

Appendix

The appendix describe, how the PM and the Dungeon is resolving specific spells from core game, which have to be resolve in the slightly different way than in the core game to make sense in the proposed variant. Because it contains a lot of spells in total it is recommend to use card sleeves and put small sign or use a sticker on sleeves (e.g. on the back of the sleeve) to help you remember that the specific spell is described in the appendix.

PM spell resolving notes:

Creatures:

Huggin – “Raven’s Eye” action allow the PM to counter waiting enchantment or incantation spell using mana combined from “Huggin” and PM.

Mana Leech – if **Mana Leech** damages the target the PM get’s +1/+2 mana instantaneously.

Enchantments:

Decoy – PM can cast **Decoy** targeting the zone/object he controls; when the Dungeon’s spell target zone (e.g. attack) or object the PM controls reveal Decoy, destroy it and destroy the Dungeon’s spell.

Essence Drain – **Essence Drain** payment (upkeep) is done by the Dungeon if it rolls 05-12 on 1D12.

Jinx – PM can cast **Jinx** targeting the Dungeon. Next, if the Dungeon will casting the spell during the battle, PM can decide if the **Jinx** is activated and the specific spell (Incantation, Enchantment or Attack) will be counter.

Magebane - PM can cast **Magebane** targeting the Dungeon. Every time when the Dungeon casts and resolves a spell, the one point of damage must be transferred into one of the Dungeon’s creature. Use the AAA to select the target of the damage, wounded creatures are last choice.

Pacify – **Pacify** payment is done by the Dungeon if it rolls 05-12 on 1D12.

Incantations:

Dissolve – **Dissolve** affects conjurations, not the equipment.

Drain Power – the rolled amount of mana is taken from Dungeon’s conjuration(s), next the Dungeon’s familiars and next from the Dungeon itself. The PM gets mana equal to rolled amount of mana.

Explode – **Explode** affects conjurations, not the equipment. “Fiery Blast” attacks all the creatures, which are in the zone the exploded conjuration is.

Seeking Dispel - **Seeking Dispel** allows PM to destroy “pending” enchantment (the enchantment waiting for activation).

Conjurations:

Mana Siphon – if at least one enemy creature is in range of **Mana Siphon** and within LoS, the PM gets +2 mana channeling temporarily.

Mordok’s Obelisk – the PM gets temporarily mana-channeling equal to: +1 for every enemy creature affected by the **Mordok’s Obelisk**, -1 for every own creature affected by the **Mordok’s Obelisk**.

Suppression Orb – if the enemy creature move into/out the zone with **Suppression Orb** of the PM, the PM gains 1 mana.

Walls – the Dungeon’s creatures do not move through walls with “Passage Attack” trait. The Dungeon’s creatures attack the wall, if they do not have another way to attack any PM’s creature or PM itself.

The Dungeon spell resolving notes:

Attacks:

Geyser – if any of the Dungeon’s creature has burn condition, roll 1D12: 01-04 – target the own creature to extinguish the fire, 05 – 12 – target PM or PM’s creature.

Creatures:

The Dungeon’s creatures with “Charge” trait try to use it during every action, so they can switch target every action stage and move between adjacent zones.

Asyran Cleric – he tries to use full action (“Healing light”) only if there is another wounded creature in range.

Blue Gremlin – payment is done by the Dungeon if it rolls 05-12 on 1D12, if so Blue Gremlin gains “Fast” trait until the end of the current round.

Fellella – every action stage take 1xL1 + 1xL2-L3 Enchantment spells, check current mana pool of Fellella and if it is sufficient, bring the spell into play; if both spell are valid, use the spell with higher level.

Goran – gets “Bloodthirsty+1” trait every round the Dungeon has Initiative token.

Gray Angel – “Redeeming Sacrifice” is casted automatically at Gray Angel death.

Huggin – every action stage take 1xL1 + 1xL2 Incantation spells, check current mana pool of Huggin and if it is sufficient, bring the spell into play; if both spell are valid, use the L2 spell.

Malacoda – all living Dungeon’s creatures move to different zone, than the Malacoda currently is.

Necropian Vampiress – payment is done by the Dungeon if it rolls 05-12 on 1D12, if so it gets “Flying” trait.

Enchantments:

Block – **Block** is waiting for activation near the board and it resolves when any of Dungeon’s creature is attacked and 05-12 is rolled on 1D12.

Death Link – The most wounded dungeon’s creature become target of healing. To select PM’s target of the spell use AAA.

Decoy – **Decoy** is waiting for activation near the board. When PM or its creature cast the spell where the target is the Dungeon’s creature/conjuration roll 1D12: if 05-12 was rolled, that spell is re-targeted to the Decoy.

Divine Intervention – the Dungeon teleports own creature with highest casting code into the zone where is the most wounded PM’s creature, next to the zone where is the PM’s creature with the lowest casting cost.

Jinx – **Jinx** is waiting for activation near the board and it resolves when quick spell by the PM or PM’s creature is casted and 05-12 is rolled on 1D12.

Hellfire Trap – roll D12, check zone’s ids and put that spell in the rolled zone face up, the spell is awaiting for the activation (the PM or PM’s creature enters the zone) until end of the battle.

Nullify – **Nullify** is waiting for activation near the board and it resolves when PM’s incantation or enchantment is casted on Dungeon’s creature as a target and 05-12 is rolled on 1D12.

Teleport Trap – roll D12, check zone’s ids and put that spell in the rolled zone face up, the spell is waiting for the activation (PM’s creature enters the zone, the PM does not triggers the trap) until end of the battle. If the PM’s creature enters the zone with teleport trap, it is teleported out of the arena for 2 rounds, mark it with damage die with value 2 face up. During reset phase, change die value by -1, if it reached 0, the creature is teleported into the zone, the teleport trap was set up.

Turn to Stone – **Turn to Stone** payment (Upkeep) is done by the Dungeon if it rolls 05-12 on 1D12.

Force Hold – **Force Hold** payment (Upkeep) is done by the Dungeon if it rolls 05-12 on 1D12.

Reverse Attack – Reverse Attack is waiting for activation near the board and it resolves when any of Dungeon’s creature is attacked and 05-12 is rolled on 1D12.

Reverse Magic - Reverse Magic is waiting for activation near the board and it resolves when any of Dungeon's creature is targeted by PM's enchantment or incantation spell and 05-12 is rolled on 1D12.

Incantations:

Dispel – the Dungeon selects valid revealed enchantment by random (e.g. using 1D12), valid enchantments are the enchantments hurting the Dungeon's creature(s) or supporting PM itself or PM's creature(s).

Force Push – the Dungeon selects target according to AAA, then he moves that creature in the random way using D12: 1 – 3: North, 4 – 6: East, 7-9: South, 10-12: West. The bashed is automatically paid to make "Passage Attacks" against that creature if possible.

Group Heal – **Group Heal** targets the Dungeon's creatures in the whole chamber not the single zone.

Heal – **Heal** targets the most wounded (closest to death) Dungeon's creature.

Knockdown – the Dungeon selects target according to AAA.

Minor Heal – **Minor Heal** targets the most wounded (closest to death) Dungeon's creature.

Purge Magic – **Purge Magic** targets the PM's creature or PM with the most attached enchantments controlled by the PM.

Resurrection – the Dungeon selects destroyed creature with the highest casting cost, it can bring to life the creature controlled by the PM before.

Rouse the Beast – at the end of the current round the Dungeon selects the random creature it controls, that creature can act once again during that round.

Shift Enchantment – the Dungeon selects source valid enchantment by random and selects the target using AAA (wounded creature at first, next creature with highest/lowest casting cost – to determine use the appropriate table).

Sleep – the Dungeon selects target according to point 1. in AAA.

Steal Enchantment – the Dungeon selects source valid enchantment by random and selects the target using point 1. in AAA (wounded creature at first, next creature with highest/lowest casting cost – to determine use the appropriate table).

Teleport – the Dungeon selects own creature with highest casting cost and teleports it to the zone with PM's creature in it, to select PM's creature use the point 1. in AAA.

Conjurations:

Animal Kinship – all Dungeon's creatures get all bonuses according to listed in the card, take under consideration all creatures in the chamber (the PM's creature and the Dungeon's as well).

Battle Forge – If it has mana pool >= than PM's equipment that equipment is temporarily stolen from PM and put under the **Battle Forge**. If the **Battle Forge** is destroyed or absorbed by the PM the equipment is returned to the PM.

Gate to Hell – at the beginning of Action Phase roll D12: 09-12 – the **Gate to Hell** is activated. When the attack is resolved against all creatures in range of the attack, the Demon is spawned in the zone the Gate to Hell is. In case of level 1. the Firebrand Imp is summoned, in case of level 2. the Flaming Hellion is summoned, in case of level 3. Dark Pact Slayer is summoned.

Hand of Bim-Shalla – at the beginning of Action Phase, it targets the one Dungeon's creature according to AAA and gives the selected creature all bonuses inclusively.

Mana Crystal – decrease PM's channeling by 1.

Mana Flower – decrease PM's channeling by 1.

Rajan's Fury - it gives the bonus only to the Dungeon's creatures which are animal type.

Sacrificial Altar – at the beginning of Action Phase, if the number of Dungeon’s creature is more than one, the **Sacrificial Altar** can be activated by D12 roll: 01-08 – inactive, 09-12 – active. If the **Sacrificial Altar** has been activated the Dungeon targets own creature according to the following priorities: the most wounded one, wounded one, the creature with lowest casting cost. The selected creature is sacrificed and the Dungeon’s creature with highest casting cost receives bonuses permanently. The bonuses can stack in the next rounds, if the **Sacrificial Altar** will be activated.

Temple of the Dawnbreaker – it forces to reroll first unsuccessful defense/escape roll; it forces to reroll first activated effect of the attack; it forces to reroll first attack if the half or more of damage dice show damage. Every ability is used only once during the current round.

Temple of Light – at the beginning of Action Phase it makes “Light Blast” attack, if there is at least one PM’s creature or PM itself in the range of the conjuration. If multiple targets are available, select one by using AAA.

Tooth & Nail – it gives the bonus only to the Dungeon’s creatures that are animal type.

Walls – the Dungeon casts the wall spell by rolling D12 to set chamber number the wall appears (check ids of the zones, which form the chamber), then make second D12 roll to set the edge of the rolled zone: 1-3 North, 4-6 – East, 7-9 – South, 10-12 – West.