One Card Dungeon

Adventure pack

Eternal Peak

In the highest peaks, where the winds howl and the snow never melts, the White Sorcerer has unleashed an ancient storm. His icy magic corrupts everything it touches, turning the world into a frozen wasteland of despair. Only those who dare to brave the cutting winds and pass through the blizzard can break his grip and restore light to the darkened lands. But beware: the White Sorcerer's power grows with every gust that rises.

Components

1 Dungeon card (front/back) 1 Class Card 5 Item Cards

One Card Dungeon: Eternal Peak is a standalone adventure that follows the same setup and rules as the base game and the *M'Guf-yn Returns* expansion, with some unique new features included in this adventure pack, detailed below.
Note: The components of the One Card Dungeon base game are required to play.

New Dungeon Card

The Dungeon Card introduces a new rule: Blizzard tiles.
When your Adventurer is on a Blizzard tile, subtract -1 from your base Attack and Defense values.

Treasure Chest

If you are playing with this module, place the Treasure Chest die on the tile with the grey X.
Note: The *M'Guf-yn Returns* expansion is required to play with this module.

New Class: Sherpa

Once per level, you can move ignoring the restrictions of walls, treating them as any other tile for the purposes of Movement. Note: However, you cannot end your Movement on a Wall tile.
The new Sherpa class can also be used in the base game, the *M'Guf-yn Returns* expansion, and with other One Card Dungeon adventure packs.

New Module: Item Cards

The One Card Dungeon adventure packs introduce a new module, which can also be used in the base game and the *M'Guf-yn Returns* expansion: Item Cards. You can also combine the Item Cards found in this pack with those from other One Card Dungeon adventure packs, except for the Item Card with a mountain icon in the top right corner, which is unique to the **Eternal Peak** adventure pack.

During setup: Shuffle all the Item Cards and draw 3; these are the items you will use during your game. Alternatively, you can choose the 3 Items to try different combinations based on the Class you have chosen. Discard the other items; they will not be used during the game.

Gameplay: During the game, when needed, you can use one or more Item Cards. Each card details its immediate effect. Each item can only be used once (unless otherwise specified). Once used, discard the Item Card, as it will no longer be available during the game.

Example: If you suffer a heavy attack, you might use the Healing Herbs Item card. This allows you to halve the damage taken, rounded up. So, if you take 3 or 4 damage, you only subtract 2 Health points from your Adventurer. Once used, discard the card from the game.

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