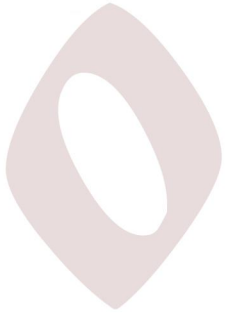
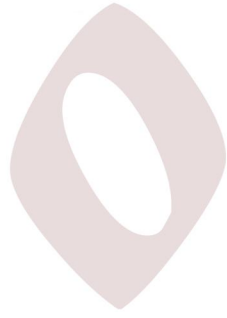


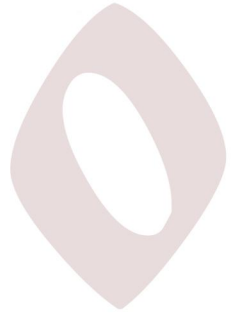
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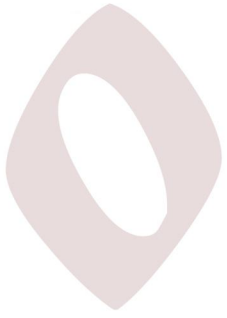
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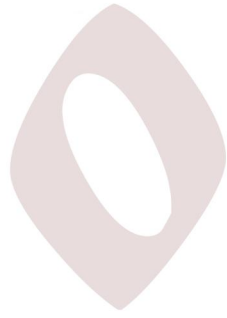
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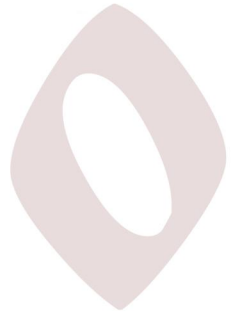
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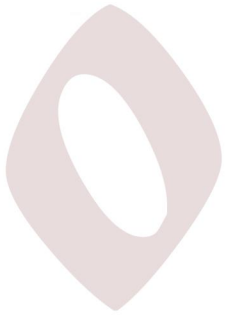
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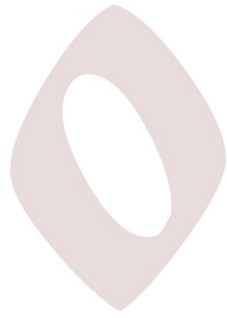
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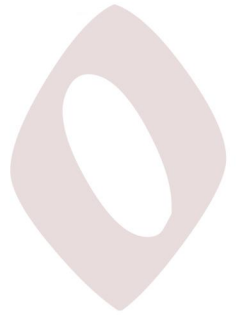
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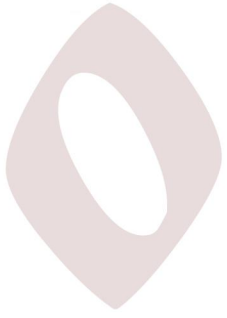
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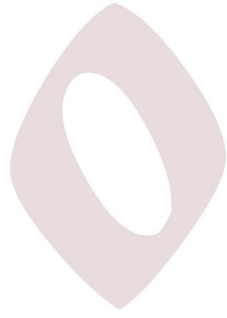
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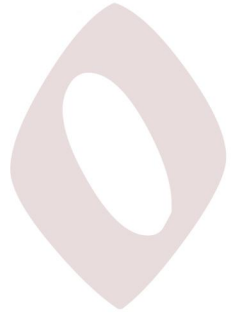
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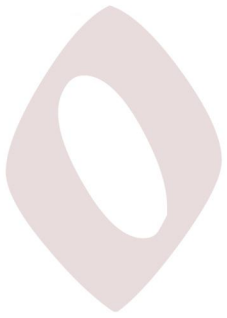
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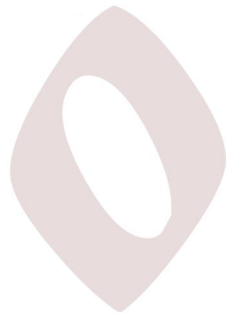
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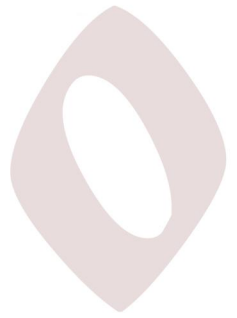
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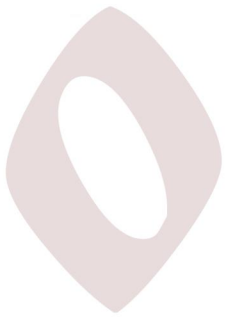
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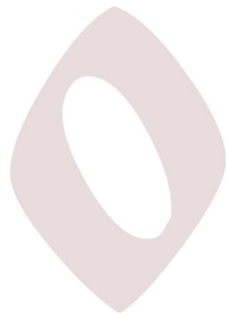
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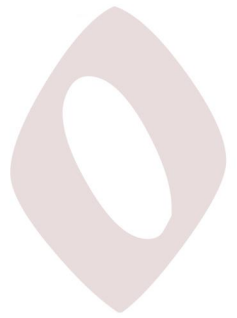
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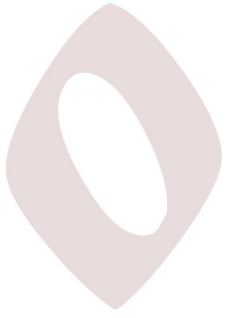
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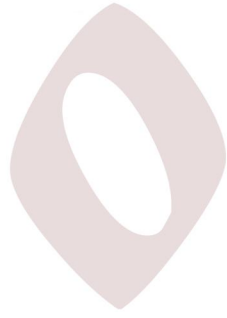
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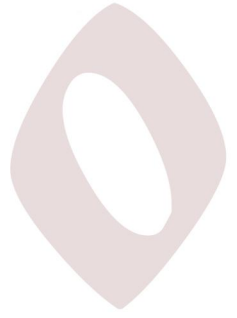
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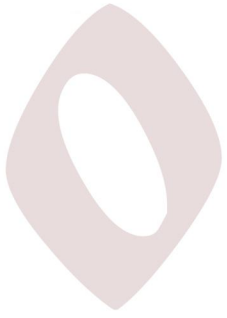
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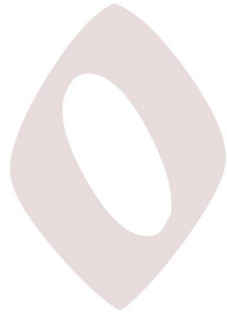
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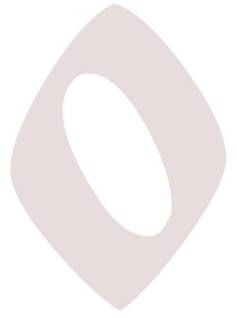
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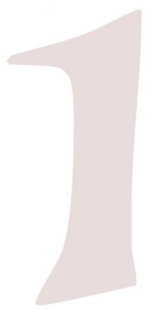


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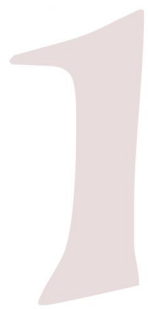
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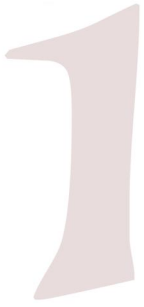
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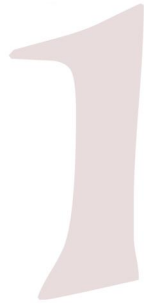
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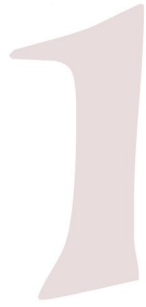
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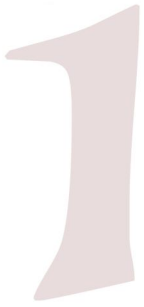
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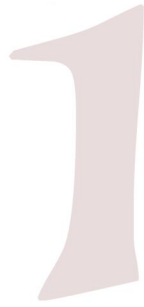
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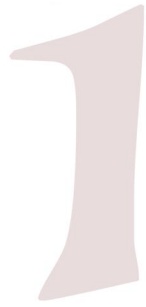
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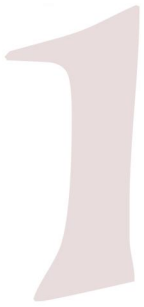
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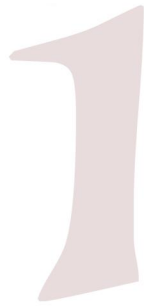
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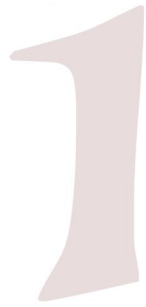
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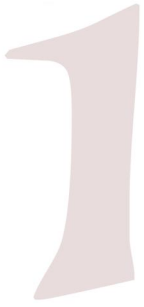
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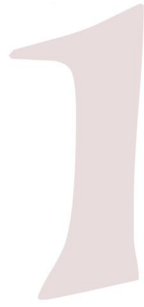
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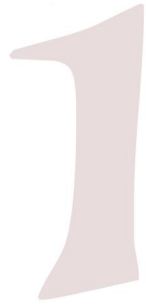
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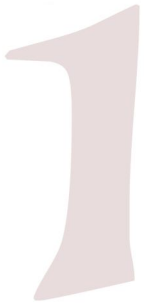
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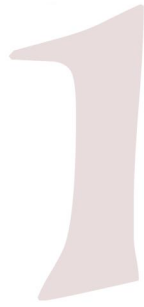
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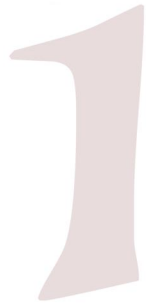
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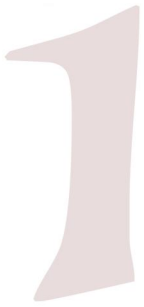
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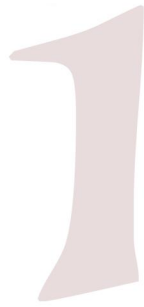
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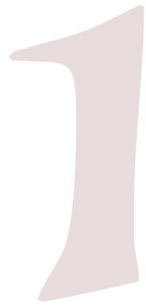
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Basic



1

Basic



2

REWARD ↗

Choose one together:

- ◆ Take a random Level 3 Dungeon card from the reserve. Then choose a player and add it to that player's deck.
- ◆ In the next combat, each player gets +1 power at the start of their turn.

1

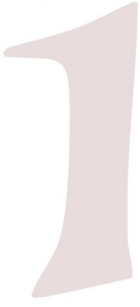
REWARD ↗

Each player chooses one:

- ◆ You may REMOVE one card of your choice from your deck -and- you may put one Basic card of your choice from your deck in your discard pile.
- ◆ You may put up to three Basic cards of your choice from your deck in your discard pile.

1

Basic



2

REWARD ↗

Each player chooses one:

- ◆ You may REMOVE one card of your choice from your deck -and- you may put up to two Basic cards of your choice from your deck in your discard pile.
- ◆ You may put one card of your choice from your deck on top of your deck.

1

REWARD ↗

Each player chooses one:

- ◆ You may REMOVE up to two cards of your choice from your deck.
- ◆ You may give one card of your choice from your deck to another player.

1

Basic



2

REWARD ↗

Each player chooses one:

- ◆ You may REMOVE up to two cards of your choice from your deck.
- ◆ You may give up to two cards of your choice from your deck to other players.

1

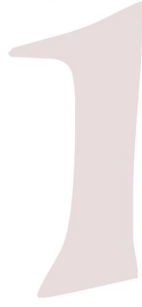
REWARD ↗

Choose one together:

- ◆ Take a random Level 2 Dungeon card from the reserve. Then choose a player and add it to that player's deck.
- ◆ Look at all the cards in one Dungeon and place them in the order of your choice.

1

Basic



5 REWARD ↗

Each player chooses one:

- ◆ You may put up to two cards of your choice from your deck on top of your deck.
- ◆ You may put up to four Basic cards of your choice from your deck in your discard pile -and- you may put one card of your choice from your deck on top of your deck.

5 REWARD ↗

Each player chooses one:

- ◆ You may give up to three cards of your choice from your deck to other players.
- ◆ You may take a random Level 3 Dungeon card from the reserve and add it to your deck.

5 REWARD ↗

Choose one together:

- ◆ Search the Boss deck for one non-Boss card. Remove it from the Boss deck and add it to a player's deck.
- ◆ The starting player gets +3 power in the next combat -and- one player may give one card of their choice from their deck to another player.

4 REWARD ↗

Choose one together:

- ◆ Take a Level 4 Dungeon card of your choice from the reserve and add it to a player's deck.
- ◆ Look at all the cards in one Dungeon and place them in the order of your choice.

4 REWARD ↗

Each player chooses one:

- ◆ You may put one card of your choice from your deck on top of your deck.
- ◆ You may put up to four Basic cards of your choice from your deck in your discard pile.

4 REWARD ↗

Each player chooses one:

- ◆ You may REMOVE up to three cards of your choice from your deck.
- ◆ You may give up to two cards of your choice from your deck to other players.

3 REWARD ↗

Each player chooses one:

- ◆ You may REMOVE up to three cards of your choice from your deck.
- ◆ You may give up to two cards of your choice from your deck to other players.

3 REWARD ↗

Each player chooses one:

- ◆ You may put up to four Basic cards of your choice from your deck in your discard pile.
- ◆ You may take a random Level 1 Dungeon card from the reserve and add it to your deck.

3 REWARD ↗

Choose one together:

- ◆ In the next combat, each player gets +2 power at the start of their turn.
- ◆ REMOVE two Dungeon cards from one player's deck to move the Boss token one step backwards.

2 3 3 5 4 6



Bandit

The starting player draws one card less during their draw step.

The Cragface bandits will recruit anyone, even humans!



If you are the starting player, you may draw one extra card.

Surprise Attack



2 3 3 5 4 6



Bandit

The starting player draws one card less during their draw step.

The Cragface bandits will recruit anyone, even humans!



If you are the starting player, you may draw one extra card.

Surprise Attack



2 2 3 4 4 6



Cowardly Goblin

At the start of the combat, if you are in a Level 1 Dungeon, put this card at the bottom of a Level 2 Dungeon of your choice.



If you lose this combat, advance the Boss token one step instead of two.

Caution



2 4 3 6 4 8



Gargoyle

Gargoyles can't fly, but Dwarves consider their wings a delicacy.



Anything can be used as a weapon. An elbow, a shield, a Gargoyle leg.

Bash



2 2 3 3 4 4



Giant Rat

This enemy can only be defeated during the last player's turn.

It's bite is worse than it's squeak.



Double the power of one of your cards. I'm sure it will be useful some day.

Hidden Potential



2 2 3 3 4 4



Giant Rat

This enemy can only be defeated during the last player's turn.

It's bite is worse than it's squeak.



Double the power of one of your cards. I'm sure it will be useful some day.

Hidden Potential



2 3 3 4 4 6



Goblin

Run away, live another day!
a Goblin saying.



When punching just doesn't cut it.

Slash



2 3 3 4 4 6



Goblin

Run away, live another day!
a Goblin saying.



When punching just doesn't cut it.

Slash



2 2 3 3 4 5



Kobold

Never avoid, keep them annoyed!
a Kobold saying.



You may search your deck for one card and put it into your discard pile. You may draw an extra card.

Ponder

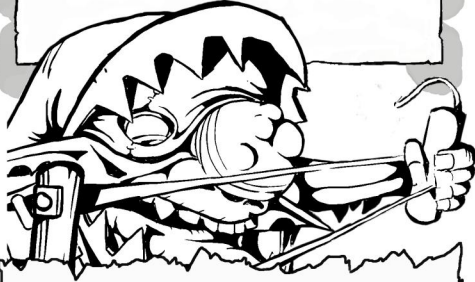


2 2 3 3 4 5



Kobold Trickster

At the start of the combat, the starting player shuffles two Basic 0 cards from their discard pile into their deck.



You may REMOVE a card from your discard pile.

Training



2 2 3 3 4 5



Kobold Trickster

At the start of the combat, the starting player shuffles two Basic 0 cards from their discard pile into their deck.



You may REMOVE a card from your discard pile.

Training



2 4 3 5 4 6



Orc

At the start of the combat, each player discards the top card from their deck.

Mean, green and not very clean.



They don't call me Accelerated Axe for nothing! Or was it Swift Swords?

You may draw one extra card.

Quick Strike



2 3 3 4 4 6



Slime

The worst thing about slimes is the mess they leave on your boot.



Choose a card from your discard pile and put it into your hand.

Recover

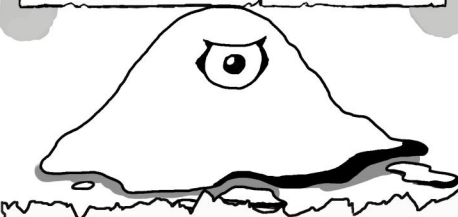


2 3 3 4 4 6



Slime

The worst thing about slimes is the mess they leave on your boot.



Choose a card from your discard pile and put it into your hand.

Recover



2 4 3 6 4 8



Acid Slime

At the end of the combat, the player who defeated this enemy must REMOVE one of the cards they played this combat.



If you continue in this Dungeon, the next enemy gets -1 power.

Weaken



2 2 3 4 4 6



Goblin Scout

If you continue in this Dungeon, the next enemy in this Dungeon gets +1 power.



At the end of the combat, you may look at the next Dungeon card before you decide to continue in this Dungeon.

Darksight



2 2 3 4 4 6



Goblin Scout

If you continue in this Dungeon, the next enemy in this Dungeon gets +1 power.



At the end of the combat, you may look at the next Dungeon card before you decide to continue in this Dungeon.

Darksight



2 3 3 4 4 6



Henchman

This enemy has +2 power when it's in the Boss deck.

At the end of the combat, if you are in a Level 2 Dungeon, shuffle this enemy into the Boss deck.



The safest of all stabs.

+2 power against the Boss.

Backstab



2 6 3 9 4 12

2

Golem

During their play step, each player may draw two extra cards and then discard one card from their hand.



You may draw one extra card and then discard one card from your hand.

Headbutt

2

2 6 3 9 4 12

2

Golem

During their play step, each player may draw two extra cards and then discard one card from their hand.



You may draw one extra card and then discard one card from your hand.

Headbutt

2

2 3 3 4 4 6

2

Imp

At the start of the combat, each player shuffles two Basic 0 cards from their discard pile back into their deck.



One player may place a card from their discard pile into another player's discard pile.

Teamwork

1

2 3 3 4 4 6

2

Imp

At the start of the combat, each player shuffles two Basic 0 cards from their discard pile back into their deck.



One player may place a card from their discard pile into another player's discard pile.

Teamwork

1

2 5 3 8 4 10

2

Ogre

No one has ever seen a skinny Ogre. I'm sure there's a good reason for that.



The best way to turn a monster into abstract art.

Smash

2

2 5 3 8 4 10

2

Ogre

No one has ever seen a skinny Ogre. I'm sure there's a good reason for that.



The best way to turn a monster into abstract art.

Smash

2

2 4 3 5 4 6

2

Raging Orc

At the start of the combat, each player discards the top two cards from their deck.

Mean, green and he'll rip out your spleen.



You may draw one extra card. If you are the BARBARIAN, you may draw three extra cards instead.

Fury Blows

1

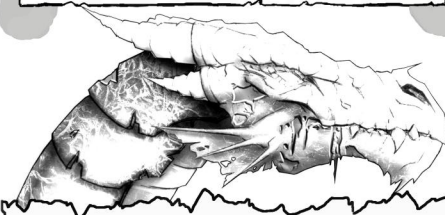
2 6 3 11 4 15

2

Rot Wurm

This enemy gets -1 power for each Basic 0 card in each discard pile.

Look out for that Worm!... Wurm... Wyrn? Limbless Dragon!



+3 power if you have three or more Basic 0 cards in your discard pile.

Comeback

1

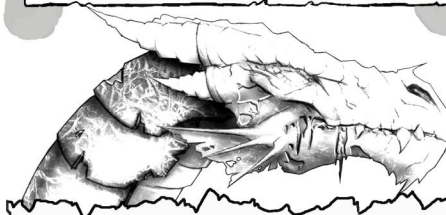
2 6 3 11 4 15

2

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This enemy gets -1 power for each Basic 0 card in each discard pile.

Look out for that Worm!... Wurm... Wyrn? Limbless Dragon!



+3 power if you have three or more Basic 0 cards in your discard pile.

Comeback

1

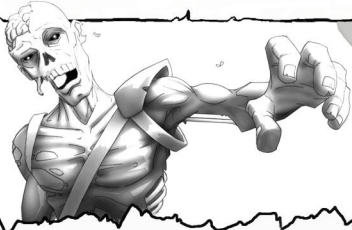
2 6 3 9 4 12



Zombie

Each Basic 0 card gets +1 power.

What's in your head?



If you are the CLERIC, one other player may shuffle up to two cards from their discard pile into their deck.

Minor Healing



2 4 3 4 4 4



Dark Elf

At the start of the combat, choose one player. That player fights this enemy alone and becomes the starting player.



If you are the THIEF, you may look at the other cards in the current Dungeon and place them in the order of your choice.

Reconnaissance



2 4 3 4 4 4



Dark Elf

At the start of the combat, choose one player. That player fights this enemy alone and becomes the starting player.



If you are the THIEF, you may look at the other cards in the current Dungeon and place them in the order of your choice.

Reconnaissance

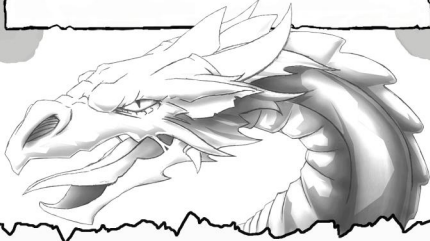


2 8 3 12 4 16



Greater Wurm

During their play step, each player may take one Basic 1 card from their discard pile and add it to their hand.



+8 power if you have three or more Basic 1 cards in your discard pile.

Comuppance



2 8 3 12 4 16



Greater Wurm

During their play step, each player may take one Basic 1 card from their discard pile and add it to their hand.



+8 power if you have three or more Basic 1 cards in your discard pile.

Comuppance



2 5 3 7 4 9



Kobold Drummers

Each basic 0 card gets -1 power.

How can I concentrate with all the noise they're making?



If you are the BARD, each other player's Basic 1 cards get +1 power.

Uplifting Song



2 5 3 7 4 9



Kobold Drummers

Each basic 0 card gets -1 power.

How can I concentrate with all the noise they're making?



If you are the BARD, each other player's Basic 1 cards get +1 power.

Uplifting Song



2 7 3 10 4 13



Minotaur

Most Minotaurs actually hate mazes. They prefer crossword puzzles.



That's it! I'm putting my foot down.

Stomp



2 7 3 10 4 13



Minotaur

Most Minotaurs actually hate mazes. They prefer crossword puzzles.



That's it! I'm putting my foot down.

Stomp



2 10 3 13 4 18

3

Zombie Ogre

Each Basic card gets +1 power.

A doornail would easily beat this one in a battle of wits.



If you are the CLERIC, you may REMOVE a Basic 1 card from your hand or discard pile to give this card +4 power.

Banishment

2

2 5 3 7 4 10

3

Orc Warlock

Ignore the text on all players' cards.

Oh come on! That's just not fair.



All players may ignore the text on the enemy card.

Disenchant

1

2 7 3 9 4 11

3

Raging Ogre

At the start of the combat, each player discards the top two cards from their deck.

Dumb as a brick, and hits like one too.



You may shuffle up to two Basic 1 cards from your discard pile into your deck, or all your Basic 1 cards, if you are the BARBARIAN.

Endurance

1

2 7 3 9 4 12

3

Right Hand

After the starting player's turn, if this enemy is undefeated and you are in a Level 3 Dungeon, shuffle this enemy into the Boss deck.

I must inform my master.



They'll never see it coming.

+3 power against the Boss.

Masterful Strike

3

2 5 3 7 4 9

3

Werewolf

The starting player draws one card less during their draw step.

If you continue in this Dungeon, the next enemy gets +2 power.



If you continue in this Dungeon, the next enemy gets -2 power.

Insight

2

2 5 3 7 4 9

3

Werewolf

The starting player draws one card less during their draw step.

If you continue in this Dungeon, the next enemy gets +2 power.



If you continue in this Dungeon, the next enemy gets -2 power.

Insight

2

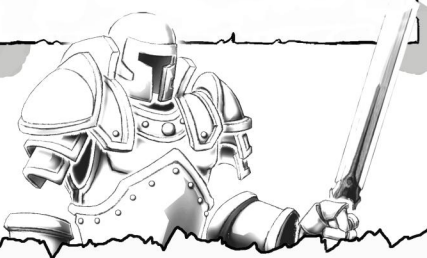
2 7 3 9 4 12

4

Animated Armor

Each Basic 1 card gets -1 power.

Who keeps enchanting all these pieces of armor? Why can't we just fight animated socks instead?



If you are the BARBARIAN, each of your Basic 1 cards gets +2 power.

Intimidate

2

2 7 3 10 4 14

4

Dark Elf Spy

At the start of the combat, the starting player discards cards from the top of their deck until they discard a Basic 1 card.



You may search your deck for a card of your choice and put it into your hand.

Stroke of Luck

0

2 7 3 10 4 14

4

Dark Elf Spy

At the start of the combat, the starting player discards cards from the top of their deck until they discard a Basic 1 card.



You may search your deck for a card of your choice and put it into your hand.

Stroke of Luck

0

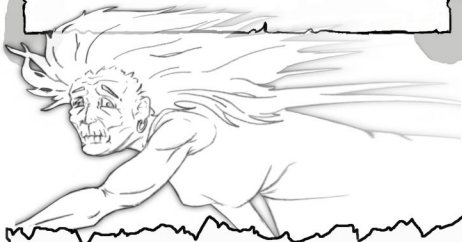
2 7 3 8 4 11



Ghost

Each Basic 1 card gets -1 power.

This enemy can only be defeated by the last player.



You may search your deck for up to four cards and put them into your discard pile.

Focus



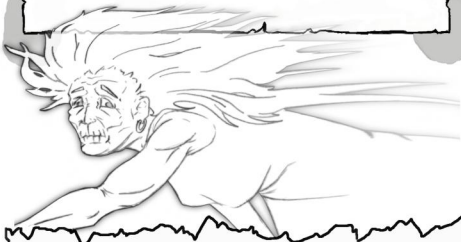
2 7 3 8 4 11



Ghost

Each Basic 1 card gets -1 power.

This enemy can only be defeated by the last player.



You may search your deck for up to four cards and put them into your discard pile.

Focus



2 10 3 14 4 19



Giant

The bigger they are, the harder they fall... on top of us! Run!



Was that really necessary?

Obliterate



2 10 3 14 4 19



Giant

The bigger they are, the harder they fall... on top of us! Run!



Was that really necessary?

Obliterate



2 9 3 11 4 14



Lesser Demon

At the start of the combat, each player shuffles all Basic 0 cards from their discard pile into their deck.



If you are the BARD, each player may take one random Dungeon card from their discard pile and shuffle it into their deck.

Inspiring Tune



2 9 3 11 4 14



Lesser Demon

At the start of the combat, each player shuffles all Basic 0 cards from their discard pile into their deck.



If you are the BARD, each player may take one random Dungeon card from their discard pile and shuffle it into their deck.

Inspiring Tune



2 5 3 9 4 13



Chomping Chest

At the start of the combat, the starting player discards the top card of their deck. If it's a Basic 0 card, that player skips their turn.



If you are the THIEF, you may draw a random level 1 Dungeon card from the reserve and put it into your hand.

Scavenge



2 6 3 8 4 10



Necromancer

At the start of the combat, take a random Dungeon card from the starting player's discard pile and place it face-down in the current Dungeon under this enemy.



If you are the CLERIC, each other player may put one card from their discard pile on top of their deck.

Focussed Healing

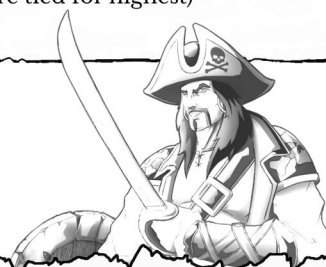


2 6 3 7 4 9



Pirate Master

Ignore each player's highest power card, after resolving card texts. (Choose one if several cards are tied for highest)



This card's power is equal to the level of the current Dungeon, or 5 when fighting the Boss.

Parry

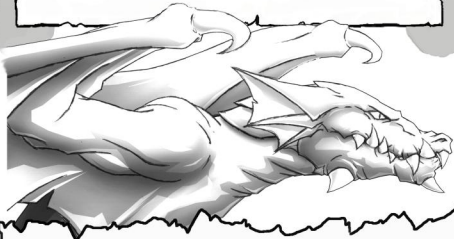


2 9 3 13 4 16



Wyvern

Do Wyverns dream of having beefy arms?



If it has bones, it can be broken.

Crush



2 9 3 13 4 16



Wyvern

Do Wyverns dream of having beefy arms?



If it has bones, it can be broken.

Crush



2 10 3 13 4 16



Armored Minotaur

Each Basic 1 card gets -1 power.

Like a bull in an iron shop.



You may treat this card as a Basic 0 or Basic 1 card, even if this card is in your discard pile.

Calculated Attack



2 10 3 13 4 16



Armored Minotaur

Each Basic 1 card gets -1 power.

Like a bull in an iron shop.



You may treat this card as a Basic 0 or Basic 1 card, even if this card is in your discard pile.

Calculated Attack



2 9 3 11 4 15



Assassin

If a player plays a Basic 0 card, their total power is 0. This enemy can only be defeated during the last player's turn.



You may discard this card to draw one extra card. If you are the THIEF, this card gets +4 power, but only during your turn.

Deathstrike



2 4 3 8 4 13



Dark Mage

This enemy gains power equal to twice the starting player's total power.

Mind control! A great excuse to slap your friends in the face.



Double the power of one of your cards. I didn't know I had it in me.

Hidden Power



2 4 3 8 4 13



Dark Mage

This enemy gains power equal to twice the starting player's total power.

Mind control! A great excuse to slap your friends in the face.



Double the power of one of your cards. I didn't know I had it in me.

Hidden Power



2 10 3 14 4 19



Giant

The bigger they are, the harder they fall... on top of us! Run!



Was that really necessary?

Obliterate



2 10 3 14 4 19



Giant

The bigger they are, the harder they fall... on top of us! Run!



Was that really necessary?

Obliterate

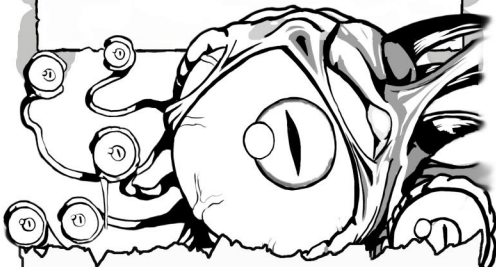


2 11 3 14 4 19

5

Floating Eye

At the start of the combat, each player searches their deck for one card with the highest power (ignoring text) and discards it.



Look at the top five cards of a player's deck and put them back in the order of your choice.

Foresight

2

2 2 3 3 4 4

5

Lost Goblin

At the end of the combat, if you are in a Level 5 Dungeon, put this card at the bottom of a Level 1 Dungeon of your choice.



At the end of the combat, you may shuffle this card back into your deck.

Defensive Stance

2

2 2 3 3 4 4

5

Lost Goblin

At the end of the combat, if you are in a Level 5 Dungeon, put this card at the bottom of a Level 1 Dungeon of your choice.



At the end of the combat, you may shuffle this card back into your deck.

Defensive Stance

2

2 11 3 14 4 18

5

Orc Warband

At the start of the combat, each player discards the top three cards from their deck.

Mean, green and there's at least fifteen!



+1 power for each card you've played this turn, including this one. If you are the BARBARIAN, you may draw up to two extra cards.

Overwhelm

0

2 9 3 13 4 16

5

Skeletal Drake

Ignore the text on all cards that mention discarding or the discard pile.

We can make a lot of soup with these bones.



If you are the CLERIC, you may shuffle all the cards without special effects from your discard pile into your deck.

Alleviate

2

2 11 3 14 4 19

5

Golden Sphinx

Whenever a player draws a Basic card, they discard it and draw a new card.

Show me your true potential.



+4 power if you have six or more Basic 0 cards in your discard pile.

Karma

3

2 11 3 14 4 19

5

Golden Sphinx

Whenever a player draws a Basic card, they discard it and draw a new card.

Show me your true potential.



+4 power if you have six or more Basic 0 cards in your discard pile.

Karma

3

Cleric Skill

If you are the CLERIC, each other player may shuffle up to two cards from their discard pile into their deck.

That's not just a flesh wound. Here, let me take care of that.



Thief Skill

If you are the THIEF, you may discard one card from your hand to take one random Dungeon card from the reserve, of the same Dungeon level as the current Dungeon. Place that card in your discard pile.

Hey, look what I found while you guys were fighting that monster.





Barbarian



Bard



Cleric



Thief

Barbarian Skill

If you are the **BARBARIAN**, you may draw three extra cards.

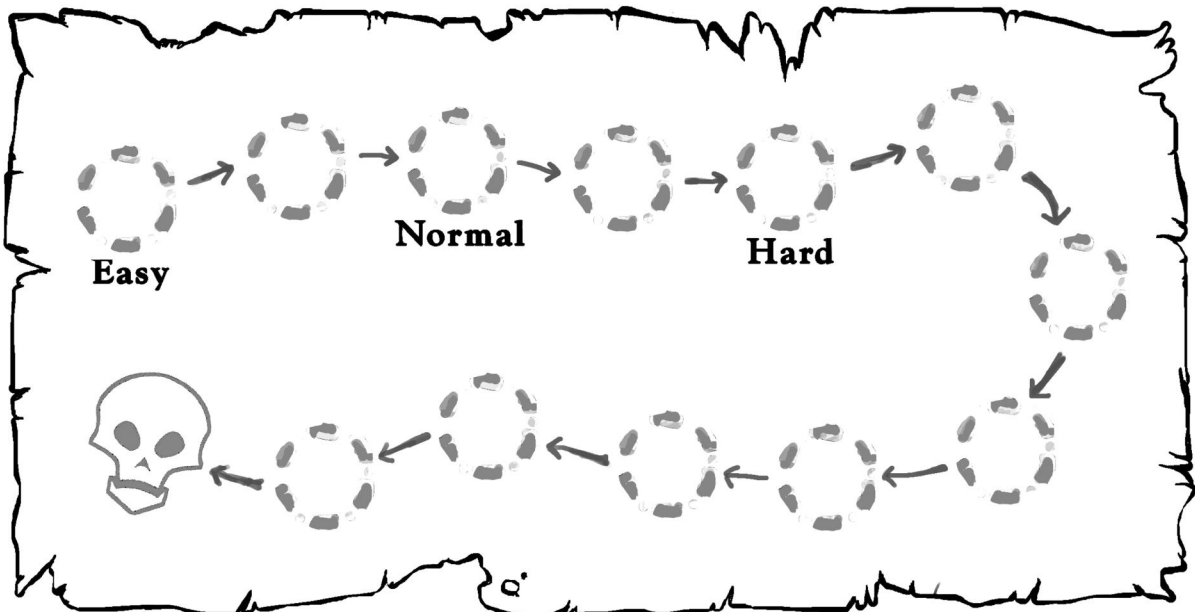
I'll let my axe do the talking.



Bard Skill

If you are the **BARD**, you may discard the top two cards from your deck to double the total power of one other player. This can even be used on a player who hasn't taken a turn yet.

Every hero needs a theme song.



2 13 3 16 4 22



Dark Lord

His strength comes from his minions, his spies... and the fireballs he shoots from his hands.



2 11 3 14 4 18



Dark Lord

+1 power for each uncompleted Dungeon.

His strength comes from his minions, his spies... and the fireballs he shoots from his hands.



2 9 3 11 4 15



Dark Lord

+1 power for each other card left in the Boss deck.

His strength comes from his minions, his spies... and the fireballs he shoots from his hands.



2 10 3 12 4 16



Dark Lord

At the end of the combat, take two random Level 2 Dungeon cards from the reserve and shuffle them into the Boss deck.

His strength comes from his minions, his spies... and the fireballs he shoots from his hands.



2 8 3 7 4 7



Spider Queen

At the start of the combat, each player discards the top three cards from their deck. For each Basic card discarded in this way, this enemy gets +1 power.



2 7 3 6 4 5



Spider Queen

At the start of the combat, each player discards the top card from their deck. The player with the highest discarded power (ignoring text on the card) must fight this enemy alone and becomes the starting player. In case of a tie, choose one of the players.



2 10 3 10 4 10



Spider Queen

At the start of the combat, each player discards the top three cards from their deck. For each Basic 0 card discarded this way, this enemy gets +2 power.



2 13 3 13 4 13



Spider Queen

At the start of the combat, the starting player discards the top four cards from their deck.

She'll try to weaken us with her poison, waiting until we lack the strength to grasp our weapons.



Heroes of Tenefyr print & play

Please support this game on Kickstarter on September 26

Have fun playing!

PDF Rulebook can be found here:
www.brokenmillgames.com