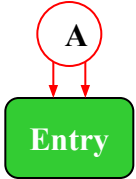
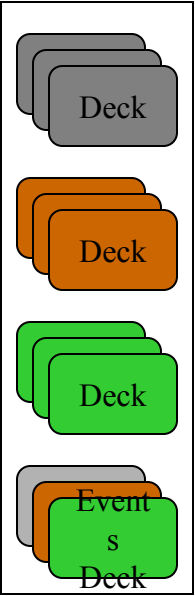


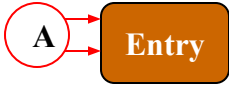
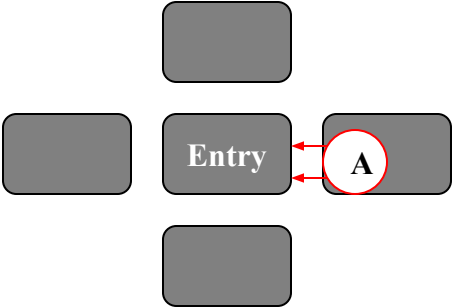
Entry Points to select by Players
Or
All players the same

INITIAL SET-UP



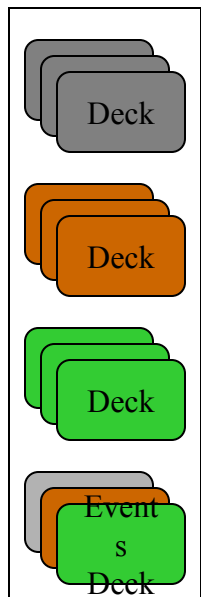
Malthorin Set

Tomb of Lich Lord+Vault of Fiends

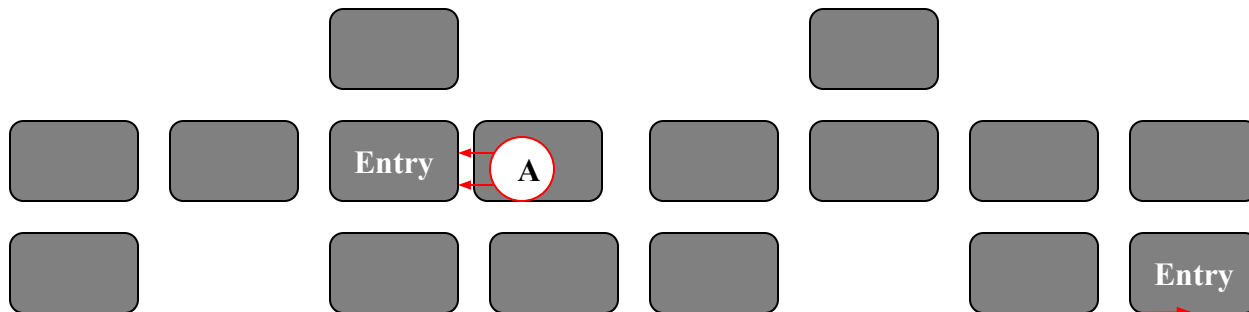


Den of Wererat

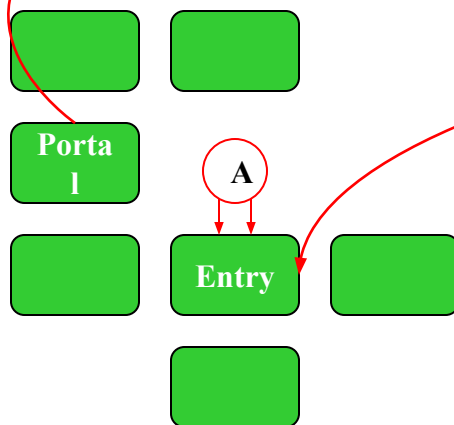
Entry Points to select by Players
A Or
All players the same



Tomb of Lich Lord+Vault of Fiends

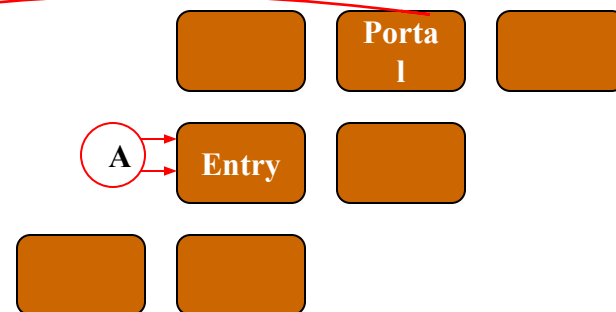


Selected Path



Malthorin Set

Selected Path



Den of Wererat

RULES FOR COMBINING SETS IN DUNGEONEER

- Select the *N* sets you want to combine.
- Separate *N* Dungeon Decks. 1 for each set.
 - Place the Entry card for each set. Leave spaces among them.
 - Only for the Dungeon Set (Lich Lord and Vault) follow the rules of placing corridors around. For the exterior don't follow this rule.
 - The cards that shift Players can be on any place of any set.
 - The card that Shift Places only acts in the same dungeon set.
- Combine the *N* decks of Events
- Combine the *N* decks of Quests:
 - Nobody who has not completed its quests can know about the general quest or quests. Those who complete its quests must keep the general quest in secret.
 - Winner who leaves by the entry with the 3 objectives completed.
 - Mode 1:
 - Choose 2 quests at random + 1 General.
 - Mode 2:
 - Choose 2 quest randomly + 1 quest for each dungeon as General.
 - Mode 3:
 - Choose 3 at random. Keep 2 secret. There is no general quests.
- Entry:
 - Select the Entry from one of the 2 basic sets (Lich Lord and Vault).
 - Place the Entries from the other Sets (Wilderness, City, etc).
 - Only there are 1 Entry from the 2 big sets (Lich Lord and Vault). The other entry is only for portal purposes and cannot be started from there by any player.
- Portal <-> Entry:
 - There is a connection from a Portal to any Entry.
 - Only one Portal connects to one Entry and that Entry to the same Portal.
 - It is a 2 way communication path.
 - Expend 2 movement point to travel.
 - Receive 1 glory and 2 peril.
 - Roll 1d6. If = 1 then you must defeat a monster from the Event deck. Discard the cards you draw that are not monsters.
 - The Entry from a Portal is chosen for the first player who travels through it not the first player who discover the Portal card.