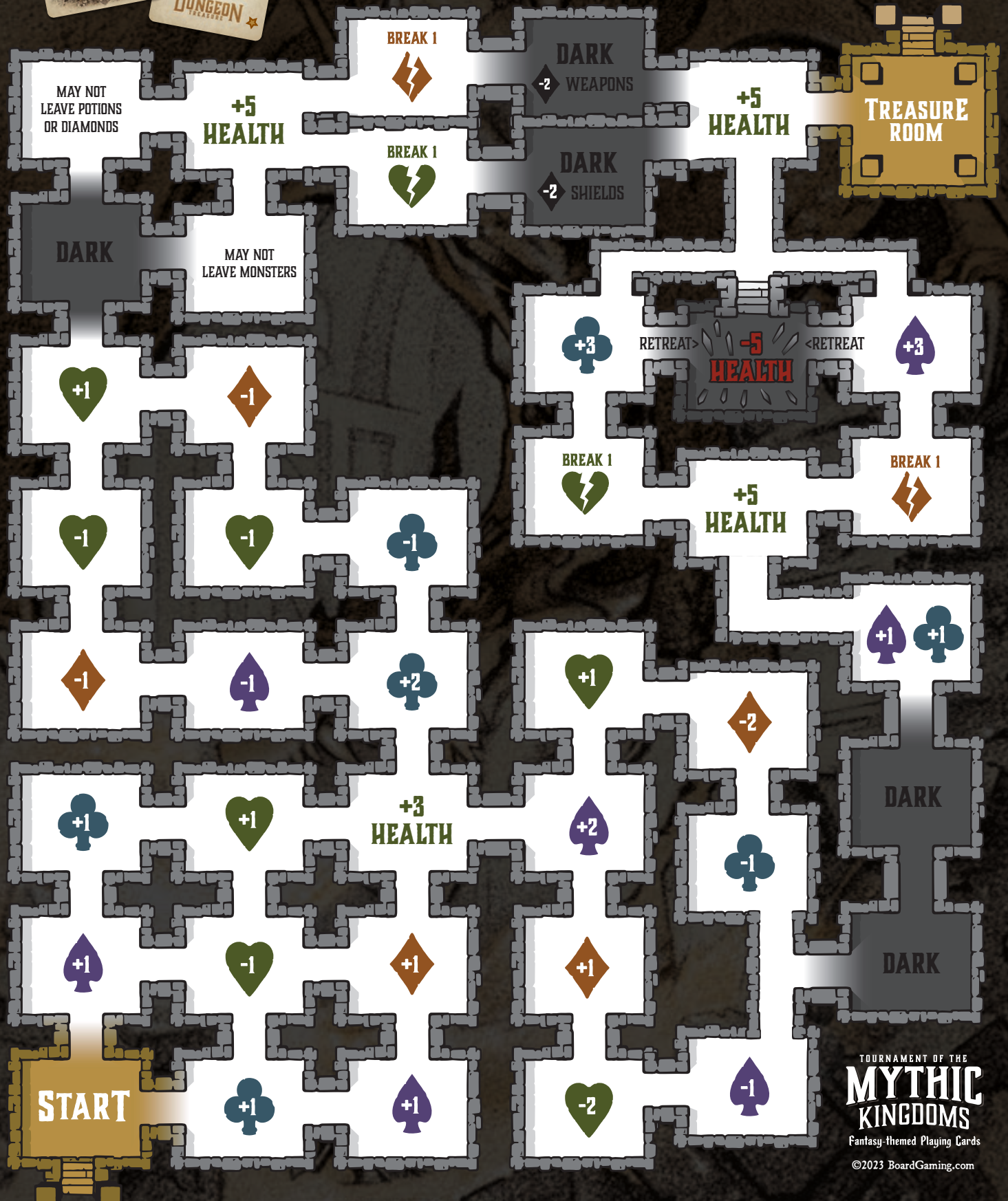




# SEARCH FOR THE GEM DRAGON'S TREASURE

MYTHIC  
DUNGEON  
Crawler



TOURNAMENT OF THE  
**MYTHIC  
KINGDOMS**  
Fantasy-themed Playing Cards  
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The goal for this expansion is to reach the Treasure Room, clearing the dungeon of monsters and looting everything along the way. How many delves into the deep dark dwarven dungeons does it demand to defeat the dragon and demand its diamonds?

Basic Rules for Mythic Dungeon Crawler  
[boardgaming.com/games/card-games/mythic-dungeon-crawler](https://boardgaming.com/games/card-games/mythic-dungeon-crawler)

## HOW TO PLAY

**Setup:** Set up Mythic Dungeon Crawler just like you would for a normal game and play using the basic rules (not the deck-specific rules). Place your standee character in the Start location of the map.

**Moving Through the Dungeon:** After you finish clearing a room (meaning that you only have 1 card left in the dungeon room), you need to decide which direction on the map you will move your character. Move your character into the next room and then refill the dungeon room with cards from the draw pile.

## ROOM EFFECTS

Each of the spaces on the map (except the start) has an environmental effect that may help you or hinder you as you play through the room. These effects normally take place immediately upon entering a new dungeon room, and remain in effect until you leave the room. Luckily, the Rogue has given you a map of the dungeon so you know in advance what all the effects will be.

Most of the effects will be fairly intuitive, but here are some more detailed rule explanations:

**±X♠ or ±X♣ :** Spades and clubs require ±X to defeat, and/or do ±X damage. If you enter a room marked -1♠ and there is a monster present in the room with only 1 health left, it would immediately be defeated (hope your loot bag is not covered). The value of monsters marking damage on shields will also be changed while in the room. You can think of that as continued rot from exposure to an orc's sword (in the case of a +1♣), or the magical damage diminishing from an undead's mace (in the case of -1♠).

**±X♥ or ±X♦ :** Hearts and diamonds get a bonus +X, or a penalty of -X. It is up to you to figure out how to strategize around these bonuses and penalties.

**Dark:** In a dark room, put one card face down when filling the room. When you choose to play that card, you must play it immediately. For example, if it is a monster, you must immediately attack it or it attacks you. If it is a weapon or potion, you must either use or equip it or place it on your bag, or discard it.

**±X Health:** Upon entering the room, either lose or gain X health. The effects in these rooms are one-time only (they do not apply if the room is re-entered).

**May Not Leave [Card Type]:** The unplayed card in the room may not be that card type. You will either need to leave a different card, or play all 4 cards.

**Break X♥ or ♦ :** After refilling the dungeon room with cards, if there are any cards of that specified type in play (within the room, equipped, or held), you must discard X cards of that type.

## SKIPPING A ROOM

When you "skip a room" as explained in the basic rules, you follow the same basic rules, except that on the map you also need to retreat out of your current room and find another path. You can travel freely through any previously cleared room(s) to enter a room you have not yet cleared.

**Important:** If you retreat from a room, you may not try to clear that room again unless you have cleared at least one other room first (creating a distraction elsewhere in the dungeon to draw away the original monsters from the previous room).

The board is printable, so you can use a pencil or pen to mark the rooms you have cleared (or use your favorite miniature).