



15 Min.



10+



2-4 Players

DUNGEONS & DRAGONS

DUNGEON Scrawlers

Heroes of Undermountain



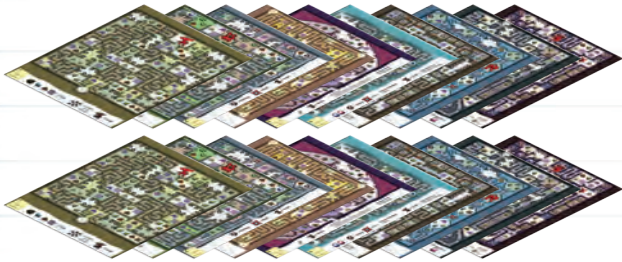
Rule Book

WIZKIDS

In *Dungeon Scrawlers*, you and other adventurers are drawn together to delve into the Undermountain, an immense underground of dungeons created by the Mad Mage, Halaster Blackcloak. Use your markers to defeat Monsters, cast Spells, connect Artifact Fragments, and collect shiny Treasure! The player with the most points after exploring three dungeons is the winner!

Components:

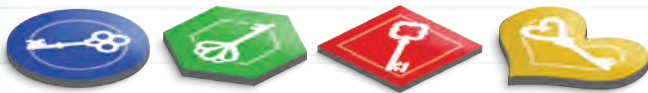
20 Double-sided Dungeon Sheets
(4 each of 10 different Dungeons)



5 Character Tiles



12 Key Tokens (3 of each color)



8 Orb Tokens (4 of each color)



4 Markers



1 Rule book



Game Setup:

Give each player **one marker** and **one character**, either randomly or by choice.


Choose three of the dungeons you want to play and give the corresponding sheets to each player.

When you play the game for the **first time**, or you teach it to new players, we suggest you first play **Dungeon 1** on its own to get a feel of the game. Then, you can start a full game and play **Dungeons 2-4**. Then continue your next game with **Dungeons 5-7**, and finally, with **Dungeons 8-10**. After that, you can choose any three dungeons whenever you play.

Note you can always choose to play any amount of dungeons in a single game.



How to Play:

Put the Dungeon sheet that contains the dungeon you will delve into in front of you. Each Dungeon sheet shows what special components are needed, reminders of various elements, special scoring values, and Scrawl End triggers. Read them aloud so that everyone is aware of them. It also gives you a place to put your name and your total score. If the Dungeon sheet shows the  you will need a phone or other timing device.



Dungeon 9 uses Orbs and Keys, Bosses are worth 3VP, and the Scrawl Ends when a pink Orb is taken.

As soon as everyone is ready, the Dungeon Scrawl starts with all players playing at the same time: begin drawing from any entrance (marked by "Start") and make your way inside the Dungeon. Whenever you encounter an element (a Monster, a Treasure, etc.) you interact with it in a certain way (see pg. 4). The following rules must always apply when drawing:

- **You always draw in a continuous line.** If you lift your hand, you must continue from where you were. You are allowed to go backwards the way you came, but you must keep drawing while you do it; you don't lift the marker and there's no penalty if you cross your own line again.
- **You must always keep the line you draw within the corridors and the rooms.** If your marker touches the wall, there is no penalty. However, if your marker goes through the wall but comes back to or remains in the same corridor/room, you get **-1VP**. If your marker goes through a wall into another area, and continues, you ignore everything from that point on.
- **Whenever you enter a room, you have to interact with all the elements inside of it.** Each of those elements will award you with a number of points at the end of the round. If you leave a room without having interacted with an element, you get **negative VP** as a penalty, equal to the VP that element would normally award you. Keep in mind that if you try to interact with an element, but fail to do so successfully (for example you partially covered a Monster), you don't get any VP from it, but you don't get a penalty either.

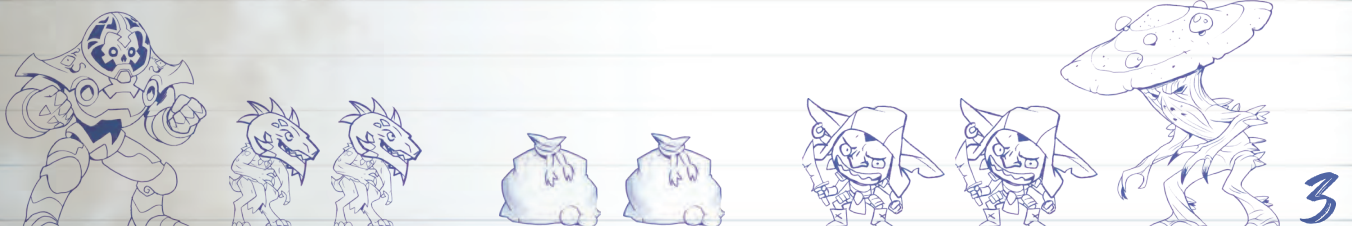


As soon as the Dungeon Scrawl end is triggered, all players immediately drop their marker. Players who were inside a room when the end was triggered, do not lose VP from the room's elements they didn't interact with.

Give your Dungeon sheet to the player on your right. Then, calculate the score on the Dungeon sheet in front of you, writing the score on the sheet.

After everyone's score has been written, set it aside, ready a new Dungeon sheet, and play that level.

When you have completed all three dungeons, add each player's scores to calculate their final score. The player with the highest score is the winner! In case of a tie, the winner is the player among them who got the highest individual score in one of the dungeons. If there is still a tie, the players share the victory.



Dungeon Elements:

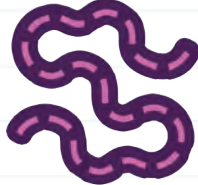
Basic Elements

The dungeons are full of elements that you need to interact with. The basic elements that you will find in every dungeon are these.

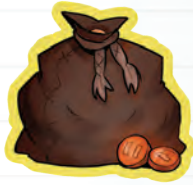
Monsters



Spells



Treasures



Artifact Fragments



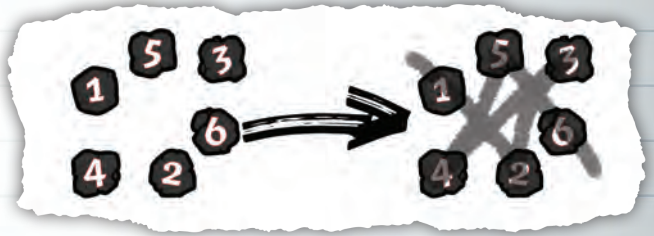
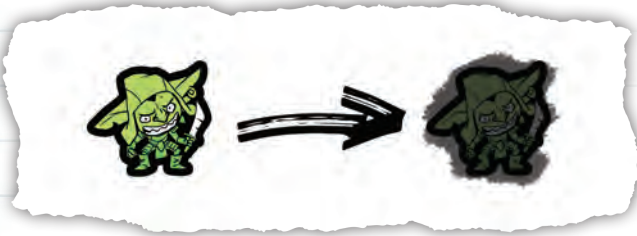
Exotic Plant



Each of these elements must be dealt with in a different way:

To defeat a Monster, you need to draw over it and fully cover the Monster. Each defeated Monster awards you with **1VP**.

To gather the Artifact Fragments, you need to connect the stones in order. For **every 3 stones** you connect correctly, you are awarded with **1VP**.



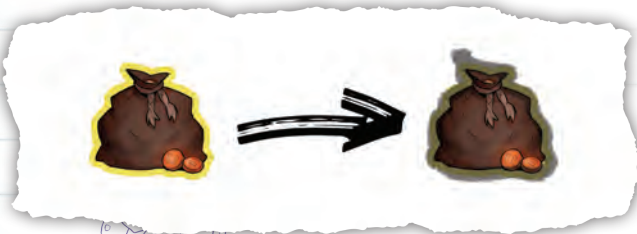
There are three types of Spells. To cast a Spell, you need to trace it with your marker. Each Spell cast awards you with **1VP**.

To collect an Exotic Plant, you need go through it with your marker. Each Exotic Plant you collect awards you with **1VP**.

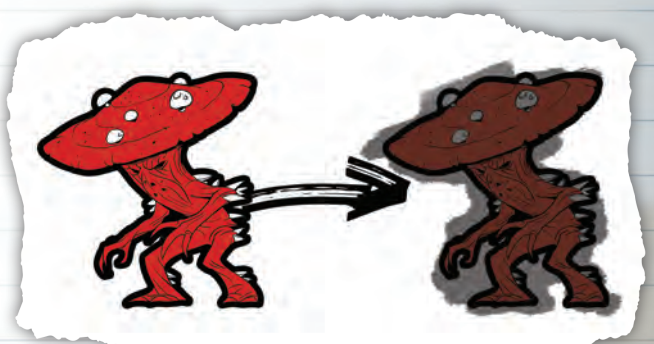


There are three types of Treasure that are all outlined in yellow. To collect a Treasure, you need to trace its outline with your marker. Each Treasure you collect awards you with **1VP**.

To defeat the mighty Bosses, you need to cover them with your marker, similarly to how you would interact with a Monster. Covering a Boss ends the Dungeon scrawl unless noted otherwise on the Dungeon sheet.



The amount of points you get after defeating a Boss is different in each dungeon and is listed on its sheet.



Advanced Elements:

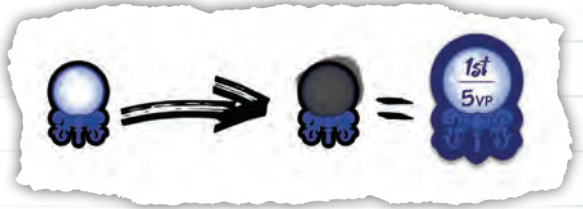
Not all of these elements are in every dungeon. See each Dungeon sheet to see which ones are present.

Orbs

There are **2 types of Orbs** (blue and pink) and for each one there are 4 cardboard tokens listing different positions (1st, 2nd, 3rd, and 4th). When playing with a dungeon containing Orbs, place the Orb tokens in two separate piles where every player can reach them. Stack them in order, with "1st" on top and "4th" on bottom.



To interact with an Orb, you cover the interior of the sphere. As soon as you do, you grab the top Orb token matching the color of the orb you interacted with. Based on the order they are taken, these tokens award you with additional points printed on the orbs themselves.



Note you are allowed to have multiple orbs of the same color.

Portals

Each Portal consists of two elements that have the same color/letter. The Entry point and the Exit point.

ENTRY EXIT ESCAPE



Whenever you touch an Entry Point with your marker, pick up the marker and start drawing again at an Exit point of the same color/letter. If there are multiple Exit points of the same color/letter, you choose the Exit. **Note that all Portals are one-way. If you happen to touch an Exit point first, nothing happens; you do not continue from the Portal's Entry point.**

Entering the Escape Portal ends the Dungeon scrawl.

Keys

Keys come in 4 colors/shapes with each color having 3 corresponding cardboard tokens. When playing with a dungeon containing Keys, place **2 Keys (2-3 player game)** or **3 Keys (4 player game)** of each color where every player can reach them. To interact with a Key, you only need to touch the Key with your marker: when you do, grab the corresponding Key token and place it in front of you for the rest of the Dungeon scrawl. **You can only have one of each type of Key.**



If such a token is no longer available, nothing happens – you are not considered to have that Key.

In some dungeons you may encounter Skeleton Keys. These are wild Keys – when you touch them, you can take any available Key token.



Keys are used to open locked Doors. The color of each locked Door indicates the Key it requires. If you have the corresponding Key, you move through that door as if it was not there. If you don't have the corresponding Key, then you cannot pass through it: if you do, you ignore any line after that door, just like crossing a wall into another area.



In some dungeons you may encounter Skeleton Key Doors. These doors can be opened with a Key of any color/shape. If you don't have any Key at all, you may not pass through them.



If a door has more than one lock, each lock requires a different key.

Prisoners

You interact with Prisoners just by touching them with your marker. Each prisoner awards you with **1VP**.



Scoring Example:

Jane has just played the first dungeon and Mike is checking her sheet to calculate her score:

The maze contains various elements:

- Start:** A glowing circle at the bottom center.
- Path:** A series of numbers (1-6) connected by lines, starting from the 'START' and ending at a chest icon.
- Icons:** Green goblin-like creatures, purple snakes, brown treasure bags, blue gemstones, purple symbols, and a large red dragon.
- Numbers:** Scattered throughout the maze, some crossed out with a large 'X'.

Scoring Key for Jane:

1					= 1 VP	5 3	= 1 VP		= 4 VP
						1 6	per 3		
						4 2	stones		

Let's break her route in sections and go over each one in detail:



In the first 4 rooms no mistake has been made. Jane has interacted correctly with each element so she gains **2VP** from each room for a total of **8VP** for this section.



In the next room, Jane covered two Monsters for **2VP**. However, she forgot to interact with the Treasure which gives her **-1VP**. So her total for this room is **1VP**.

In the corridor, Jane gets **2VP** for the 2 Exotic Plants she interacted with. However, while she gets no penalty for touching the wall at the corridor entrance, she gets **-1VP** for crossing the wall section further on, but staying within the same corridor area.

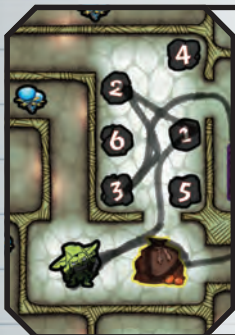
The total score from this section is **2VP**.



She then goes through 2 rooms without a mistake, getting **4VP** from them.

In the corridor, she interacted with 1 Exotic Plant which gives her **1VP**, but she also crosses a wall section, losing **1VP** as she was able to stay in the same corridor area. Thus, no points are gained from the corridor.

In total, this section gives her **4VP**.



In the next room, while she interacted with both of its elements, none of them were completed successfully. The outline of the Treasure wasn't traced properly and the Monster wasn't fully covered. Thus no **VP** are gained or lost from this room.

In the next room, she connected the first 3 Artifacts, but left the other 3 unconnected. Thus she gets **1VP** from the first 3 Artifacts, but loses **1VP** from the other 3 that were left unconnected.

All in all, Jane gets **0VP** from this section.



In the final room before the Boss, Jane casts all 3 Spells successfully, gaining **3VP**.

The Boss is also dealt with successfully, however, before entering its room, Jane crossed the wall with her marker into the next room and continued drawing. This is not allowed and when it happens, players must disregard the rest of their line.

Thus, Jane scores only **3VP** from this section.

Mike adds everything together and tells Jane that her total score is **17VP** as he writes it on her Dungeon sheet!



Character Abilities:

At the beginning of the game, each player gets a Character. Each Character has a special ability that allows them to deal with some of the elements in a more efficient way:

Rogue:

You only need to touch a Treasure to collect it.



Ranger:

Exotic Plants you collect are worth **2VP** instead of **1VP**.



Cleric:

When collecting Artifact Fragments, you may connect the stones in any order.



Wizard:

Instead of tracing a Spell to cast it, you may draw a small circle inside it.



Barbarian:

When fighting Monsters, you only need to cover their head to defeat them. This ability does not work against Bosses.



Credits

Game Design

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