



DUNGEONOMICS™

Where Monsters Make A Profit

RULEBOOK

2–6 players · Ages 14+ · 40–90 minutes

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Designer's Important Tip!

Don't get emotionally attached to just one monster.

Diversify your monster portfolio—it's the best way to reduce risk in the game!

STORY

For years, strange and dangerous monsters have appeared around the Cave of Ederoth. At first the kingdoms tried to fight them, but the monsters kept coming. And coming. And coming.

Eventually, people discovered a different way: work with the monsters instead of against them. By sponsoring monsters and studying their powers, the kingdoms learned how to copy their special abilities. News of this breakthrough spread quickly. Soon, every kingdom began investing in monsters, paying them with wheat, meat, herbs, potions, and magical stones. In return, the monsters brought back their favorite reward: gold.

Now, monsters are not just guardians of the dungeon—they are a core part of each kingdom's economy. This new system is called **DUNGEONOMICS™**. You are one of these investors.

Which monsters will you back in this unpredictable dungeon, and will your choices make your kingdom the richest of them all?

OVERVIEW

In **DUNGEONOMICS™**, you are an investor representing a kingdom. You spend resource cards (wheat, meat, herbs, potions, and magic stones) to place investment discs on monster cards. Those investments generate more resources that can finance new stakes.

When the monsters you invest in defeat other monsters, you'll earn gold—with larger investments yielding bigger paydays! But if a monster you invested in is defeated, it will be removed from the map and no longer pay you anything.

The game is played over 4 rounds.

At the end of the 4th round, the player with the most gold wins the game.



COMPONENTS

6 map tiles



6 player screens



56 monster emblems



1 emblem tray



4 phase markers



21 monster cards



6 monster card slots



3 Immune tokens



84 investment discs
(14 in each of 6 colors)



80 coins:
30 Copper (1), 16 Silver (3), 14 Gold (5),
20 Dragon-Gold (10)



2 coin trays



1 first player marker



110 resource cards
(22 wheat, 22 potion, 22
crystal, 22 meat, 22 herb)



72 power chips
(12 in each of 6 colors)



1 round tracker board



1 rulebook



7 extra components
(3 emblems, 2 coins, 2 tokens)



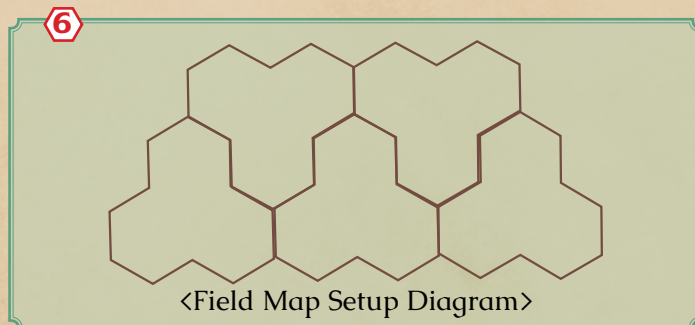
SETUP

Sort the components and place them into the storage tray and wells as shown in the image on this page. Then follow these steps:

- 1 Place the round tracker in the center of the table.
- 2 Put the 4 grey phase markers on the left side of the round tracker (one for each round).
- 3 Choose a starting player at random and give them the first player marker.
- 4 Each player chooses a color and takes 14 investment discs of that color.
- 5 Give each player a player screen in their player color. (Players will keep their coins behind their player screens until the end of the game.)
- 6 Randomly select 5 map tiles and place them face up on the table as shown in the Field Map Setup Diagram below. Return the remaining map tile to the box. (Tiles chosen and their orientation may be different from the picture on the right.)
- 7 Place 6 monster card slots on the right side (or left side) of the field map. On each slot, place 2 stacks of 6 power chips in the matching color.
- 8 Place the coin trays with the coins (8a), the Immune tokens (8b), and the tray with 56 monster emblems (8c) nearby.
- 9 Shuffle the 110 resource cards and place them face down to form the resource deck, set within easy reach of all players.
- 10 Determine the starting monsters:
 - Place the 3 beginner monster (👉) cards—LESSER MONSTER, NAMELESS MONSTER, UNKNOWN MONSTER—face up in monster slots 1, 2, and 3.
 - If all players are well versed in DUNGEONOMICS™, you may return the beginner monsters (👉) to the box, and instead place 3 random monster cards in slots 1, 2, and 3.
- 11 Shuffle the remaining monster cards and place them face down to form the monster deck.
- 12 Set up each starting monster by following the steps in “Spawn a New Monster” (see page 6).

Two resource decks and two piles of coins are recommended for over 4 players (8a, 9).

You are now ready to play!



SPAWN A NEW MONSTER

New monsters are added during Game Setup and when a Summon is triggered during the Refresh Phase. Use the following procedure to add a new monster card and its first unit to the game:

1. Check whether a monster can be added.
 - o **During Game Setup, skip this 1st step.** The game always starts with 3 monsters.
 - o Afterwards, a new monster can be added only if:
 - There is at least one empty monster card slot, and
 - There is at least one unoccupied dungeon entrance on the map.
 - o If either condition is not met, do not set up a new monster.

2. Draw the top card from the monster deck and place it in the lowest-numbered empty monster slot.



o **During Game Setup, skip this 2nd step.**

The first 3 monster cards are already in play.

3. Take the matching monster emblems from the tray and place them on the monster card's illustration area (). The supply of emblems limits the number () of this type of monster in play.
4. Create the monster's first unit on the map.
 - a. Determine starting power:
 - o During Setup, use the base power printed on the monster card ().
 - o For monsters summoned during the Refresh Phase, increase the base power on the monster card by the current round number.
 - Example: SKY DRAGON's card lists a base power of 3 (). If it is summoned in round 2, it starts with $3 + 2 = 5$ power chips.
 - b. Take a matching number of chips from the supply of power chips at the monster's slot.
 - c. Determine the monster's spawn location by following the "Dungeon Preference ()" on its monster card.
 - o When evaluating spawn locations, ignore all hexes that are currently occupied by monster units.

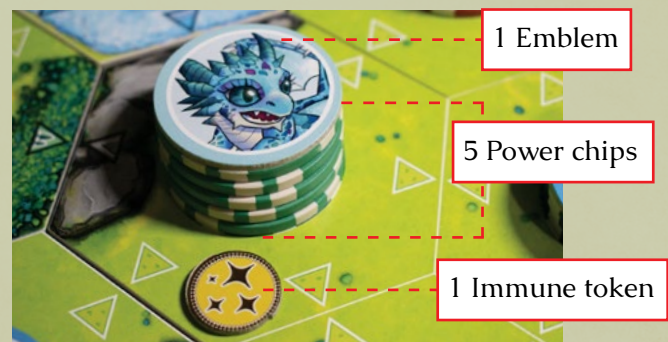
- o The monster will first choose to spawn on the leftmost type of dungeon entrance hex (its favorite), followed by the middle type, followed by the rightmost type.
- o When there are multiple hexes available of the preferred entrance type, use the monster number preference as the tiebreaker. Each monster prefers either the lowest number available ($1 > 5$) or the highest number ($5 > 1$).

- d. Place the first unit.

- o Place the stack of power chips on the determined spawn location hex.
- o Place 1 monster emblem on top of that stack.
- o A monster unit always consists of 1 monster emblem + a stack of that monster's power chips.

5. Place 1 Immune token () on the same hex as the monster's first unit. Place it on the hex (not on the unit); its effect applies only to that hex. See image below. (For details about the function of the Immune token, see "A Hex with Immune Token" on page 11.)

1 Unit = 1 Emblem + a stack of power chips



<The first unit of SKY DRAGON with 1 Immune token.
It starts with 5 power (base power 3 + round 2).>

MONSTER CARD ANATOMY

a Base Power: the monster's starting number of power chips

b Dungeon Preference: the monster's priority list of dungeon entrance types (cave, hollow, tomb) and number preference (1>5 or 5>1)

c Monster Name and gender

d Emblem Supply: the number (1~4) of emblems available for this monster

e Monster Illustration: the monster's image

f Investment Cost: the required number of the specified type of resource cards

g Investment Chart: where investment discs are placed during Invest action (see pages 9-10)

h Monster Abilities: the actions the monster can take when invested in (see pages 11)

i Ability Description: any special abilities the monster has

j Monster **BONUS**: the number of coins players receive when a **BONUS** triggers (see page 12)



MAP TILE ANATOMY

Each map tile is made of 3 hexes. Each hex contains different elements and may contain a dungeon entrance.

Hexes are adjacent to each other if they share a flat edge.

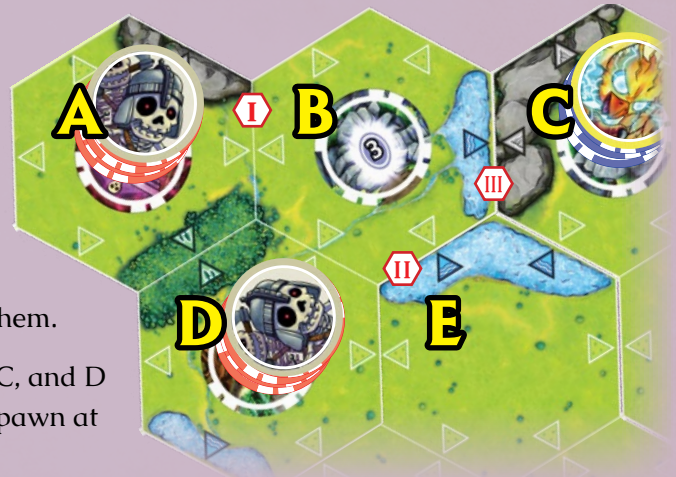
- Hexes C and E are adjacent.
- Hexes C and D are not adjacent.

B and E are unoccupied because no monster units are on them.

A, B, C, and D hexes have dungeon entrances. Because A, C, and D are occupied, B is the only hex where new monsters may spawn at this time. (see "Spawn a New Monster" on page 6.)

On the borders between adjacent hexes, there are elements on both hexes. Elements come in 4 different types, represented by triangle icons: grass (), lake (), mountain (), and forest ().

All movement abilities involve crossing the 2 elements between the adjacent hexes. Grass terrain (2 grass elements) is the only type of border you can cross when using the basic **ROAM** and basic **CHARGE** abilities. However, some special abilities enable movement over different terrain or to non-adjacent hexes.



I 2 grass elements ()

- Grass terrain

II grass + lake elements ()

- Lake terrain

III lake + mountain elements ()

- Lake terrain
- Mountain terrain

SPAWN A NEW MONSTER EXAMPLE

This example shows the SUMMON step during the Refresh Phase in Round 3. (If following the example were for Setup, you would ignore steps 1 and 2 here.)

1. The current round is 3 (**a**), so up to 3 new monsters can be summoned. However, there are only 2 empty monster slots available (1st and 3rd slots). So, 2 new monsters will be summoned.

2. Draw 2 monster cards from the deck and place them in the empty monster slots (slots 1 **d** and 3 **h**).

3. Place the matching emblems on each monster illustration (**e**).

- o FLOOD KRAKEN has 2 emblems (**c** **2x2**).
- o SHADOW HOUND has 3 emblems (**g** **3x3**).

4. Create the first unit for each monster

- a. FLOOD KRAKEN (slot 1)
 - i. Determine starting power: Base power is 2 (**c** **2**) + current round (3) = 5 power. Make 1 unit with 5 power chips and 1 emblem (**b**).
 - ii. Check dungeon preference: This monster prefers Cave first, then Hollow, then Tomb (**c** **0 0 0**). There are 4 caves on the map (C, E, H, K), but only 3 are unoccupied (E, H, K).
 - iii. Check number preference: This monster prefers lower numbers first (**c** 1 to 5 **1 5**). Among the available caves, hex E has number 2, H has 3, and K has 4. The lowest number is E (2).
 - iv. Place the first unit (**b**) on hex E (Cave).

- b. SHADOW HOUND (slot 3)
 - i. Determine starting power: Base power is 1 (**g** **1**) + current round (3) = 4 power. Make 1 unit with 4 power chips and 1 emblem (**j**).
 - ii. Check dungeon preference: This monster prefers Tomb first, then Cave, then Hollow (**g** **0 0 0**). There are no unoccupied Tombs, so it chooses from available Caves (hexes H and K).
 - iii. Check number preference: This monster prefers higher numbers first (**g** 5 to 1 **5 1**). Among the available caves, H has number 3 and K has number 4. The higher number is K (4).
 - iv. Place the first unit (**j**) on hex K (Cave).

5. Place 1 Immune token (**f**) on hexes E and K (**f** , **i**).



GAME STRUCTURE

The game is played over 4 rounds, each of which is divided into 3 phases:

1. Phase I: Income Phase
2. Phase II: Investment Phase
3. Phase III: Refresh Phase (page 14)

Use the phase markers and round tracker board to track the current round and phase.

Phase I: Income Phase

Resolve the Income Phase for all players simultaneously using the following steps:

1. Move the phase marker for the current round to the “Fill the Market” space on the round tracker.
2. Fill the market by drawing $X+1$ cards from the resource deck, where X = the number of players.
 - o Place these cards face up below the round tracker board to form the market.
3. Move the phase marker to the “Interest” space on the round tracker.
4. Calculate Interest and gain resource cards.
 - o Resource cards are drawn as described below. Hand limit is 10. Each player stops drawing when they have their 10th card.
 - o Each player starts by gaining 3 resource cards.
 - o For each monster card a player has 1 or more investment discs on, they draw 1 additional card. The number of discs on the card doesn't matter; the only factor is the number of cards a player has investments on. (In the first round, players receive only the 3 base resource cards because they have no investment discs placed yet.)
 - o Players should keep the cards in their hand secret from their opponents.
 - o If the resource deck ever becomes empty, immediately shuffle the resource discard pile to form a new resource deck.

Phase II: Investment Phase

Move the phase marker for the current round to the “Investment Phase” space on the round tracker. Starting with the player with the first player marker, players take turns in clockwise order until there are no resource cards in the market. This is the main phase of the game. On a player's turn, they must perform exactly one of the following two actions:



Take (take 1 card from the market)

A Take action lets you move 1 resource card from the market (not the deck) directly into your hand.

- o If you already have 10 cards in your hand, you must use the Invest action instead.
- o The Investment Phase ends as soon as a player takes the last resource card from the market. At this point, the first player marker is handed to the player to **the left of the person who took the last resource card** (i.e., the next player in clockwise order, not necessarily the player to the left of the current round's first player), who will be the starting player for the next round.



Invest (place 1 disc on a monster card)



An Invest action lets you pay resource cards from your hand to place an investment disc on a monster card and trigger its ability. Thematically, you are sponsoring a monster you believe will perform well and survive on the field. Once you invest in them, you trigger the

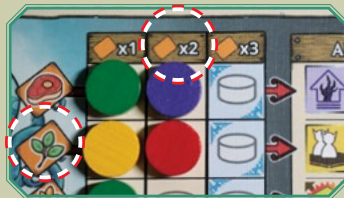
corresponding ability. Follow these steps to invest in a monster:

1. Place an Investment disc in the **leftmost** empty spot in any row of a monster's investment chart.
2. Determine the required number ( x#) of resource cards of the specified type (, , , , ) that form the investment cost.
3. Pay the cost by discarding the required resource cards from your hand. You may spend any 2 resource cards to substitute for 1 required card. You may use this substitution multiple times in the same payment.
 - If you cannot pay the cost, you must take back the Investment disc and use the Take action instead.
 - All spent cards are placed face up into the resource discard pile next to the resource deck.

4. After placing your disc, you **must** trigger one available ability in the same row as your disc (see Basic Monster Abilities, page 11). Resolve the chosen ability in full, following its text and any related rules in the Abilities section.
 - Some rows show two abilities separated by a “/” but you must resolve only one.
 - If at least one ability in the row can be resolved, you cannot choose to skip the ability; you must resolve one.
 - If the ability cannot be resolved to its full effect, you must resolve as much as you can.
 - You may make an investment even if you cannot resolve any of the associated abilities in full or in part.
5. After resolving the ability, check if Monster Defeat or Monster Bonus has been triggered (see page 12).



1. Place an Investment disc (red disc) on the 2nd column and 2nd row.



2. To occupy the 2nd column and 2nd row spot, you must normally spend 2 herbs ( x2).



3. Spend 1 herb () and any 2 resource cards (1  and 1 ) instead of spending 2 herbs ( x2).



4. Trigger the **CLONE** () ability in the 2nd row of the FLOOD KRAKEN monster card.



“Diversification is the only free lunch in investing.”
– Harry Markowitz

BASIC MONSTER ABILITIES



POWER UP

When a monster **POWERS UP**, it gains 1 additional power chip on each of its units.

- Unless otherwise stated, power chips are taken from that monster's own power chip supply.
- If the supply is low, use as many chips as possible up to the amount indicated by the ability.
- If the supply was already empty, you must resolve the other ability in the same investment row (if possible). If you cannot resolve the other ability, **POWER UP** resolves with no effect.



CLONE

CLONE creates a new unit of the same monster.

- Place a new monster unit (emblem + power chips) on a hex adjacent to a unit of the monster that is activating the **CLONE** ability.
- Clones may be placed in any adjacent hex, regardless of the terrain.
- The new unit's power chips match the current power (number of chips) of the unit it was cloned from.
 - If there are not enough power chips remaining in that monster's supply, use all that remain.
- If there are no power chips or no monster emblems left in that monster's supply, you must activate the other ability in the same row. If there isn't one, the **CLONE** ability resolves with no effect.



ROAM (▲ ▼)

ROAM represents basic movement across the map.

- Move one of your monster's units to an adjacent unoccupied hex, provided that the movement crosses only grass terrain.
- This movement cannot cross or enter lake, mountain, or forest terrain.
- If there are no unoccupied hexes to move the unit, the **ROAM** ability resolves with no effect.

If a special **ROAM** ability has additional conditions or range, follow the text on the monster card.



CHARGE (▲ ▼)

CHARGE is a potentially aggressive move that can defeat or weaken an enemy.

- Move one of your monster's units to an adjacent hex without an Immune token on it, provided that the unit crosses only grass terrain.
- This may be an unoccupied hex or a hex occupied by an enemy unit.

When a monster charges onto a hex occupied by an enemy unit, follow these steps:

1. Move the charging unit onto the defending unit's hex.
2. The defending monster loses power chips equal to the attacking unit's current power.
 - Return those chips to the defending monster's power supply.
 - The attacking unit does not lose power in this step—there is no retaliation or counterattack.
3. Resolve the result.
 - If the defending unit still has at least 1 power chip, move the charging unit back to the hex it charged from.
 - If the defending unit has 0 power chips, it is defeated. Leave the attacking monster's unit on the hex it just moved to and resolve the Monster Defeat (page 12) steps for this situation.



A Hex with an Immune Token

- The Immune token protects a unit from **losing power chips** or getting **CHARGED**.
- This protection lasts until the Refresh Phase of the current round, but only while the unit remains in its hex. If the unit moves out by any ability such as **ROAM** or **CHARGE**, the Immune token is removed immediately.
- When a unit on a hex with an Immune token **CHARGES** to an enemy unit, remove the Immune token immediately even if the unit moves back to its original position.
- If an enemy unit's hex has an Immune token, you cannot **CHARGE** into that hex.

MONSTER DEFEAT

Some monster abilities (such as **CHARGE**) cause another monster's unit (or units) to lose power chips. If any monster unit is reduced to **0 power chips**, follow these steps:

1. Identify the winner (the monster that caused the power loss) and loser (the monster whose unit was reduced to 0 power chips).
2. Every player collects **DIVIDEND** rewards for each investment disc they have on the winner's monster card:
 - Each disc in the 1st and 3rd columns of the monster's investment chart earns 1 coin.
 - Each disc in the 2nd column earns 2 coins.
3. Remove the monster emblem of the defeated unit from the map and return it to the loser's monster card, and return all power chips from that unit to the corresponding power chip supply.
 - These emblems and power chips can be reused later if that monster uses **CLONE**, **POWER UP**, or another ability that increases the monster's power.
4. If the ability caused the defeat of multiple units, follow the above steps for **each defeated unit**.
5. If the losing monster has **no units left on the map** (no monster emblems with power chips on any hexes), that monster becomes **extinct** and is removed from the game.
 - Return all investment discs from that monster card to their owners' supplies.
 - Return any remaining monster emblems of that monster to the tray.
 - Discard the monster card to the monster card discard pile.

MONSTER BONUS

A monster **BONUS** is triggered when an investment disc is placed in the 3rd column of its investment chart (that is, in any spot in the rightmost column, which is colored blue). When this happens, follow these steps:

1. If the disc that triggered the **BONUS** also caused the defeat of another monster's unit(s), resolve the Monster Defeat first, then resolve the **BONUS**.
2. Collect **BONUS** rewards.
 - Count how many investment discs each player has on that monster's chart.
 - The player(s) with the most discs receives the 1st Place **BONUS** shown on the monster card.
 - The player(s) with the second-most discs receives the 2nd Place **BONUS** shown on the monster card.
 - If playing with 2 players, there is no reward for the player with the second-most discs.
 - There are no tiebreakers; all tied players for that position receive the full listed coin **BONUS**.
3. Return all investment discs from the 1st and 2nd columns on that monster's investment chart to their owners' supplies. Discs in the 3rd column remain in place, including the ones placed in previous turns. The empty spaces in the 1st and 2nd columns are now available for investment discs again.



<Red placed a disc on the 3rd column.>

- The most discs = Blue has 3 discs
- The 2nd-most discs = Red has 2 discs



- Blue gains 5 coins.
- Red gains 3 coins.

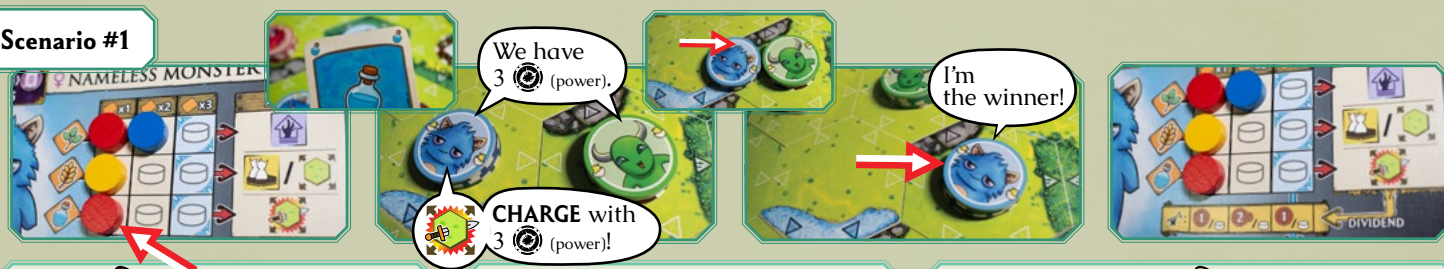


<Return all investment discs from 1st and 2nd columns.>

INVEST & MONSTER DEFEAT & BONUS EXAMPLES

In these examples, you play as the red player with red investment discs.

Scenario #1



INVEST ➡

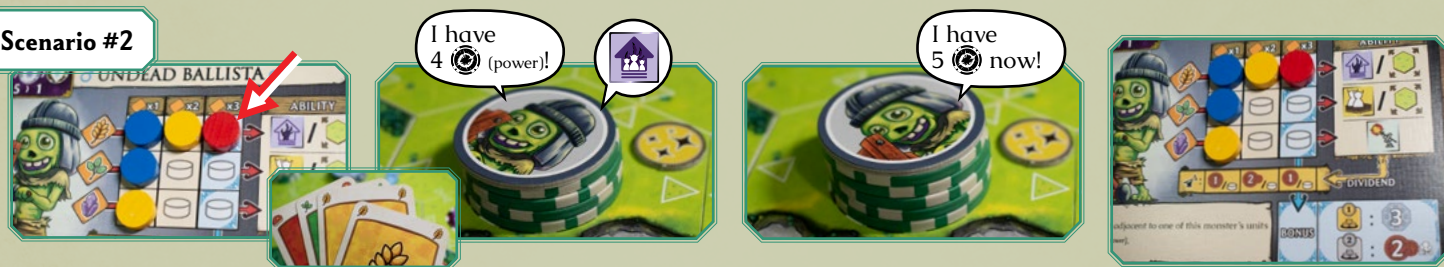
1. Place 1 disc on the 1st column
2. Spend 1 for 1
3. Trigger **CHARGE** ()

- Defeated? Yes. Collect **DIVIDEND**
- Placed on 3rd column? No. No **BONUS**
- Losing monster extinct? No. Another unit exists.

DIVIDEND rewards ➡

- Red earns 2 coins (2 discs on 1st column).
- Blue earns 2 coins (1 disc on 2nd column).
- Yellow earns 1 coin (1 disc on 1st column).

Scenario #2



INVEST ➡

1. Place 1 disc on the 3rd column.
2. Spend 1 , 1 , 2 for 3 .
3. Trigger **POWER UP** ()

- Defeated? No. No **DIVIDEND**
- Placed on 3rd column? Yes. Collect **BONUS**

BONUS rewards ➡

- Red earns 2 coins (2nd place w/ 1 disc).
- Blue earns 3 coins (1st place w/ 2 discs).
- Yellow earns 3 coins (1st place w/ 2 discs).

Return discs from the 1st and 2nd columns (2 blue discs and 2 yellow discs).

Scenario #3



INVEST ➡

1. Place 1 disc on the 3rd column.
2. Spend 1 , 1 , 2 , 2 for 3 .
3. Trigger **CHARGE** ()

- Defeated? No, weakened. No **DIVIDEND**
- Placed on 3rd column? Yes. Collect **BONUS**

BONUS rewards ➡

- Red earns 5 coins (1st place w/ 3 discs).
- Blue earns 3 coins (2nd place w/ 2 discs).
- Yellow earns 0 coin (3rd place w/ 1 disc).

Return discs from the 1st and 2nd columns (2 red discs, 1 blue disc, 1 yellow disc).

Scenario #4



INVEST

1. Place 1 disc on the 3rd column.
2. Spend 3.
3. Trigger * on the 3rd row.



- Defeated? Yes, 2 enemy units. Collect **DIVIDEND twice**.
- Placed on 3rd column? Yes. Collect **BONUS**.
- Losing monster extinct? Yes.



DIVIDEND rewards

- Red earns 4 coins (2 discs on 1st, 3rd columns).
- Blue earns 4 coins (1 disc on 2nd column).
- Yellow earns 4 coins (2 discs on 1st column).



BONUS rewards

- Red earns 3 coins (1st place w/ 2 discs).
- Blue earns 2 coins (2nd place w/ 1 discs).
- Yellow earns 3 coins (1st place w/ 2 disc).

Return discs from the 1st and 2nd columns (1 red disc, 1 blue disc, 2 yellow discs).

SWAPPING SUCCUBUS Extinct

- I Return all investment discs.
- II Remove all emblems.
- III Remove the monster card.

* : (ARC THUNDERBIRD's special ability on the 3rd row): 3 adjacent enemy units each lose 1 (power).

Phase III: Refresh Phase

Resolve the Refresh Phase in this order:

1. Move the phase marker for the current round to the "Return" space on the round tracker.
2. Remove all Immune tokens from the map and return them to the general supply.
3. Summon new monsters.
 - Move the phase marker for the current round to the appropriate "Summon" space on the board.
 - This marker will remain there for the rest of the game.
 - The 1st phase marker ends at [1st STOP].
 - The 2nd at [2nd STOP].
 - The 3rd at [3rd STOP].

- Summon **X** new monsters, where **X** is the current round number.
- For each new monster, follow the Spawn a New Monster instructions. Remember to give the first unit of each new monster power chips equal to its base power number plus **X**, where **X** is the current round number.
- Check for game end.
 - If this is the 4th round, move the phase marker at [4th STOP] space on the round tracker and proceed to Game End (see page 15).
- Begin the next round.
 - If it is not the 4th round, start a new round with Phase I: Income Phase.

"He (she/they) will win who knows when to fight and when not to fight"
- Sun Tzu

GAME END

The game ends after the 4th round, when the 4th phase marker reaches the [4th STOP] position during the Refresh Phase. When this happens, follow these steps:

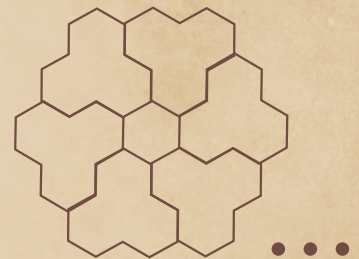
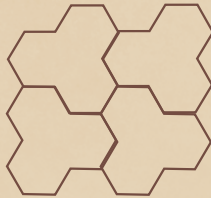
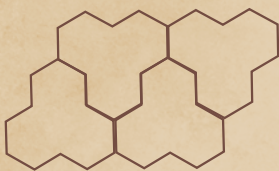
- o For each monster card still in play (not extinct), perform the “Collect **BONUS** rewards” step from Monster **BONUS** (page 12):
 1. Determine which players have the most and second-most discs on that monster.
 2. Award the 1st Place and 2nd Place **BONUSES** accordingly, factoring in any ties. (While scoring **BONUSES** during GAME END, leave all investment discs on all monsters’ investment charts.)
- o The player with the highest coin value is the winner. In case of a tie, use the following tiebreakers in order:
 1. The tied player with the most total investment discs currently on all monster cards wins.
 2. If still tied, the tied player with the most resource cards in hand wins.
 3. If there is still a tie, the tied players share the victory.



If this is your first game, go ahead and start playing now. The rest of the rulebook explains the special abilities and edge cases for certain monsters. Refer back to these sections only if an ability comes up that you’re unsure about.

VARIANTS

The default setup is to randomly select 5 map tiles and place them in the shape described on page 4. However, if all players agree, you may create a different map shape by using a different number of map tiles. Here are a few examples of the variant map shape. Please be aware that some customized map shapes could make certain monsters stronger or weaker than the default shape.



GLOSSARY

Dungeon Entrance



A dungeon entrance is a specific hex on the map where monster units can spawn. There are 3 types of dungeon entrances: Tomb, Hollow, and Cave. Each type is numbered from 1 to 5 (Tomb 1-5, Hollow 1-5, and Cave 1-5). These entrances are used with monster cards’ dungeon preference when performing “Spawn a New Monster” (see page 6). A hex that already contains a monster unit is considered occupied and cannot be used as a spawn location.

Enemy Unit

An enemy unit is any unit for a monster with a different name from the one you’re investing in or whose ability you are activating.

Field Map

The field map is made up of the map tiles placed during setup. Each tile consists of 3 hexes, which may include dungeon entrances, the numbers for Dungeon Preference, or terrain.

SPECIAL ABILITIES

Shared Special Abilities

 any terrain ()	Move one unit onto any adjacent hex (regardless of element type). This can be an unoccupied hex or a hex occupied by an enemy monster. If occupied by an enemy monster, follow the same steps as the basic CHARGE to resolve the outcome.
   mountain () lake () forest ()	Move one unit onto an adjacent hex separated by the indicated mountain () , lake () , or forest () element, regardless of any other element present. This can be an unoccupied hex or a hex occupied by an enemy monster. If occupied by an enemy monster, follow the same steps as the basic CHARGE to resolve the outcome.

The 4 types of special **CHARGE** abilities and their options.



Unique Special Abilities

All monsters (except LESSER MONSTER, NAMELESS MONSTER, UNKNOWN MONSTER) have their own unique special abilities. They are written on the bottom part of the monster card.

♂ ARC THUNDERBIRD ♂	
 	Choose 1 of this monster's units and up to 3 enemy units adjacent to it. Each enemy unit chosen loses 1 . If there are 3 or fewer adjacent enemy units, the effect must be applied to all of them. A DIVIDEND is triggered for each defeated monster.
♂ BEEFY CENTAUR ♂	
 	Perform a basic ROAM ( ). If the unit moves, it gains 1  (power).
♂ CRUMBLING TITAN ♂	
 	Before activating any of his abilities ( ), this unit loses 1  (power) unless he is in a hex with a  (Immune token). If this causes him to be defeated, he does not trigger a DIVIDEND. If none of the abilities in his investment row can be activated, then he does not lose power.

“Ability is nothing without opportunity.”
– Napoleon Bonaparte

♂ FLOOD KRAKEN ♂



ALL enemy units on **ANY** hex with the element lose 1 (power). A **DIVIDEND** is triggered for each defeated monster.

♀ GROWING SLIME ♂



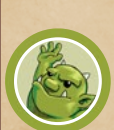
When other monsters use the **CLONE** ability, they create 1 new unit with the same power as the original. This ability behaves like a basic **CLONE**, but adds 1 power to the created unit (when the monster has sufficient power chips).

♂ HUNGRY TROLL ♂



If **NO** enemy unit is adjacent to any of this monster's units, 1 unit gains 2 (power). If any enemy unit is adjacent, this ability cannot be used.

♂ HURLING OGRE ♂



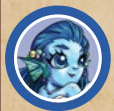
Pick up 1 adjacent enemy unit and place it on another unoccupied hex adjacent to this unit; after that, the enemy unit loses 1 (power). If the enemy unit is defeated, a **DIVIDEND** triggers. This is considered a unit move. If there was an Immune token with the moved unit, it is returned to the supply before the enemy unit loses the 1 (power).

♀ LOVE-RAY SPECTER ♀



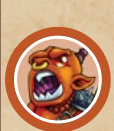
Choose a straight line of hexes in one direction from 1 of this monster's units. Each enemy unit in that line loses 1 (power). A **DIVIDEND** is triggered for each defeated monster.

♀ LURING SIREN ♀



Choose 1 enemy unit adjacent to one of this monster's units. The enemy unit **ROAMS**, only through grass terrain. This is considered a unit move. If there was an Immune token with the moved unit, it is returned to the supply.

♂ RAGING ORC ♂



Most units in this game can only **CHARGE** through grass terrain. Raging Orc has the reversed ability. His unit can **CHARGE** only through non-grass terrain (hex borders that include at least one mountain, lake, or forest element). When the Orc charges through that terrain onto an enemy unit, the enemy unit loses 1 additional power.

♂ SHADOW HOUND ♂



Do the basic **ROAM** ability twice with 1 of this monster's units. The unit may move out from and back to a hex in this way.

♂ SKELETON PARADE ♂



This ability makes all of the monster's units **ROAM** instead of just 1 unit. When you trigger this ability, you decide the order in which units move. As with a basic **ROAM**, units may move only through grass terrain.

♀ SKY DRAGON ♀



ROAM (ignoring adjacency and terrain) to **ANY** other unoccupied hex on the map.

“Successful investing is about managing risk, not avoiding it.”
– Benjamin Graham

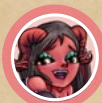
♀ SPORE BLOOM ♀



All units of this monster cause each adjacent enemy unit to lose 1  (power). A **DIVIDEND** is triggered for each defeated monster.



♀ SWAPPING SUCCUBUS ♀



Choose 1 of this monster's units and an adjacent enemy unit. Swap the hex locations of those two units. If the enemy unit is a male () , that unit loses 1 power. If the enemy unit is defeated, a **DIVIDEND** triggers. This is considered a unit move. Any Immune tokens with the moved units are returned to the supply.

♀ THIRSTY VAMPIRE ♀



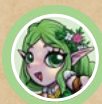
1 adjacent enemy unit loses 1  (power). If that happens, this unit gains 1  from its own supply. If there are no  in the supply of this monster, they do not gain  (power). If the enemy unit is defeated, a **DIVIDEND** triggers.

♂ UNDEAD BALLISTA ♂



1 enemy unit adjacent (ignoring terrain) to one of this monster's units loses 3  (power). As usual, if the enemy unit is defeated, investors in this monster gain a **DIVIDEND**.

♀ WANDERING ELF ♀



Choose 1 of this monster's units in **ANY** hex on the map and place it on **ANY** unoccupied hex on the map that has  element.

FAQs

Q: Can a monster defeat its own unit and generate a DIVIDEND?

A: No. A monster can **CHARGE** only an enemy unit. Even if some monsters have abilities that can defeat their own units, a **DIVIDEND** will not trigger in those instances. (The exception is the **STARVING WENDIGO** monster in the mini expansion pack, which has the explicit ability to generate a **DIVIDEND** by defeating one of its own units.)

Q: Can I invest in the monster and trigger their ability even if they cannot use the ability?

A: Yes. When investing in a monster, you may place your disc in the leftmost empty spot in any row on their chart. At that point, you must resolve the associated ability as much as you can. If the associated ability or abilities cannot be resolved at all, then no ability is triggered when you invest.

Q: Can I invest in the monster and decide not to trigger their ability?

A: No. You must trigger an ability if one is available and possible to use. If there are two abilities in the same row (**CLONE/ROAM**) and both abilities can be used, you must choose one ability to trigger (even if the ability can only be partially resolved). For example, when you trigger **CLONE** with a 5-power unit and the monster has only 2 power chips in its supply, your options are to **CLONE** with a 2-power unit or to **ROAM** 1 unit.

Q: Should I place an Immune token () when I trigger CLONE ability?

A: No. Cloning a monster doesn't count as spawning a new monster, because the first unit of the monster has already spawned on the field map.

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SPECIAL ABILITIES REMINDER

ARC THUNDERBIRD & SKY DRAGON



CHARGE

(any terrain)

FLOOD KRAKEN & LURING SIREN



CHARGE

(/ lake terrain)

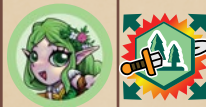
BEEFY CENTAUR & SHADOW HOUND



CHARGE

(/ mountain terrain)

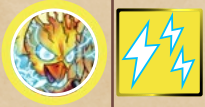
♀ WANDERING ELF ♀



CHARGE

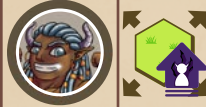
(/ forest terrain)

♂ ARC THUNDERBIRD ♂



3 adjacent enemy units each lose 1 (power).

♂ BEEFY CENTAUR ♂



ROAM ()

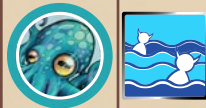
If you do, this unit gains 1 (power).

♂ CRUMBLING TITAN ♂



Before activating **ANY** of his **ABILITY** (/) , this unit loses 1 (power) unless he is in a hex with a (Immune token).

♂ FLOOD KRAKEN ♂



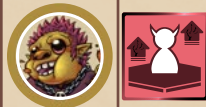
ALL enemy units on **ANY** hex with loses 1 (power).

♀ GROWING SLIME ♀



CLONE a unit to an adjacent unoccupied hex with the same (power) + 1.

♂ HUNGRY TROLL ♂



If **NO** enemy unit is adjacent to any of this monster's units, one unit gains 2 (power).

♂ HURLING OGRE ♂



Pick up 1 adjacent enemy unit and place it on another unoccupied hex adjacent to this unit; after that, the enemy unit loses 1 (power).

♀ LOVE-RAY SPECTER ♀



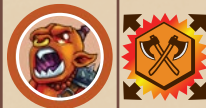
Choose a straight line of hexes in one direction from this unit. Each enemy unit in that line loses 1 (power).

♀ LURING SIREN ♀



Command an adjacent enemy unit to **ROAM** ().

♂ RAGING ORC ♂



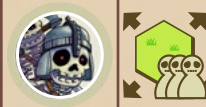
CHARGE (any terrain, but **NOT**) The enemy unit hit by this loses 1 additional (power).

♂ SHADOW HOUND ♂



ROAM 2 hexes ()

♂ SKELETON PARADE ♂



Each unit of this monster **ROAMS** () separately, in the order chosen by the player.

♀ SKY DRAGON ♀



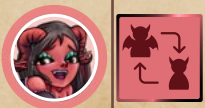
ROAM to **ANY** other unoccupied hex on the map.

♀ SPORE BLOOM ♀



ALL units of this monster cause each adjacent enemy unit to lose 1 (power).

♀ SWAPPING SUCCUBUS ♀



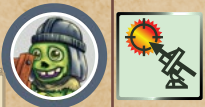
Swap this unit's location with an adjacent enemy unit. If the unit is a male (♂), he loses 1 (power).

♀ THIRSTY VAMPIRE ♀



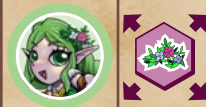
1 adjacent enemy unit loses 1 (power). If that happens, this unit gains 1 from its own supply.

♂ UNDEAD BALLISTA ♂



1 enemy unit adjacent to one of this monster's units loses 3 (power).

♀ WANDERING ELF ♀



ROAM to **ANY** unoccupied hex with on the map.