

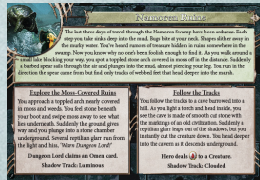


Component List

- (15) Story cards
- (3) Creature cards
- (2) Treasure cards
- (1) Quest card

Quest Card

Quest cards provide new adventures specific to the Story cards in the expansion. During the Quest Stage, the Dungeon Lord can choose to use either side of the Quest card specific to the Depths of the Glarr or the standard Quest card on the back of his Dungeon Lord Character card.



Expansion Mark



All cards part of the *Depths of Glarr* expansion are labeled with a special mark on the bottom-left corner of the cards. Use this mark if you ever need to separate the expansion content from the core game.

Setup

Shuffle the three new Creature cards and two new Treasure cards into their respective decks in the core game.

In addition, there are 15 Story cards part of the Depths of Glarr expansion. These Story cards are linked together to give the Hero an arc to their adventure.

Players may agree before the game begins to play with an arc of three Glarr Story cards instead of randomly drawing Story cards from the core game. Arcs are grouped by every three Story cards (i.e. Glarr 1, 2, & 3 is an arc, Glarr 4, 5, & 6 is another arc, etc).

Start with the first Story card in the arc (i.e. Glarr 1) instead of randomly drawing a card. Play through three Story cards in order (i.e. Glarr 1, Glarr 2, and Glarr 3). Then finish the game with the Final Battle stage.

Players can play a second game with a new Hero and Dungeon Lord starting with a new arc (i.e. Glarr 4) to explore further areas in this expansion's dungeon.

The 15 Story cards in the Depths of the Glarr can also be shuffled into the core deck of Story cards. This allows players to randomly draw from an even larger deck of Story cards.

Credits

Game Design: Tom Green

Producer: Stephen Smith

Game Illustrations: Artur Jag

Writers: Jon Cormier, Josh Vogt

Editing and Proofreading: Mark Decker and
Amanda Green