).

Wield: Indicates the required slot to wield this weapon.

Weapon Range

If the Type of a weapon's attack is either Ranged or Magical it will have a number next to it. This number is the range of this weapon and indicates how far in spaces this weapon can target its attacks. A Ranged or Magical Weapon can target diagonally but every diagonal space counts as 2. Melee Type weapons do not have a range number because they can only target adjacent spaces and figures.

Armors

Protection is often as important as power and without a good armor and maybe a sturdy shield the heroes might be in trouble. All armors have five characteristics:

Cost: This armor's value in gold.

Defense: The number of Defense dice rolled when defending against an attack.

Ability: This armor's special ability.

Type: Indicates the type of this armor (Light, Heavy or Shield).

Wield: Indicates the required slot to wield this armor.

Trinkets

Trinkets are the little things like rings and amulets but although small in size many magical trinkets have unimaginable power. All trinkets have four characteristics:

Cost: This trinket's value in gold.

Type: Indicates the trinket's type (Ring, Amulet or Other).

Ability: This trinket's special ability.

Wield: Indicates the required slot to wield this trinket.

Spells

Spell are powerful magical abilities used by wizards to destroy their foes or help their allies. Spells do not require to be wielded and do not count towards the limit of items a Hero can carry. Also, in order to cast spells a Hero <u>must</u> wield a Weapon with the Magical type. All spells have five characteristics:

Energy: This is the amount of energy a hero must spend in order to cast this spell.

Dice: This is the number of dice a Hero rolls to determine whether the spell will be cast successfully or not.

Damage: This is the amount of damage the spell will inflict if it is successful.

Type: Indicates whether the kind and number of opponents this spell can affect (Target, Blast, Big Blast, Party).

Ability: This spell's special ability. All spells have a common Special Ability called Cast.

Spell Targets and Cast

Every spell has a one of the following Type:

- **Target:** The spell affects only one target.

- **Blast:** The spell affects one target and all spaces and figures adjacent to that target.

- **Big Blast:** The spell affects one target and all figures and spaces up to two spaces away from that target.

- **Party:** The spell affects all the Heroes plus any allies they have with them.

Cast is an innate ability for all spells that indicates the number and type of the combination of symbols required to score a success. For example: **Cast (1 ab)** indicates that this magical attack requires 1 Ability symbol rolled in order to succeed.

Ability Symbol = ab

Melee Symbol= me

Ranged Symbol= ra

When casting a spell Heroes use the range of their wielded magical weapon to calculate the spell's range.

Buying and Selling

On their adventures, the heroes will meet mysterious traders willing to trade items with the heroes for gold. When a hero buys an item from a trader he has to pay its full Cost in gold. When he sells an item though he only gets <u>half</u> the item's Cost in gold as the traders are really good in what they do and always seek out profit. Items with an S in parenthesis next to their name are starting equipment. Any starting equipment can be sold for 5 gold.

Heroes Wield

All heroes can carry a certain number of equipment, some of these items they can wield to be able to use them at once while others will be stacked on their backpack for later use. Each hero can wield a number of items equal to their wield slots available and carry up to 4 items in their backpack.

The wield slots all heroes have are the following:

- **Left Hand**

- **Right Hand**

- **Head**

- **Torso**

- **Feet**

Note that rings and amulets require no slot but a character can wield a maximum of 1 amulet and 2 rings!

Consumables

Consumables are small one-use items that the heroes will find during their adventures. Consumables do not count towards the maximum limit of items a character can carry, although a hero can only have two of them at once. If a consumable hasn't been used by the end of an adventure it is simply discarded.

Health and Energy Tokens

To keep track of the number of Health Points and Energy its Hero has the game uses a number of tokens. Before an adventure begins each hero takes Health and Energy Tokens equal to the Health and Energy values of their Heroes respectively and places them on their Hero sheet. Every time a character spends or loses Health or energy points simply remove a token for each point lost and anytime a Hero replenishes any Health or Energy points take pack a number of Tokens equal to the amount of points restored. Note, that no Hero can ever exceed in tokens his Health or Energy values.

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.

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 players 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. **Each 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!

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 Scenery Tokens

In 12 Realms: Dungeonland you will be asked to place scenery tokens on the tiles, based on the exploration cards that you open each time. The scenery follows the rules below:

- **Pillar:** Occupies 1 square. Blocks line of sight and movement.

- **Destroyed Pillar:** Occupies 1 square. A figure can pass through the destroyed pillar but not end its movement on top of it.

- **Teleport pad:** Occupies 1 square. You can use it to teleport to another teleport pad as part of your move. Using the teleport costs 1 movement point.

- **Ladder:** Occupies 1 square. Move up and down to another ladder. Going up or down the ladder costs 1 movement point.

- **Holy Ground:** Occupies x square. Interact with the Holy Ground and receive a blessing token. This can be used to either Heal 1 damage, reroll 1 die or remove 1 condition token. Monsters cannot enter the Holy Ground. Each Hero can have a maximum of 1 bless token on them.

- **Chest:** Occupies 1 square. When you perform the loot action standing adjacent to a chest, you can choose to loot the chest instead of the room. When looting the chest, draw 1 equipment card of your Hero level. After you use the equipment once, discard the card. A figure can pass through the chest square but not end its movement on top of it. Looting a chest counts against the limit of 1 loot per tile.

- **Magic Chest:** Occupies 1 square. When you perform the loot action standing adjacent to a magic chest, you can choose to loot the magic chest instead of the room. When looting the magic chest, draw 1 equipment card one level higher than your Hero's level. After you use the equipment once, discard the card. A figure can pass through the chest square but not end its movement on top of it. Looting a chest counts against the limit of 1 loot per tile.

- **Pond:** Occupies x square. The pond is a difficult terrain. Spend 1 additional movement point to move through the lake.

- **Bookcase:** Occupies 2 squares. Interact with the bookcase to get 1 experience point. Interacting with the bookcase can only be performed once. If a Hero gains the experience point, no Hero cannot interact with the bookcase again. No figure can pass through the bookcase squares.

- **Table:** Occupies 2 squares. Spend 2 movement points to enter the squares with the table token. When standing on a table, ignore all figures when drawing line of sight. When standing on the table, all 8 squares around the figure are considered to be adjacent.

- **Tomb:** Occupies 1 square. Spend 2 movement points to enter the squares with the tomb token. When standing on a tomb, ignore all figures when drawing line of sight. When standing on the tomb, all 8 squares around the figure are considered to be adjacent.

- **Barrel:** Occupies 1 square. When you perform the loot action standing adjacent to a barrel, you can choose to loot the barrel instead of the room. When looting the barrel draw 2 consumables and keep 1 of the 2 cards. Looting a barrel counts against the limit of 1 loot per tile.

- **Rock:** Occupies 1 tile. The rock blocks movement. A figure cannot pass through or finish their action on a square containing a rock. The rock does not block line of sight.

The Dark Bargainer

Seeing the great catastrophe caused 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, as part of the art, the players will see figures wearing dark robes waiting for them. A hero can interact with that figure to immediately 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.

Important Note: The Dark Bargainer is the only part of the tiles' art that needs to be taken into account. Ignore all art on the tiles, apart from the Dark Bargainer.

APPENDIX A: SKILL TREES

The base game of 12 Realms: Dungeonland includes the following Skill Trees:

Martial Tree: For those who like to crush their opponents with devastating blows this skill tree includes many aggressive combat abilities focusing on melee.

Zenith Tree: A skill tree for those that prefer combat from a distance this tree includes various aggressive abilities focusing on magical and ranged.

Protection Tree: A skill tree focused on defensive abilities capable of making a hero fight head on even the mightiest of foes.

Spellcasting Tree: A special skill tree that includes both aggressive and defensive spells for the weavers of magic.

Martial Tree

Power Strike: When performing an attack you can spend two energy to roll an additional die on this attack. This ability can only be activated once per attack.

Two Handed Master: The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 2 hands.

One Handed Master: The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 1 hand.

Cleave attack: When performing a melee attack against a target monster and the attack deals its damage, you may deal an equal amount of damage to another monster adjacent to the target.

Powerful Blow: When performing an attack you may spend 4 energy to add 3 dice to the attack. This ability can only be used once per adventure.

Critical Mastery: You gain the Superior Critical special ability with any weapon you have equipped. If the weapon already has Superior Critical you gain Penetrative 1 instead.

Flurry of Blows: When performing a melee attack after all results are applied and any damage is dealt to the target, you may spend 4 energy to immediately perform a second attack. This ability can only be used once per adventure.

Zenith Tree

Fast Reflexes: After being attacked, if you received no damage from the attack, you may move one space.

Magical Mastery: When performing an attack with a Magical weapon, you may choose your attack to have the Magical or Ranged type.

Ranged Mastery: When performing an attack with a Ranged weapon, you may ignore enemy figures when tracing Line of Sight.

Blasting Power: When performing an attack you may spend 4 energy to have the attack change from Target to Big Blast and increase its attack by 1. This ability can only be used once per adventure.

Deadly Shot: When performing an attack you may reduce your weapon's range by 2 points to increase its attack by 1. This ability can only be used once per turn.

Surprise Attack: When a monster activates in your Line of Sight, you may choose to spend 2 energy and perform an attack against it. This ability can only be used once per turn.

Multi-Shot: When performing a Ranged or Magical attack, you may spend 4 energy to choose up to 3 targets instead of one. All those targets suffer the effects of your attack. Each target rolls defense separately. This ability can only be used once per adventure.

Protection Tree

Vigor: By spending two energy a hero can heal 1 Health Point he has lost earlier.

Heavy Armor Mastery: When an ally figure adjacent to your hero is targeted with an attack, your hero can choose to become the target of the attack instead. In order to use this ability a hero must wield only Heavy Armor. This ability can only be used once per turn.

Light Armor Mastery: After being damaged by an attack your hero can choose to counter-attack performing an immediate attack action. In order to use this ability a hero must wield only Light Armor. This ability can only be used once per turn.

Defensive Stance: On your hero's turn you can choose to reduce his speed up to four points to increase his defense by 1, for its two points of speed reduced. This ability can only be used once per adventure.

Shield Slam: On your hero's turn you can choose to have him perform a special action called Shield Slam. Shield Slam works just like the Attack action using the Shield's defense value as an attack value instead. In order to use this ability a hero must wield a Shield.

Evasive: You gain the Dodge special ability. If you already have the Dodge special ability then you gain Ghostly instead.

Berserk: After being attacked and defeated by an attack, immediately restore one health point and perform two attacks. This ability can only be used once per adventure.

Spellcasting Tree

Fireball: A ball of fire burns bright between your hands ready to be unleased upon your enemies.

Magical Arrow: Purple energy shoots forth from your pointer finger taking the shape of an arrow of pure magical energy.

Blinding Light: Light as bright as the sun comes out of your palms blinding your foes.

Inferno: You invoke the power of fire to strike upon your foes and dazzling flames come out of the ground to obey your command.

Frost Lance: You create a magical lance in your hand which is then turned into pure ice before you throw it on your target.

Sleep: Sometimes fighting can be avoided especially if your opponent decides to take a little nap.

Heal: Small sparkling lights come out of your hand healing the wounds of your target.

Lava Sphere: Fire is great, but what about lava? Maybe a big sphere too?

Blizzard: Solid ice rains upon your enemies freezing them and slowing them down.

Mind Control: I like the way you think, I just have a few suggestions to make.

Restoration: Dancing light spheres come out of your palms and reach out to your allies, giving them hope and healing them.

APPENDIX B: SPECIAL POWERS

1.   Agile: The <u>first</u> time you move through an enemy figure it does not cost you one additional movement.

2.   Blind: Any figure affected by Blind rolls one less die when attacking (to a minimum of 1). Blind lasts until the start of the next turn.

3.   Block: Ignore the first damage dealt to this figure by a Ranged Attack.

4.   Brutal Strike: When a figure with this ability performs an attack any Critical results explode into 2 new dice instead of 1.

5.   Cancel (X): When targeting a figure with this ability cancel the effects of the X ability in parenthesis.

6.   Control: The target figure of this attack (if the attack succeeds) is controlled by the attacker during its next activation, letting him choose all actions and targets for them. During this activation the target figure can attack other friendly figures.

7.   Deadeye: Ignore friendly figures when tracing Line of Sight.

8.   Dodge: This figure ignores the first damage dealt to it each turn.

9.   Empower: All spells cast by a figure with this rule deal an additional damage, if they succeed.

10.   Fly: A figure with the Fly special power can pass through squares containing friendly figures or obstacles when moving. However, the figure still has to end its movement in a free space.

11.   Frenzy (Monsters Only): When a friendly minion of the same level is defeated, this minion rolls an extra attack die on its next activation.

12.   Frozen: A figure affected by this ability cannot perform any actions during its next activation.

13.   Gable (Items Only): When rolling either attack or defense using an item with this ability (depending on whether it's an armor or weapon) you don't have a fixed amount of dice that you roll, instead you roll dice until you don't score a success (a miss for armors or either a miss or not the right symbol for attacks).

14.   Ghostly: A figure with the Ghostly special power can pass through squares containing friendly or enemy figures or obstacles without spending additional movement points. The figure still has to end its move on an empty space.

15.   Heal: The target of this ability recovers a number of Health Points equal to the successes rolled.

16.   Hunter (Monsters Only): When targeting Heroes, this minion targets first the Hero who has the least health points remaining if able.

17.   Immobilize: When attacking, if the attack deals at least 1 damage, the target of the attack is Immobilized and cannot perform a move action during its next activation.

18.   Increase (X (a)): The figure who is affected by this ability increases its X Characteristic by a.

19.   Invisible: A figure with this rule can only be targeted by melee attacks.

20.   Lucky (X): You can reroll one of your dice each time you roll X type of dice.

21.   Magic Resistance: Whenever this figure is damaged by a spell or magical attack, it only suffers half the amount of damage dealt by the attack.

22.   Payroll: For every 2 monsters you kill gain 1 gold piece.

23.   Penetrative X: A figure with this special rule ignores X of the total success rolled by other figures when defending against its attacks.

24.   Quickcast: The first spell you cast each turn has its energy cost reduced by 1 (to a minimum of 1).

25.   Regeneration X: A figure with this ability recovers X Health Points at the start of its activations.

26.   Sleep: The target of this attack doesn't suffer any amount of damage but is instead put to sleep, making him unable to perform any actions during his next activation and lowering his defense by 1.

27.   Stun: When attacking, if the attack deals at least 1 damage, the target of the attack is stunned, performing 1 less action (to a minimum of 1) on its next activation.

28.   Superior Critical: When a figure with this ability performs an attack any Critical results count as two of the chosen symbol. This Critical doesn't explode the die.

29.   Sure Strike: When attacking, after rolling the attack dice, you may change one die to a facing of your choice except to the one with the Critical symbol.

30. **Swarm (Minions Only):** When this minion performs an attack against a Hero already attacked by another minion this turn, this minion can reroll any of its attack dice once (keeping the new results).

31. **Swift X:** The figure affected by this ability has its Speed Characteristic increased by X.

32. **Terror (Monsters Only):** When attacking, if the attack deals at least 1 damage, the target of the attack is terrified and cannot spend energy during its next activation.

33. **Large Creature:** Figures with this rule occupy 4 spaces on the map instead of 1. When moving these creatures have to respect all their spaces and can never enter a space unless it is free.