

★ MYTHIC DUNGEON Crawler ★

PLAYERS: 1 GAME TYPE: DUNGEON CRAWLER

OVERVIEW

The deck represents the dungeon and each room has 4 cards. You play 3 of the cards and the 4th remains and becomes one of the cards in the next room (You deal 3 more cards to lay out the next room). Clubs and Spades are monsters, Diamonds are weapons or shields or allies, and Hearts are health potions or Elven healers. Your **objective** is to clear the dungeon and get as much loot as possible without ever letting your health go to zero.

ACKNOWLEDGMENTS

This game was inspired by the following other solo games: *Scoundrel* by Zach Gage and Kurt Bieg; *Clear the Dungeon* by Skip Solo; *Card Crawl*, an app by Arnold Rauers.

RESOURCES

download

Printable Playmat
boardgaming.com/mythic-dungeon-crawler

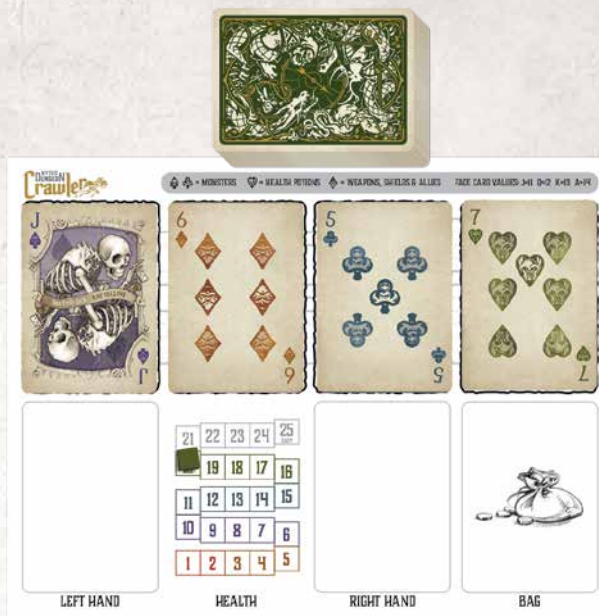
watch

Demo Video
youtu.be/MJ8AfUZKbIM



SETUP

- 1) Shuffle the deck and place it above the play area as a draw pile.
- 2) Use a counter to track your health:
Easy Difficulty: Start at 25 health
Normal Difficulty: Start at 20 health
- 3) Draw four cards and fill the dungeon room by placing the cards face up in the four empty room spots.



CARD VALUES

All cards except jokers use standard card values 2-14, with number cards being their number, Jack=11, Queen=12, King=13, and Ace=14.

Monsters: Card value is the monster's strength or the damage it will do.

Weapons: Card value is the attack strength or the amount of damage it will do to a monster.

Shields: Card value is the durability, or the amount of damage it can block before breaking.

Potions: Card value is how much health the potion can restore when used.

HEALTH

Using a potion increases your health based on the value of the card, but only up to your maximum health. Your maximum health is 20, but if you are having difficulty clearing the dungeon, you can start with 20 and allow your maximum health to be 25 or 30.

LEFT HAND & RIGHT HAND

To use a card, you must have a hand available. You can equip a weapon in each hand, but if you don't have a free hand available, you cannot equip another weapon or drink a health potion.

BAG

Your bag is where you store your loot. After defeating a monster, instead of discarding it, you turn the monster card face down in your bag slot, to represent collecting loot. You may also use your bag to store one weapon or one potion face up to use at a later time. However, if your bag is covered by a face-up card, defeated monsters cannot be placed in the bag and must be discarded instead.

You may swap inventory by moving cards between your hand or bag, as long as the cards have not been used yet (no monster on a shield or joker card). Only a joker can move a card back into the dungeon room.

DISCARD PILE

You can keep a discard pile to the right of the play mat. Your used potions, weapons, and non-looted monsters will go into the discard pile.

SKIPPING A ROOM

If you do not interact with any of the cards in the room, you can skip the room by shuffling the 4 cards into the dungeon pile. If you skip a second room in a row, you suffer 5 fear damage. You cannot skip a third room in a row. If a monster in a skipped room has a weapon card on it from being left over from the previous room, you discard the weapon and the monster is shuffled into the deck with the other 3 cards.

CLEARING A ROOM

If you choose to play through the room, you must empty 3 of the 4 room slots by interacting with the cards, drinking potions, equipping weapons, etc. Afterward, the remaining card becomes the first card in the next room, and you fill the room with 3 more cards from the top of the dungeon pile.

EQUIPPING A DIAMOND CARD

Equipping a diamond means taking the diamond card from the dungeon room and placing it in an empty hand slot. Whether it is a shield or a weapon depends on how you use it later (shield to block, weapon to attack). You cannot discard an equipped weapon or shield from your hand until it is fully used. If it is a face card, think of it as a Dwarven ally, but it still uses a hand slot.



The **Diamonds (6)** is equipped, ready to be used as a weapon or shield.

DRINKING A POTION

If you have a free hand, you may drink a potion by taking it from the dungeon room and increasing your health based on the value of the potion, but not above your maximum health. A used potion is immediately discarded.

PROVOKING A MONSTER ATTACK

You may taunt a monster from the dungeon to have it attack you. You do this by taking it from the dungeon room and either applying its remaining strength as damage directly to your health or by using a shield to block some or all of the damage. You may not use two shields for a single attack.



The **Orc (5)** is blocked using the **Shield (6)**.
The **Shield** has 1 durability remaining.

If the current shield durability is less than or equal to the monster's strength, then you suffer damage equal to the difference. If the monster's current strength is less than the shield durability, then place the monster on the shield as a reminder of the remaining durability. For example, if a 5-Orc is blocked using the 6-Shield, place the Orc on the shield to show that the shield has 1 point of durability remaining.

After being used as a shield, the diamond card remains a shield and cannot be discarded until it is broken. For example, you cannot use the remaining durability of a shield as a weapon attack. When a monster's remaining strength is greater than the shield's remaining durability, any remaining unblocked damage done by the monster is applied as damage to your health. The defeated monster is added to the loot bag and the broken shield (and used weapons if any) are discarded.



Playing the **Undead Jack (strength 11)** without using the **Shield**, results in 11 damage.
Then the **Jack** is looted by placing the card face down in the bag slot.

ATTACKING WITH A WEAPON

You may attack a monster in the dungeon room with an equipped weapon. If the weapon damage is less than the monster's strength, then leave the weapon on the monster in the room as a reminder that the monster's strength has been reduced (by the value of the weapon). If the weapon attack value is equal to or greater than the monster's remaining health, then the monster is removed, the loot is bagged, and the weapons used on the monster are discarded.



A **Weapon (7)** is played on the **Orc King (13)** reducing the **Orc's** strength to 6 ($13 - 7 = 6$).

BEING ATTACKED BY A WEAKENED MONSTER

A weakened monster (one that has been attacked by one or more weapons) is played just like any other monster. The weapons on the card are just used to remember how much damage was done to the monster.

In the example below, the Orc King's strength was reduced to 2 by using the 7 and 4 weapons. It could be blocked by the shield, which has 1 remaining durability, doing 1 damage to the player, or it could be played unblocked, doing 2 damage to the player.



Playing a weakened **Orc King (13)** that has 2 remaining strength ($13 - 7 - 4 = 2$).

STORING A POTION OR WEAPON

You can use the bag to store a weapon or potion, but when the bag is covered by a weapon or potion, you must discard defeated monsters rather than collecting their loot.

Playing the card from the bag requires an empty hand slot. You cannot move a card from your bag into a dungeon slot.



The **Potion (7)** stored in the bag prevents the defeated **Monster (6)** from being looted.

USING A JOKER

A joker is equipped in an empty hand slot or stored on the bag. The Joker can take and hold any one item (weapon/shield/potion) from the dungeon by placing the item on the Joker. When the item is used, the Joker is discarded. When using the item, it may be equipped in an empty hand slot (including the one just vacated by the Joker) or placed back into an empty dungeon room.

The Joker can also hold (trap) a monster by placing the monster from the dungeon room on top of the Joker. The monster can be returned to an empty room slot at any time, then the Joker is discarded.



The **Joker** saving the **Queen of Hearts** for use at a later time.

You can move a potion or weapon held by the joker onto the bag, but the joker must then be discarded. You may not swap cards that the joker is holding. If a card a joker is holding is moved, you must discard the joker.

DRAGON JOKERS

The Dragon has a strength of 15. If it deals more than 10 damage to you, then your maximum health is permanently reduced by 5. You may only use one attack card on a Dragon, because it will immediately follow up by attacking you (though you could block with a shield).



TREASURE JOKERS

The Treasure card can be played by adding it directly to your loot bag and is counted as 5 loot when scoring. Or, you can try to keep the treasure around as bait for the dragon (by either leaving it in the dungeon room or placing it on your bag face up). The Treasure is played as a weapon against the dragon, essentially luring the dragon away. The dragon and treasure are discarded. If you can defeat the dragon instead, and keep the treasure as loot, you will have a chance at scoring a perfect game.



FORCED DISCARD

If you must play a potion or weapon but have no free hand and the bag is already holding an item, you may discard a potion or weapon from the dungeon room. But be warned, wasting items will make it very difficult (and maybe impossible) to clear the entire dungeon.

GAME END

The game ends when the final monster is defeated or your health hits zero.

SCORING

Your score is the number of monster cards in your bag at the end of the game. A perfect score is a game where all monsters and treasure are looted.

CREDITS

Game Designer: Jon Wittwer | **Artist:** Greg Swearingen | **Graphic Designer:** Jim Wittwer

Mythic Dungeon Crawler | Official Rules | Updated 8/7/2025 | © 2025 BoardGaming.com