

Terraria

RULEBOOK



WELCOME, TERRARIANS!

A brand-new world awaits; a blank canvas brimming with terrain to explore, resources to gather, loot to find and enemies to defeat... Delve deep into cavernous expanses, seek out ever-greater foes to test your mettle in combat or construct your own city; in the world of Terraria, the choice is yours!

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Credits

GAME DESIGN BY

Chris Kingsnorth
James Faulkner

BASED ON THE VIDEO GAME "TERRARIA"

By Re-Logic, Inc.

DEVELOPED BY

Chris Kingsnorth
Matthew Law
Anthony Howgego

ART BY

George Doutsopoulos

CONCEPT ART BY

Raben White

GRAPHIC DESIGN AND 3D RENDERS BY

Anka Sep

MINIATURES BY

Francesco Orrù

RULEBOOK EDITOR

Anthony Howgego

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Components

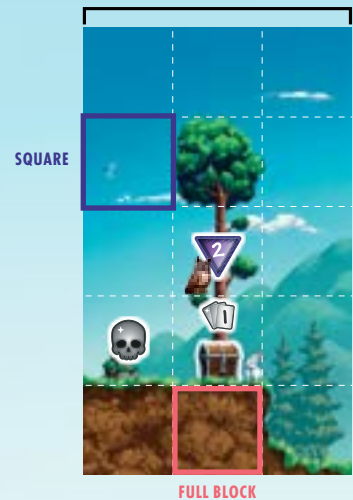
86 BIOME TILES

BIOME TILES – FACE



The 4 starting biome tiles (shown to the left) have the same art on the face and back, to make them easier to find. These tiles are included in the quantities listed above.

BIOME TILE FACE ANATOMY



BIOME TILES – BACK



The back of each biome tile shows its corresponding biome and layer. Underground and Underworld tiles (shown bottom right) are not biome-specific, and therefore do not have a biome icon. See [11](#) for biome and layer icons.

OVERLAY CARDS

Transparent cards.

47 ARMOR CARDS



16 MINION CARDS



REFERENCES

BESTIARY/CRAFTING MENU



2 BESTIARY REFERENCE SHEETS



BOARDS

OBJECTIVE BOARD



NPC (NON-PLAYER CHARACTER) BOARD



MINIMAP BOARD



MINI CARDS

56 OBJECTIVE CARDS



64 CONSUMABLE CARDS



160 ADVANCED EQUIPMENT CARDS



ACTION CARDS

24 GUIDE ACTION CARDS



16 MERCHANT ACTION CARDS



40 LOOT ACTION CARDS



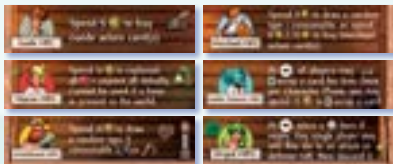
ACTION CARD FACE ANATOMY



30 CHEST CARDS



6 NPC TILES



8 CHARACTER CARDS



HOUSES

10 HOUSE TILES



8 HOUSE BONUS TOKENS

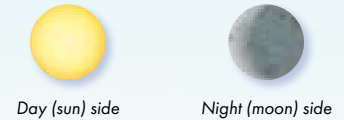


ADDITIONAL PIECES

5 MINIMAP TOKENS



1 TIME TOKEN



1 THREAT TOKEN



8 TOMBSTONE PIECES



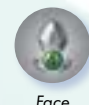
12 WOUND TOKENS



23 OPENED CHEST TOKENS



6 PYLON TOKENS



12 ROPE TOKENS



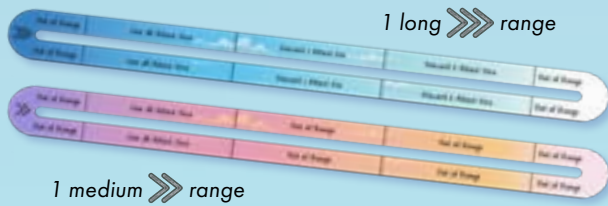
1 FOCUS TOKEN



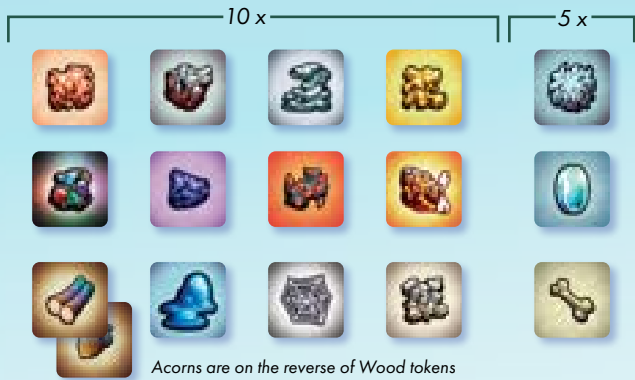
30 PLATFORMS



2 RANGEFINDERS



135 RESOURCE TOKENS



89 TUNNEL TILES



168 ENEMY TOKENS

Various quantities of tokens shown below:



The back of each enemy token shows the enemy's biome, layer and whether it spawns in the day (sky background), night (star background) or both (tunnel background). Only Surface enemies have specific day or night spawning.

Examples:

Forest,
Surface, day:



Jungle,
Surface, night:



Crimson, Underworld,
day and night:

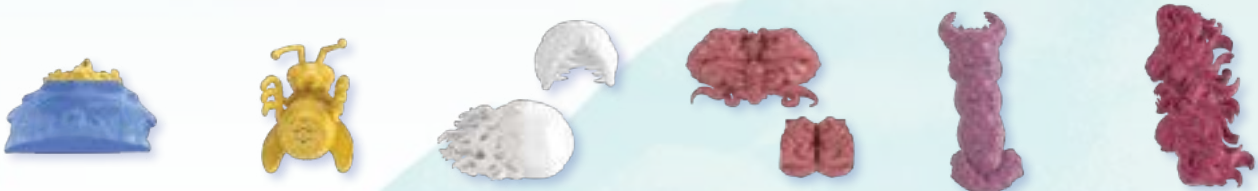


BOSSSES

36 BOSS CARDS



6 BOSSES



20 ALLY TOKENS



6 BOSS BOXES WITH LIDS



STORAGE TRAYS AND BOXES

BIOME TILE BOX BASE TRAY CARD BOX



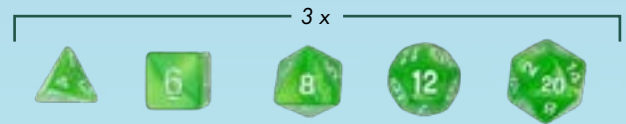
SETUP TRAY

CRAFTING TRAY

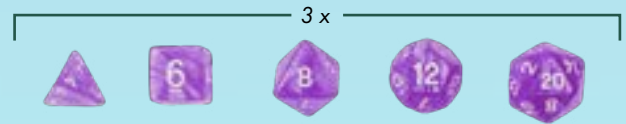
ENEMY TRAY

30 POLYHEDRAL DICE

15 CHARACTER DICE



15 ENEMY DICE



Per Player

WOODEN PIECES

HEALTH PIECE
+ HEALTH METER BLOCKER



2 CHARACTER PIECES
Matching player color – 1 used per game.



MANA PIECE
+ MANA METER BLOCKER



PLAYER BOARD

Matching player color.



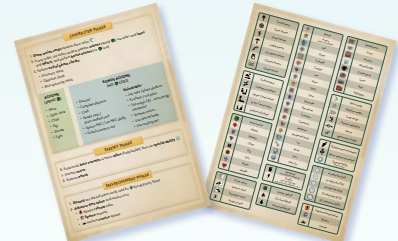
6 RESOURCE DICE

Matching player color.
Numbered 0 to 5.



PLAYER REFERENCE

Round structure on front,
icon guide on reverse.



CARDS

3 STARTING
EQUIPMENT CARDS

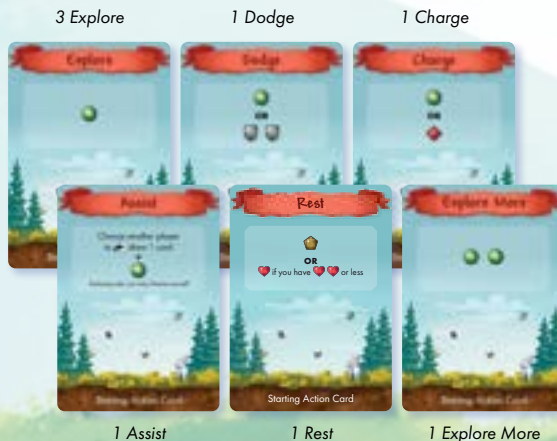
1 Copper
Shortsword 1 Copper
Axe



1 Copper
Pickaxe

8 STARTING ACTION CARDS

Card banners matching player color.



3 DEBUFF TOKENS

1 Frozen 1 Poisoned 1 On Fire



COIN DIAL

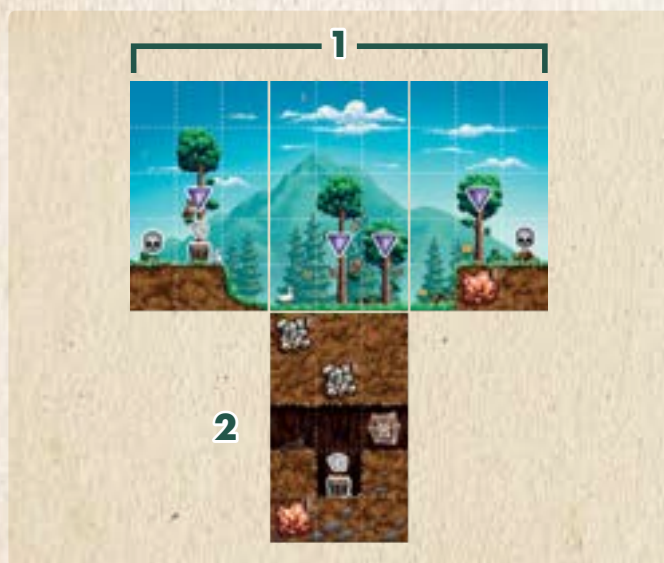


Setup

If the game's tokens and tiles have already been punched out and components have been sorted into their trays and boxes, setup should take around 10 minutes.

Shuffle each set of enemy tokens and place them face-down into the corresponding section of the enemy tray.

1. Place the 3 starting Surface Forest biome tiles in the center of the playing area, in the order shown.
Leave room on each side to place 7 biome tiles. Leave room below to place 4 biome tiles.
2. Place the starting Underground biome tile below the central Surface Forest biome tile.



3. Place a platform on the central Surface Forest biome tile, level with the squirrel art.
4. Place 2 random Surface Forest day enemies from the enemy tray, face-up, onto the squares with the spawn icon.



5. Place the biome tile holder within reach. Group tiles into sets by biome and layer and shuffle each set separately, keeping each set together within the biome tile holder (use the dividers to help).
6. Place the card box within reach. Shuffle the type 1 consumable card deck, each deck of chest cards (1 set per biome) and each deck of loot action cards (1 deck per level 1-5) and place them back into the card box.

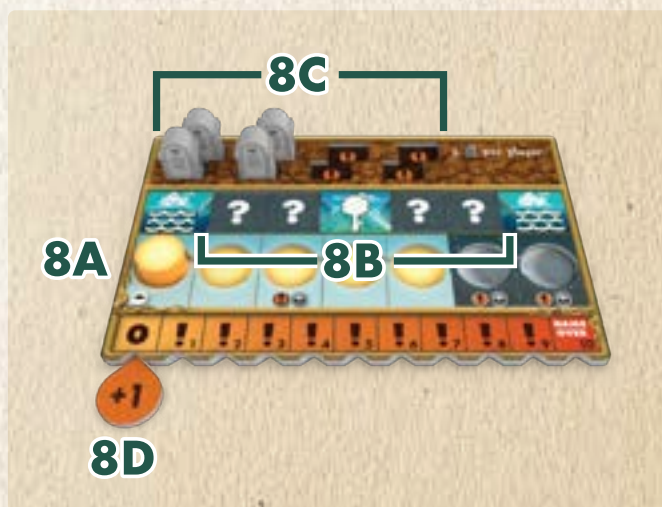
7. Separate the objective cards by type; Dig , Fight , Explore , and Build . Arrange the cards into 4 stacks, such that the side matching your player count (1- to 2-player or 3- to 4-player) is face-up and they're in ascending order, with level 1 objectives at the top of each stack and the level 10 objectives at the bottom of each stack.

Hereafter, each stack of 10 objective cards is referred to as a 'chain'.

'Alternative' objectives are included for objectives 5, 6, 8 and 10 in each chain (denoted by 'ALT' at the bottom left of the card). In future games, for variety, you can swap out one or more standard objectives in each chain for their ALT counterparts.



8. Place the minimap board above the biome tiles.
 - A. Place the time token on the leftmost space of the time track, day side up.
 - B. Choose either the Corruption  or Crimson  biome to be included in your game. Return the minimap token for the biome you didn't choose to the box. Flip the 4 resulting minimap tokens face-down, shuffle them together and place 1, face-down, on each  space of the minimap board.
Corruption and Crimson biomes each feature unique terrain, enemies, loot, resources and bosses.
 - C. Place 2 tombstone tokens per player on the corresponding spaces of the minimap board.
For example, in a 2-player game, place 4 tombstones.
 - D. Place the threat token,  side up, below the 0 space of the threat track.



9. Place the NPC (Non-Player Character) board near the minimap board.

A. Place the Guide NPC tile into the top left space.

The Guide NPC tile is the same on both sides.

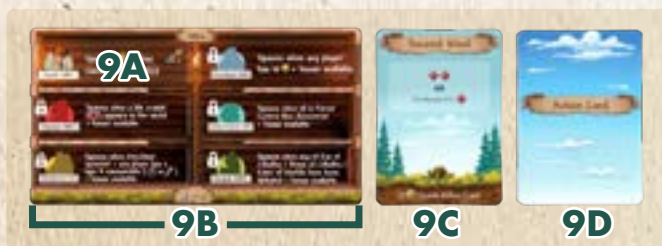
B. Place the other NPC tiles into the remaining spaces, unspawned  side up.

C. Sort the Guide action cards by type (Explore More, Second Wind, Somersault) and place them face-up next to the NPC board.

You can look through these cards at any time.

D. Sort the Merchant action cards by cost (8 or 15 ) and place them face-down next to the NPC board.

You can look through these cards at any time; they're placed face-down as a reminder that they can't be purchased until the Merchant NPC is spawned.



10. Place King Slime's boss box next to the objective cards, with its Spawning card visible through the lid. Place a wound token on the 0 space of the card's track and familiarise yourself with its spawning conditions.

10



11. Place the remaining boss boxes to the side of the playing area and within eyesight, such that you can see each boss's spawning conditions.

To save space, you can instead leave the remaining boss boxes in the main box and refer to the spawning conditions table in the bestiary, or on  32.

12. Place the bestiary/crafting menu within reach.

13. Place the remaining components to the side of the playing area.

14. Collectively choose a difficulty to play at; **standard** or **tough**.

The difficulty affects your win conditions; see  10. For your first game, choose standard. For more ways to adjust game difficulty, see  35.

PLAYER SETUP

Each player resolves the following steps:

1. Choose a color and take a player board, 6 resource dice, and a starting deck of action cards in that color.

The starting deck consists of 8 cards (3 Explore, 1 Dodge, 1 Charge, 1 Assist, 1 Rest, 1 Explore More).

A. Place the player board in front of you.

B. Place a resource die on each of the 4 leftmost inventory slots. If you're playing a 3-player game, also place a die into the 15  slot. If you're playing a 1- or 2-player game, place dice into all 6 slots. Set all dice in inventory slots to 0  and place any remaining dice aside.

C. Shuffle your starting deck of action cards into a face-down draw pile to the left of your player board.

2. Choose a character piece in your color and return the other to the box.

3. Choose any character card and place it onto your player board. Return unused character cards to the box.

4. Take 1 health piece, 1 mana piece, 1 health meter blocker, and 1 mana meter blocker. Place the health piece on the 5 space of the health track on your player board, and the mana piece on the 3 space of your mana track. For each piece, place the corresponding meter blocker piece in the space to the right of it.

These blockers serve as a reminder of your maximum health and mana, which may change during the game.

5. Take your 3 starting equipment cards and place them above your player board, into the corresponding slot. The 'other' slot will be vacant.

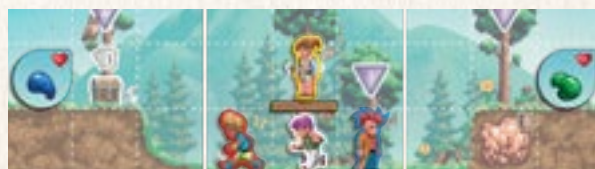
Your starting equipment consists of a Copper Shortsword, Copper Axe, and Copper Pickaxe.

6. Take a coin dial and place it next to your player board, set to 0.

7. Take 1 Frozen, On Fire and Poisoned debuff token and place them next to your player board.



8. Place your chosen character piece onto 1 of the 4 squares of the central   biome tile containing a butterfly  /  /  / . Character pieces can't share the same square.



Overview

Terraria: The Board Game is a co-operative game for 1-4 players. It uses 'deck-building' - players start with small, identical decks of action cards and can add new, better action cards to their own deck to become more powerful and specialised.

The game is played in a series of rounds, each split into 3 phases: the **Character Phase**, **Enemy Phase**, and **Environment Phase**.

During the Character Phase, you perform actions and bonus actions using the cards drawn from your deck, working together to complete objectives. Then, during the Enemy Phase, enemies activate and attack. Finally, during the Environment Phase, upkeep steps are resolved.

To complete objectives and win the game, you'll need to explore the world. As you explore outwards, you'll discover different biomes, and as you explore downwards, you'll discover new layers. Each biome and layer contains new treasures to find, resources to collect and enemies to fight; the world will be different each time you play.

WINNING THE GAME

You win the game immediately if either of the following is true:

- **You've completed the required number of objective chains.**

On standard difficulty, you must complete 1 chain of objectives. On tough, you must complete 2 chains.

There are 4 chains of objectives (Dig, Fight, Explore, and Build), each containing 10 objectives.

OR

- **You've spawned and defeated the Wall of Flesh boss.**

This is very challenging, but is an instant win regardless of your chosen game difficulty.

LOSING THE GAME

You lose the game immediately if the **threat level**  reaches **10**.

Threat increases as time passes in the game, each time a player's character dies and when bosses are present in the world. Players can reduce the threat level by completing objectives and defeating bosses.

THE GOLDEN RULE

If you're ever uncertain about a rule, card effect or any other detail, **choose the option that feels most fun for the players!**



THE WORLD OF TERRARIA

The world you'll be exploring is comprised of biome tiles arranged in **biomes** and **layers**.

Each **biome** is a 3 tile-wide vertical slice of the world that includes all layers. In each game, the world contains 5 biomes: Forest 🌳, Snow ❄️, Desert 🌵, Jungle 🌴, and either Corruption 🦋 or Crimson 🩸. These biomes are capped at each end by a single Ocean 🌊 tile.

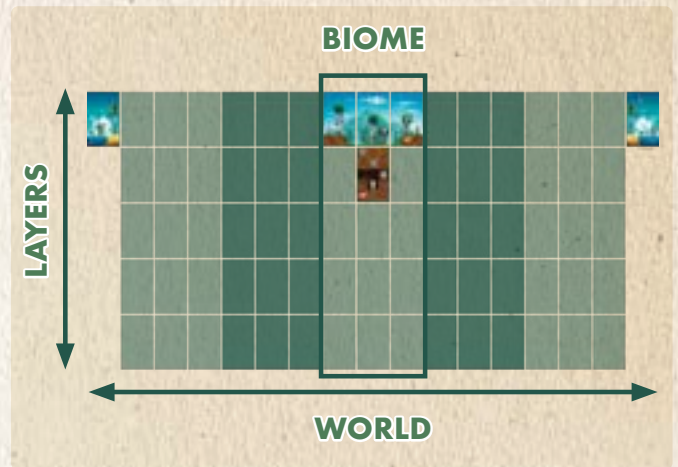
You always start in the Forest 🌳 biome. The position of the other biomes changes in each game based on the distribution of the minimap tokens placed onto the minimap board during setup; you won't know exactly where they are until you discover them.

The Corruption and Crimson biomes are 'Evil' biomes; you'll use 1 per game. Each features unique biome tiles, enemies, loot, resources and bosses.

Each **layer** is 1 tile deep. The world contains 5 layers, each spanning the width of the world:

- 🏠 Surface (top layer).
- 🏠 Underground.
- 🏠 Upper Cavern.
- 🏠 Lower Cavern.
- 🏠 Underworld (bottom layer).

You always start on the Surface. Lower layers hide better resources and equipment, but the enemies there are more dangerous.



BIOMES

Forest	Snow	Desert	Jungle	Corruption	Crimson

LAYERS

Surface	Underground	Upper Cavern	Lower Cavern	Underworld



Round Structure

CHARACTER PHASE SUMMARY

DRAWING ACTION CARDS

At the start of the Character Phase, each player draws X action cards from their action card draw pile, where X is equal to their draw value . Your draw value at the start of the game is 4, as shown on your character card.

Your draw value may be modified during the game by armor cards that overlay your character card.

If at any point during the game your action card draw pile is empty and you need to draw another action card, immediately shuffle your discard pile and place it face-down to the left of your player board to form a new draw pile, then continue drawing from it as normal.

USING ACTION CARDS AND PERFORMING ACTIONS

During the Character Phase, you spend action points to perform actions. You can perform actions at any point during the Character Phase, provided you aren't mid-way through resolving another action or bonus action. The number of you can spend is equal to the total shown across cards in your hand. You can spend to perform actions in any combination and order you choose.

For example, a single player might spend all their action points first, or two different players might alternate spending action points. In practice, if two players are performing actions that won't affect each other, you can resolve them simultaneously.

can be spent to **Move** and to **Open Chests**. Axes allow you to spend to **Chop** trees and collect Wood. Pickaxes allow you to spend to **Dig**, which helps you to move underground and collect resources there. Weapons allow you to spend to **Fight** enemies. You can also spend to **Donate** resources, coins, consumables, equipment, and armor to another player.

Actions are explained on 16-21.

USING OTHER CARD ICONS AND EFFECTS

In addition to determining how many you have, your hand of action cards may have other icons or effects.

Common **icons** include:

- Attack icons which can be spent to make your attacks more effective when you **Fight** an enemy.
- Defense icons which can be spent when an enemy attacks to boost your defense.
- Health icons which can be spent to replenish health.
- Coin icons which generate coins. Coins are tracked on your coin dial and can be spent in various ways, including on better action cards and NPC abilities.

The result of an **effect** is described by the text on the card.

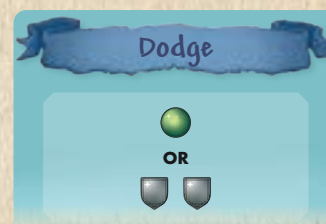
Once you've used every action point, icon and effect on a card, place that card aside to show it has been used; it will be moved to your discard pile at the start of the Environment Phase. If you've used some action points, effects, or icons on a card but not all, it is up to you to keep track of which things you've used and which you haven't.

Unless a card says otherwise, are the only icons that can be carried forward into the Enemy Phase; action points, other icons and effects on cards in play must be used during the Character Phase, so use them now! At the start of the Environment Phase, any cards remaining in play will be discarded, including those with .

Unless a card says otherwise, other players aren't allowed to use icons or effects shown on your action cards.

OR AND +

Where cards have a choice of icon or effect via the **OR** keyword, you may decide which icon or effect to use at any point during your turn, provided you only use one of the options.



Where cards have more than 1 icon or effect joined with **+**, you may use both, in any order.

You may use icons and effects joined with + at different points of the turn. For example, if the effect reads 'choose another player to draw 1 card + ' , you may spend the action point at the start of the Character Phase, then perform some unrelated actions or bonus actions, and then choose another player to draw a card.



OTHER SOURCES OF ICONS AND EFFECTS

Some other cards (including consumables, equipment, armor and minion cards) provide icons. Each Character Phase, you can spend these icons in the same manner as those on action cards. Some may provide effects. As with action cards, it is up to you to track which you've used.

Unlike action cards, equipment, armor and minions aren't discarded after you've used them.

Consumables are single-use and returned to the consumable deck matching the card's type after use.

ACQUIRING ACTION CARDS

Whenever you acquire a new action card for any reason, add it to your discard pile (not your draw pile). It will enter your action card draw pile next time you shuffle your discard pile.

New action cards can be purchased from NPCs, found in chests, and collected as rewards for defeating enemies and completing objectives.

X SCRAPPING ACTION CARDS

When you scrap an action card, return that card to the card box – it is no longer part of your deck.

Effects that allow you to scrap action cards are always optional, but it's a good idea to scrap your less powerful action cards if given the opportunity, as it means you'll draw your more powerful cards more often.

Scrap effects can be found on action cards, as rewards for completing objectives and defeating bosses, and accessed via the Goblin Tinkerer NPC's ability.

FETCHING ACTION CARDS

Some card effects will tell you to **fetch** cards from your draw pile, discard pile or elsewhere. To fetch a card, choose one and add it to your hand. Do not shuffle card piles after fetching from them.

Fetching lets you reuse a card right away instead of waiting to draw it normally.

PERFORMING BONUS ACTIONS

In addition to using action points from your action cards, you can perform **bonus actions**, which don't cost action points . You can perform these bonus actions at any point during the Character Phase, provided you aren't mid-way through resolving another action or bonus action. You can perform bonus actions any number of times, and in any combination, including performing the same bonus action multiple times, unless otherwise stated.

Unlike actions, bonus actions don't cost .

Bonus actions available to you at the start of the game are: **Discover**, **Complete Objective**, **Craft**, **Ready a Card** or **Draw a Readied Card**, **Spawn** or **Use NPC**, and **Unlock Inventory Slot**.

These bonus actions are explained on 22-24.

You'll unlock more bonus actions during play; these are explained on 30.

PERFORMING END OF CHARACTER PHASE CHECKS

At the end of the Character Phase, do the following checks.

DISCOVERY CHECK

If any player can perform a **Discover** bonus action, they must do so now.

See 22.

OBJECTIVES CHECK

If any player can perform a **Complete Objective** bonus action, they must do so now.

See 22.

BOSS SPAWNING CHECK

For each boss not already in play, check their spawning conditions. If you met these conditions during the preceding Character Phase and haven't already flipped the boss's Spawning card, do so now and follow the instructions on the card.

Bosses are explained on 32-34.



ENEMY PHASE SUMMARY

During the Enemy Phase, enemies activate if they are:

- In the same biome tile as a character.

OR

- In biome tiles orthogonally adjacent to biome tiles containing a character.

Orthogonally means touching on a side; touching diagonally doesn't count.

An activated enemy who isn't already in attack range of a character moves towards the closest character. It then attacks every character in line of sight who is in attack range.

Enemy activations are explained on  26-27.

You may resolve enemy activations in the order you choose, but you must completely resolve one activation before moving on to another.



In this example, enemies on the tiles highlighted in green would activate. Enemies on the tiles highlighted in red wouldn't activate.

ENVIRONMENT PHASE SUMMARY

DISCARD PLAYED ACTION CARDS

Move any of your action cards still in play to your discard pile, face-up.

Action cards 'in play' are those which aren't in your draw pile, discard pile or ready slot.

ADVANCE TIME TOKEN

Advance the time token and resolve any icons on the destination space, from left to right:

! ADVANCE THREAT TOKEN

Increase the threat level  by the number of spaces indicated on the visible side of the threat token (either  or ). If this causes the threat token to reach the 10 space, you immediately lose the game.

👤 SPAWN ENEMIES

Find each biome tile that contains a character, or is orthogonally adjacent to a tile containing a character. On these tiles, spawn enemies in squares with a visible  icon.

A spawn icon is visible if it doesn't have an enemy, character, house, rope or pylon on it.

To spawn an enemy, draw an enemy token from the enemy tray section corresponding to the biome and layer of the square the  is in, and place it face-up onto the square.

If you're not sure which layer or biome a tile is in, see the 'World of Terraria' section on  11 for a reminder. If no enemy token is available in the corresponding enemy tray section, no spawn occurs.

If you're spawning an enemy on the Surface, note that there are 2 rows corresponding to the Surface layer. To determine which row to draw from, check the time track. If the time token is in a  space, draw from the  row. If the time token is in a  , draw from the  row.



In this example, the spawn icon  is in the Forest biome and Surface layer. Upon checking the time track, the time token is in a day  space, so a Forest Surface day enemy token is drawn.

Fallen Stars

Fallen stars allow you to increase your maximum mana.

When spawning a  enemy token, you may instead find a fallen star . If you do, place it onto the square with the  as normal.

If your character moves into a square containing or adjacent to a , immediately remove the token from the game and choose either of the following:

- Move your mana meter blocker 1 space to the right, then replenish mana up to the new maximum, as indicated by the meter blocker.

OR

- Collect 10 coins .

*Fallen stars can't be **Donated** to other players - see  19.*

Life Crystals

Life crystals allow you to increase your maximum health.

When spawning enemies below the Surface, you may instead find a life crystal . If you do, place it onto the square with the  as normal. If your character moves into a square containing or adjacent to a , immediately remove the token from the game and choose either of the following:

- Move your health meter blocker 1 space to the right, then replenish health up to the new maximum, as indicated by the meter blocker.

OR

- Collect 10 coins .

*Life crystals can't be **Donated** to other players - see  19.*

SUNRISE

Resolve the following steps in order:

1. Remove all  from trees and cacti.
2. Remove all night enemies  and fallen stars  from Surface biome tiles.
See box above for information about fallen stars.
3. Each player replenishes their mana by moving their mana  piece to the maximum (the space to the left of their mana blocker).
4. Resolve the ability of any NPCs with  abilities.
5. If the  house has been **Crafted**, and any potion token is on its consumed side, flip it to its full side.
6. If the  house has been **Crafted**, and any food buff token is on its eaten side, flip it to its uneaten side.

Rules in Detail

CHARACTER PHASE: ACTIONS

MOVE

Spend an  to **Move** your character into an adjacent empty square, including diagonally.

An empty square is a square that doesn't contain a full block.



You may **Move** into squares containing other characters and enemies, but you can't stop there and must immediately perform another Move action into an empty, unoccupied square.

An unoccupied square is a square that doesn't contain an enemy or character.

If you don't have enough  to move through the other character or enemy, you can't perform the **Move**.

You may **Move** into a square directly above another character or enemy so that your character is standing on them.

See 'Stacking' on  17.

If the corners of two full blocks are touching, you can't **Move** between them.



If a square you move into contains an on fire icon  (most commonly lava squares in the Underworld) and you don't already have the matching debuff token on top of your action card draw pile, add that token to the top of your draw pile with its 2-icon side up. You're now on fire.

If you already have the matching debuff token on top of your draw pile, refer to debuffs on  31.

If you have  immunity, skip this step. Some armor and action cards have debuff immunity effects.

If you start the Character Phase in a  square and have not **Moved** out of that square by the end of the Character Phase, apply the matching debuff in the same way.

FALLING AND FALL DAMAGE

Each time you **Move** into a square, check if you're standing on a full block, platform, another character, an enemy, or the roof of a house. If you aren't, you immediately fall.

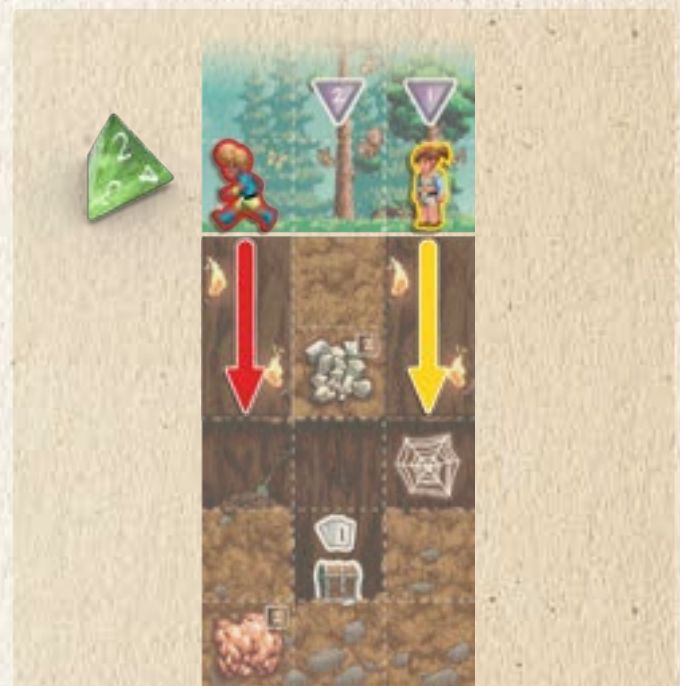
When you fall, your character moves vertically downwards until it is standing on a full block, platform, another character, an enemy, or the roof of a house. Then, if your character fell more than 1 square and didn't end the fall in a square containing a Cobweb  or Lava , you must resolve fall damage.

To calculate fall damage, roll all of your defense dice, as shown on your character card next to the  icon. If the sum of the values rolled is less than the number of squares you fell, lose  equal to the difference.

At the start of the game, your defense is a single 4-sided die (D4).

*You can get more defense dice later by **Crafting** armor; see  24.*

When you lose health, move your health piece left by that many spaces. If this would take you to 0 health, you've died! See 'Character Death' on  28.



In this example, the character on the left falls 3 squares and must resolve fall damage. The sum of the values they roll is 2, so they lose 1 .

The character on the right also falls 3 squares, but doesn't resolve fall damage as they end their fall in a square containing a Cobweb.

STACKING

Your character may end up standing on another character or enemy as result of **Moving** or falling. If the character or enemy they're standing on then moves, they immediately fall, repeating the above process.

Landing on a character or enemy doesn't deal damage to them.

If multiple characters or enemies are standing on top of each other, one thing moving may cause multiple others to fall.



In this example, the upper character falls onto the lower character (1), causing them to stack (2).

If the lower character moves away (3), the upper character falls into the gap created (4).

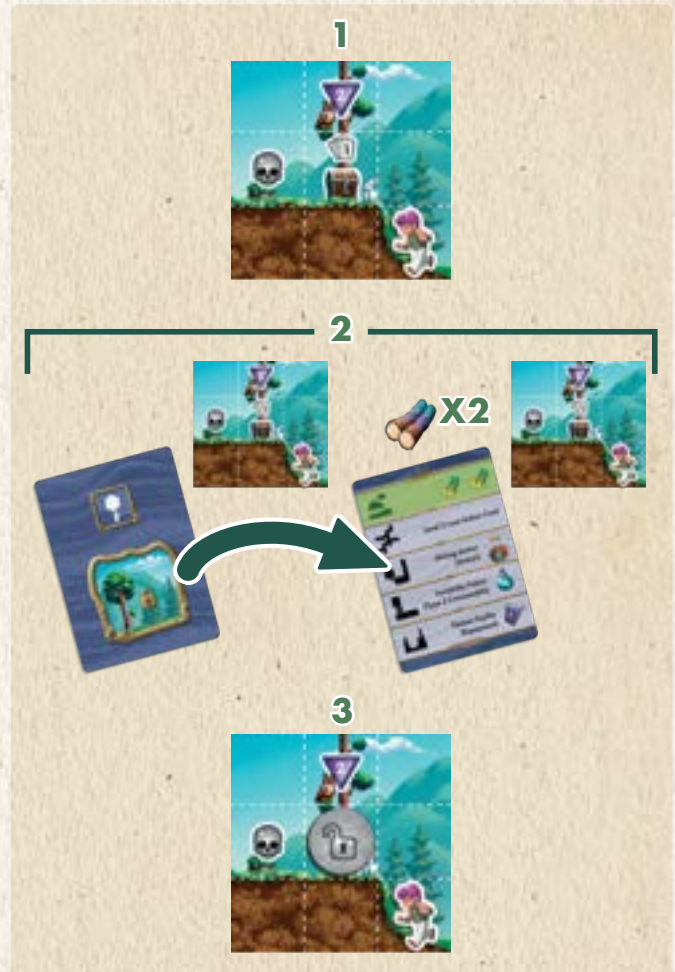


OPEN CHEST

Spend an when in or adjacent to a square that contains a visible chest to **Open** it:

A chest is visible if it doesn't have an unlock token, enemy, character, house, rope or pylon on it.

1. Draw X chest card(s) corresponding to the biome that the chest is in, where X is the number shown in the above the chest.
2. Choose 1 card and collect the loot corresponding to the world layer that the chest is in.
3. Place an token over the chest.
4. Return all drawn chest cards to the back of the deck they came from - don't shuffle the deck.



At the start of the game, you'll see a 1-card chest in the Forest Surface and a 1-card chest in the Forest Underground . 2-card chests that you find later provide a choice between more chest cards, but you'll only ever collect the loot from 1 of the chest cards.

If the loot you chose was a level 1-5 loot action card, find the corresponding deck. Then, draw 2 loot action cards of that level, choose 1 to keep, and place the other at the back of the deck - don't shuffle the deck.

Chest loot includes coins, consumable cards, equipment, resources, armor, action cards and more. Generally speaking, a deeper chest contains better loot! If ever you need to collect loot and no loot of that type is available in the supply, you don't get it. You may decline loot if you wish.

*If the block below a chest is **Dug**, the chest is unaffected and stays where it is.*

CHOP

Spend an  to gain the **Chop** points  indicated on your axe. *Remember you can perform the same action multiple times during the same Character Phase.*

During the Character Phase, when you're in or adjacent to a square containing a visible **Chop** icon , you may spend **Chop** points equal to the number shown in white to collect Wood  equal to that number. Then, cover the square with an acorn token  (found on the back of Wood  resource tokens).

A  icon is visible if it doesn't have an enemy, another character, house, rope, pylon or acorn  on it.

Acorn tokens  are removed at sunrise.

*If the block below a tree is **Dug**, the tree is unaffected and stays where it is.*



INVENTORY

As you collect resources, you'll keep track of them using the inventory slots on your player board. At the start of the game, inventory slots containing a resource die are unlocked for you to use; any others are locked. In 3- and 4-player games, additional slots can be unlocked during the Character Phase using the **Unlock Inventory Slot** bonus action, paying the  cost shown on the slot (5th slot = 15 , 6th slot = 25 ). Once unlocked, place a resource die into the slot to show that it is unlocked. Each slot has room for up to 5 of the same resource (tracked using the resource dice numbered 0 - 5). If you want to carry more than 5 of the same resource, you must use multiple inventory slots to do so. 4 of the inventory slots are pre-printed with early-game resources (Wood , Gel , Stone  and Cobweb ) but you may use these slots for any resource; just place a new resource token into the slot. If you want to pick up a resource of a type not yet in your inventory and all of your inventory slots are full, you must choose a resource already in your inventory to replace - all replaced resources are lost.

*You may give resources to other players via the **Donate** action; see  19.*

DIG

Spend an  to gain the Dig points  indicated on your pickaxe.

During the Character Phase, when you're in a square adjacent to a full block that doesn't contain resources, you may spend 1  to place a size 1 tunnel tile  on that square.

During the Character Phase, when you're in a square adjacent to a full block containing resources, you may spend  equal to the number shown in white to collect 1 of the corresponding resource. If you do, place a size 1 tunnel tile  on that square, then take a resource token matching the **Dug** resource and place it into your inventory. If you already have the matching resource in your inventory, simply adjust up the number on the corresponding resource die.

See 'Resources' on  28.

Whenever you place a size 1 tunnel tile in either of the ways described above, you may **Move** your character into the square with the tile for free, without spending an . If the tunnel tile you placed was below your character, you instead fall immediately.

See 'Falling' on  16.

Multiple smaller tunnel tiles can be replaced by a bigger tunnel tile; this is purely for convenience and doesn't affect gameplay in any way.

There's no gameplay difference between 2 adjacent squares with size 1 tunnel tiles and 2 adjacent squares covered by a single size 2 tunnel tile, for example.

Squares with tunnel tiles count as empty. They can be moved through by characters and enemies for the rest of the game



If a block you **Dig** contains an on fire icon 🔥 and you don't already have the matching debuff token on top of your action card draw pile, add that token to the top of your draw pile with its 2-icon side up. You're now on fire.

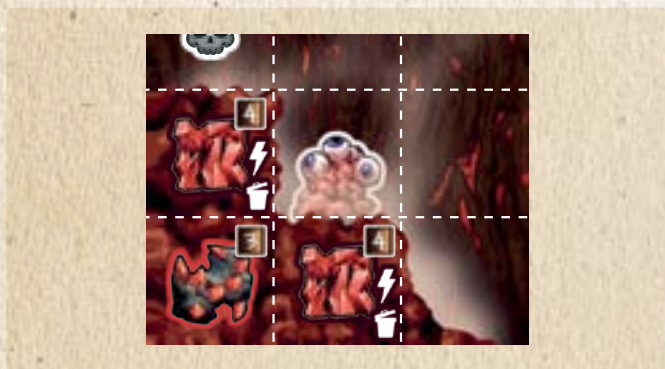
If you already have the matching debuff token on top of your draw pile, refer to 'Debuffs' on 31.

If you have 🔥 immunity, skip this step. Some armor and action cards have debuff immunity effects.

Resources on blocks with the structural icon 🗑️, like those shown below aren't taken into your inventory and don't have associated resource tokens.



For squares with the hardy icon ⚡, like those shown below, you can only spend Dig points generated by equipment or consumables with the matching ⚡ icon.



DONATE

Spend an 🟢 and choose **one** of the following from your inventory to give to another player:

- Any number of resources of a single type.
OR
- Any number of coins.
OR
- Any number of platforms.
OR
- Any number of rope tokens.
OR
- 1 consumable card, armor card, or equipment card.

*If players **Donate** resources that will be used immediately by the recipient to **Craft**, the recipient doesn't need to have space in their inventory for the **Donated** resources.*



FIGHT

To **Fight**, choose a weapon to use and spend the ● indicated to resolve the following steps in order:

1. Choose an enemy in line of sight to **Fight**.

See 'Line of Sight' on 21.

- A. If your weapon has short range > choose an enemy in an adjacent square.

- B. If your weapon has medium range >> or long range >>> choose an enemy that isn't in an adjacent square, and is in a square in range of the square you're in, as measured by the corresponding side of the rangefinder.

See 'Using the Rangefinders' on 21.

Some weapons have multiple ranges; for example, a weapon with both short > and medium >> range can hit enemies in adjacent squares and enemies approximately 1 biome tile's width away.

2. Roll the attack dice shown on your chosen weapon. If you're attacking at medium range >> or long range >>>, first account for any adjustments to your attack dice as indicated by the rangefinder.

3. Roll the enemy's defense ● dice, as indicated in the bestiary.

4. You may choose a single attack die and spend any number of attack icons ◆ on it. For each icon spent, increase the value of the chosen die by 1.

You may increase a die result beyond what it would be possible to roll on the die.

You can't split ◆ icons across multiple attack dice.

5. For each attack die which is equal to or higher than the highest value rolled on a defense die, the enemy loses 1 health - track this with wound tokens ○ from the enemy tray. If this causes the enemy to lose all of its health, it is defeated - collect the loot shown in the loot column of its bestiary entry, then return the enemy token to the back of the corresponding enemy tray section. *Better weapons will let you roll more and/or larger dice, giving you a better chance of inflicting multiple wounds per attack and defeating enemies with higher defense.*

If the loot you collected was a level 1-5 loot action card, find the corresponding deck. Then, draw 2 loot cards of that level, choose 1 to keep, and place the other at the back of the deck - don't shuffle the deck. You may decline loot if you wish.

6. If the enemy was not defeated, check if your character is in range of the enemy's attack, as indicated in the bestiary. If it is, it retaliates (attacks back).

See 'Retaliation' on 27.

✂ Preventing Retaliation

When performing the Fight action, skip step 6 (enemy retaliation) if the weapon you attacked with, or a minion you have summoned, has the ✂ icon.

In this example, a Green Slime is being attacked with the Gold Broadsword, a short range > weapon. The player spends an ● to roll three D6 attack dice against the Green Slime's single D4 defense die. Of the three attack dice results, the 2 and 4 results meet or exceed the Green Slime's defense roll result of 2, therefore the Green Slime loses 2 health ♥. As per the bestiary, Green Slimes have 1 ♥, so it is defeated.

THE BESTIARY

The bestiary lists the stats of all non-boss enemies, organized by biome. It also contains boss and NPC information summaries. You can look through it at any time - use the tabs to switch between sections. Flip the bestiary to access the crafting menu. A quick reference version is also provided.



LINE OF SIGHT (LOS)

To check if two squares are in line of sight (LOS), trace a line from the center of one square to the center of the other. If the line doesn't pass through any full blocks or between 2 blocks whose corners are touching, then the two squares have line of sight.

Characters and enemies do not block LOS.



One exception to the above is that there isn't line of sight from squares outside of houses to squares inside houses. As there **is** line of sight from squares inside houses to squares outside of houses, players can use houses as a vantage point when attacking enemies.

In the spirit of fun, if you're not quite sure about a specific LOS situation when targeting an enemy, you can simply rule that a character does have LOS to the enemy, but in doing so you're ruling that the enemy also has LOS to the character!

Using the Rangefinders

To use a rangefinder, find the one matching the range you're checking (medium $\gg$ or long $\gg\gg$). Flip it to the side where the range icon matches the direction of attack. Place one end in the center of the square you're measuring from. Angle the rangefinder so that it goes through the center of the square you're measuring range to.

Find the point at which the rangefinder enters the square you're measuring to, and check the corresponding heading of the rangefinder:

If the heading is out of range, you can't choose something in this square as the target of an attack.

This is also the case if the rangefinder doesn't reach the square you're measuring to.

If the heading instructs you to discard attack dice, this is resolved at the start of step 2 of the **Fight** action. You may choose which dice to discard.



In this example, the player is attacking with a medium range $\gg$ weapon. The Blue Slime is in range and can be attacked using all attack dice. The Green Slime is out of range.



In this example, the player is attacking with a long range $\gg\gg$ weapon. Both slimes are in range, but when attacking the Green Slime, 1 attack die must be discarded.

All enemies that have $\gg$ or $\gg\gg$ attacks also attack at short range $\gg$. So, when measuring range from an enemy, ignore the 'out of range' section you see at the very start of the rangefinder - this section functions only to remind you that characters can't use weapons with exclusively medium or long range against enemies in adjacent squares.

PIERCING

Rather than targeting a single enemy, weapons with pierce $\rightarrow$ X can target up to X enemies using the same attack roll if the following conditions are met:

- The closest targeted enemy is in range.
Other targeted enemies don't need to be in range.

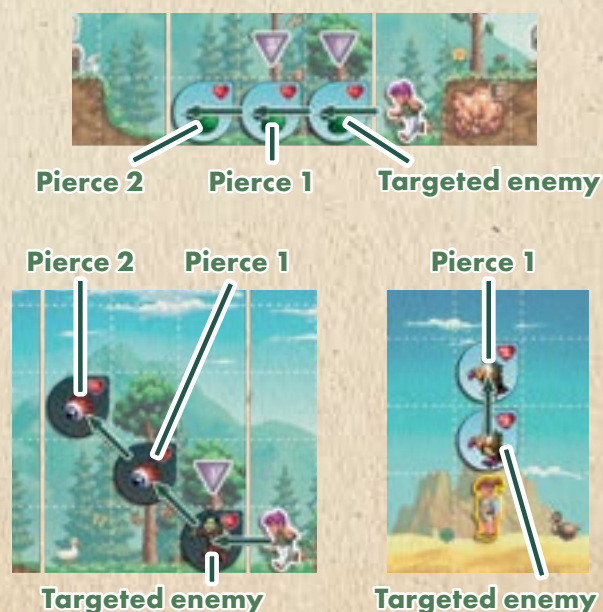
AND

- Every targeted enemy is adjacent to at least 1 other targeted enemy.

AND

- A single straight line can be drawn from the center of the closest targeted enemy's square through every square containing a targeted enemy.

If you target multiple enemies in this way, roll your attack dice once, adjusting (if required) your attack dice using your rangefinder according to how far away the closest targeted enemy is from you. Each targeted enemy rolls defense dice, loses health, and retaliates as normal. You may spend $\blacklozenge$ as normal. If multiple enemies would retaliate against you, you choose the order in which to resolve these retaliations.



CHARACTER PHASE: BONUS ACTIONS

Bonus actions don't cost . You can perform bonus actions at any point during the Character Phase, any number of times, and in any combination - including performing the same bonus action multiple times - unless otherwise stated.

DISCOVER

To **Discover**, you must be in a biome tile that is orthogonally adjacent to at least 1 vacant tile space.

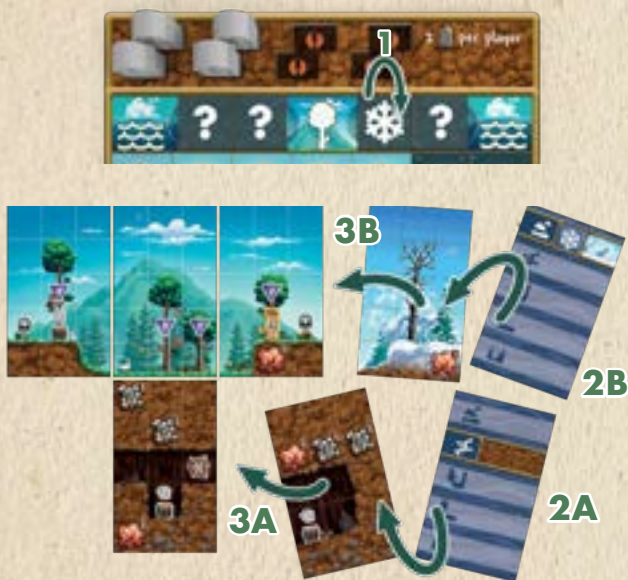
Orthogonally means touching on a side; touching diagonally doesn't count.

When you **Discover**, for each orthogonally adjacent vacant tile space, reveal a biome tile, placing it face-up into the vacant space:

When you're discovering tiles **above** or **below**, find the biome tile set corresponding to the biome your character is currently in and the layer of the vacant space. Draw the front tile from this set and place it, face-up, into the vacant space.

When you're discovering tiles to the **left** or **right**:

- If the vacant space is in the **same biome** as your character, or in a **different biome that you've already revealed** on the minimap board, find the biome tile set corresponding to the biome and layer of the vacant space, draw the front tile from this set (**2A**), and place it into the vacant space, face-up (**3A**).
- If the vacant space is in a **biome that you haven't revealed** on the minimap board, first reveal the corresponding minimap token on the minimap board (**1**). Then, find the biome tile set corresponding to the biome and layer of the vacant space, draw the front tile from this set (**2B**), and place it into the vacant space, face-up (**3B**).



In this example, all 3 Surface tiles of the Forest biome are already Discovered, so the vacant tile space to the **right** of the character is part of a new biome that has not yet been revealed on the minimap. The minimap tile to the right of the current biome is flipped (**1**) and the Snow biome is revealed, so a Snow Surface tile is drawn (**2B**) and placed into the vacant tile space (**3B**). The vacant tile space **below** the character is in the Underground layer, which does not have biome-specific tiles, so any Underground biome tile is drawn (**2A**) and placed into the vacant tile space (**3A**).

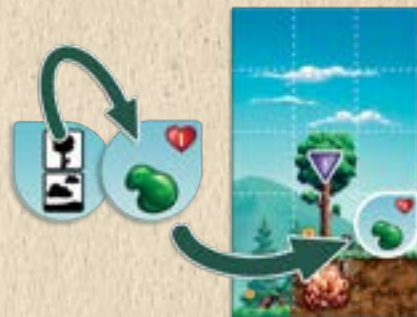
Then, if there are any squares on newly discovered tiles, enemies immediately spawn onto those squares. To spawn an enemy, draw an enemy token from the enemy tray section corresponding to the biome and layer of the square the is in, and place it face-up onto the square.

If no enemy token is available in the corresponding enemy tray section, no spawn occurs.

If you're spawning an enemy on the Surface, note that there are 2 sections corresponding to the Surface layer. To determine which section to draw from, check the time track. If the time token is in a space, draw from the section. If the time token is in a space, draw from the section.



In this example, the square is in the Forest biome, Surface layer, and the time token is in a daytime space, so an enemy token of the type shown above is drawn.



The enemy token is then flipped face-up and placed onto the square.

COMPLETE OBJECTIVE

To **Complete an Objective**, choose 1 visible objective card that you've met the conditions of and collect the reward shown.

Read objectives carefully; some may reward you for progress you've already made (for example "...have a house with a workbench in the world..."). Others specify something that must be done in the future (for example. "...Open a chest in a non-Forest biome...").

If an objective reward has the 'EACH' keyword, every player gets the reward shown. If it has the 'SHARE' keyword, the reward is divided up between the players; choose how as a team.

Once completed, discard the objective card to reveal the next objective in the chain.

READY A CARD OR DRAW A READIED CARD

To **Ready a Card**, choose an action card in your hand from which you haven't used any actions points, icons, or effects. Place it into the ready slot above your draw pile; if there was already a card in your ready slot when you did this, add that card to your hand.

Unless stated on the card, you can't use the action points, icons, or effects of cards in your ready slot.

The main reason to ready a card is to use it on a future turn, but some cards have effects that are only active when the card is in the ready slot.

To **Draw a Readied Card**, take the action card in your ready slot and place it into your hand. You may now use its action points, icons, and effects as normal.

This can cause you to have more action cards than your draw value - this is allowed.

SPAWN OR USE NPC

You can't **Spawn an NPC** if it would cause there to be more spawned NPCs in the world than there are houses. The Guide doesn't count towards this limit.

Hence, after you **Craft** your first house, you'll be able to **Spawn an NPC**.

To **Spawn an NPC**, flip 1 unspawned  NPC tile that you've met the listed conditions of. If you've met the conditions for multiple NPCs, you choose which to spawn.

Once spawned, NPCs can't be unspawned.

NPCs have abilities. Unless otherwise stated, you may **Use an NPC Ability** as a bonus action by spending  during the Character Phase.

Some NPCs have abilities that trigger when the time token is moved onto a space on the time track with the  icon. These abilities are activated during the Environment Phase.

UNLOCK INVENTORY SLOT

To **Unlock an Inventory Slot**, choose an inventory slot that doesn't contain a resource die. Spend the  indicated to unlock it, placing a set-aside resource die of your color into the slot, set to 0.

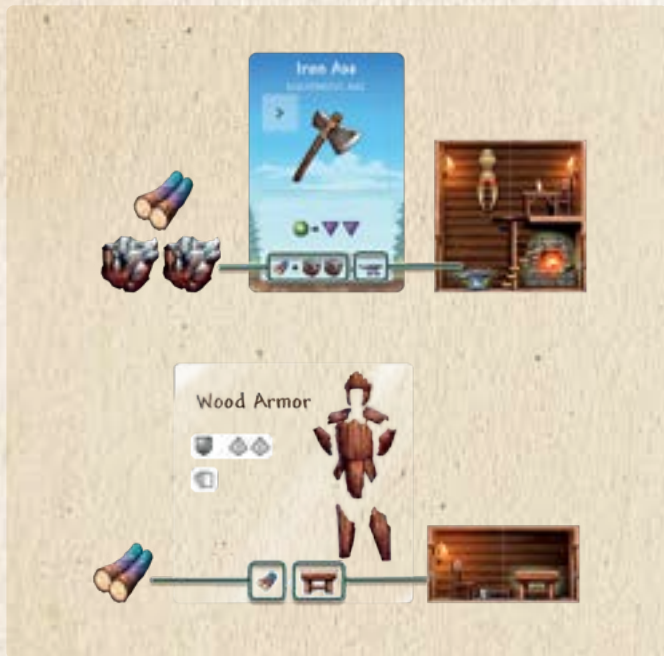


CRAFT

To **Craft**, spend the resources shown in the crafting cost (found on the equipment card, armor card or house tile and also listed in the crafting menu).

Additionally, if any of         is part of the crafting cost, you must have previously **Crafted** the corresponding house in order to **Craft** this item.

You don't need to be near the corresponding house to meet this requirement, but it must be present in the world.



If you **Crafted** equipment, find the matching equipment card and place it above your player board into the corresponding slot (sword/axe/ pickaxe/ other). If there's already an equipment card in the slot, place the new equipment card on top of it. Only the top piece of equipment in each slot can be used during your turn; you choose which card to equip for the round at the start of each Character Phase.

If you **Crafted** armor, remove any armor card currently overlaying your character card and place it to one side. Then, equip your new armor by placing it over your character card so that the images line up. If you have multiple armor cards, you choose which one to equip for the round at the start of each Character Phase, before resolving any debuffs. You don't gain the benefits of unequipped armor.

THE CRAFTING MENU

The crafting menu lists all craftable items, organized by type. You can look through it at any time - use the tabs to switch between sections. Flip the crafting menu to access the bestiary.



If you **Crafted** a house, place the corresponding tile so that the following is true:

- It overlaps the square your character is in, or overlaps a square adjacent to the one your character is in.

AND

- It doesn't overlap any full blocks or a square containing an enemy.

If there isn't anywhere to place the house that meets both of these conditions, you can't Craft the house. Houses may 'float' - they do not need blocks to support them.

House information is summarized on  36 and in the crafting menu.

Houses can be placed in any layer, provided the above conditions are met (this includes placing houses in tunnels, or floating in the air!).

Then, if you covered 1 or more  squares, increase the threat level  once, by the number of spaces indicated on the visible side of the threat token (either  or ). Finally, check the houses reference on  36 and resolve any additional setup steps as necessary.



You can **Move** through house walls, floors and roofs; doors are decorative. Enemies (except some bosses) can't enter squares inside houses. Once placed, a house can't be moved.

If you **Crafted** a platform (costs 1 Wood ) or rope (costs 1 Cobweb ) , place the corresponding token onto your player board. If there are no tokens available in the general supply, instead remove one from anywhere on the board.

*To collect Cobwebs , simply **Move** or fall into/through a square with the  icon. You may do this multiple times to collect multiple Cobwebs.*

Place Platform and **Lay Rope** are bonus actions which are unlocked once you've **Crafted** a platform or rope; see  30.



ENEMY PHASE: ENEMY ACTIVATIONS

During the Enemy Phase, enemies activate if they are:

- In the same biome tile as a character.

OR

- In biome tiles orthogonally adjacent to biome tiles containing a character.

Orthogonally means touching on a side; touching diagonally doesn't count.

When an enemy activates, it **moves** towards the closest character and then **attacks** every character in line of sight who is in attack range, as outlined below. You may resolve enemy activations in the order you choose, but you must completely resolve one activation before moving on to another.



In this example, enemies on the tiles highlighted in green would activate. Enemies on the tiles highlighted in red wouldn't activate.

MOVE TOWARDS CLOSEST CHARACTER

Find the closest character. This is the **target character**. If the enemy is already adjacent to this character, it doesn't move. Otherwise, check if it has LOS to the target character. If so, check the enemy's movement value as listed in the  column of their bestiary entry and move the enemy to the square closest to the target character that it can reach. If not, move them only 1 square towards the target character.

Enemies with a movement value of 0 don't move.

Enemies won't do clever things to get to a player. They just want to get closer, even if that means they end up at a dead-end. Use this to your advantage!

If there's a tie for which character is closest, players choose which character the enemy targets. If there's a tie for which square is closest to the **target character**, players collectively choose which of the tied squares the enemy moves to.

Enemies can't use rope and can't enter squares inside houses, but they can use platforms.

Enemies follow the same movement restrictions characters do. Enemies also fall like characters do, but they ignore fall damage.

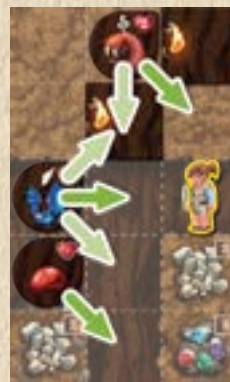
Enemies can only move into empty squares. They may move into squares containing other characters and enemies, but can't finish their movement there. If the corners of two blocks are touching, they can't move between them.

Flying enemies  and Worm enemies  work slightly differently.

- Flying enemies  don't fall, and so may end their movement in squares without standing on something, but otherwise follow the same movement restrictions characters do. They can fly through tunnels.
- Worm enemies  can move into full block squares and can move from one full block to another, even if only the corners of those blocks are touching. Otherwise, they follow the same movement rules as characters. If a worm enemy is in a full block square, treat that square as empty when determining line of sight to and from the worm enemy.

Hence, worm enemies can attack characters from full block squares and can be attacked by characters while in full blocks.

You can't Dig a block containing a worm enemy.



In this example, the Red Slime moves like a character and will move into the lower square. The Cave Bat (a  flying enemy) will move through the air, and the Giant Worm (a  worm enemy) is able to move diagonally from block to block as the corners of the blocks are touching. There are multiple possible destination squares for the Cave Bat and Giant Worm, which would all be the same distance from the targeted player – players choose the destination square in this situation.

ATTACK CHARACTERS

Find each character the enemy can attack:

If the enemy has short range ➤ it can attack characters in line of sight and in adjacent squares.

If the enemy has medium range ➤➤ or long range ➤➤➤ it can attack characters in line of sight and in range as measured by the corresponding rangefinder.

See 'Line of Sight' and 'Using the Rangefinders' on 21.

If an enemy has an ✂, ignore the requirement for the target character to be in line of sight.

Resolve an attack against each character the enemy can attack, in the order you choose. To resolve an attack:

1. Roll the attack dice shown in the ♦ column of the bestiary. If the enemy is attacking at medium range ➤➤ or long range ➤➤➤, first account for any adjustments to its attack dice as indicated by the rangefinder. For the purpose of making these adjustments, the enemy discards its smallest attack die first.

2. Roll your defense 🎲 dice, as indicated by your armor. If you don't have armor equipped, instead roll the dice indicated by your character card.

Better armor lets you roll more and/or larger dice, giving you a better chance of successfully defending against enemies with stronger attacks.

3. You may choose a single defense die and spend any number of defense icons 🛡 on it. For each icon spent, increase the value of the chosen die by 1.

Defense icons 🛡 mostly come from action cards you played this round, but can also be gained from other cards, such as consumables.

You may increase a die result beyond what it would be possible to roll on the die

4. For each attack die which is equal to or higher than the highest defense die rolled, you lose 1 health.

When you lose health, move your health piece left by that many spaces. If this would take you to 0 health, you've died! See 'Character Death' on 28.

5. If the enemy attack caused you to lose at least 1 ❤, and your character didn't die, check the bestiary. If that enemy has the ☄, 🔥 or 💧 debuff icon shown in its ♦ column and you don't already have the matching debuff token on top of your action card draw pile, add that token to the top of your draw pile with its 2-icon side up.

If you already have the matching debuff token on top of your draw pile, refer to 'Debuffs' on 31.

If you have immunity to the debuff type that would be received, skip this step. Some armor and action cards have debuff immunity effects.



In short range

In medium range

Out of range

*In this example, an enemy with ➤ + ➤➤ range is attacking multiple characters. The rangefinder isn't needed for the attack against the yellow character, as they are in an adjacent square. The ➤➤ rangefinder headings show that it **can** attack the red character (using all attack dice) but it **can't** attack the blue character (as they are out of range).*

RETALIATION

If the enemy retaliates against a character during the Character Phase as part of a **Fight** action, resolve an attack against the target character as outlined above, with the following exception: at the start of step 1, rather than rolling attack dice, the enemy keeps the highest value result it rolled from its defense dice, and counts as having rolled a single attack die and got that result.

Some weapons and minions prevent enemy retaliation- they have the ✂ icon.



ADDITIONAL RULES

RESOURCES

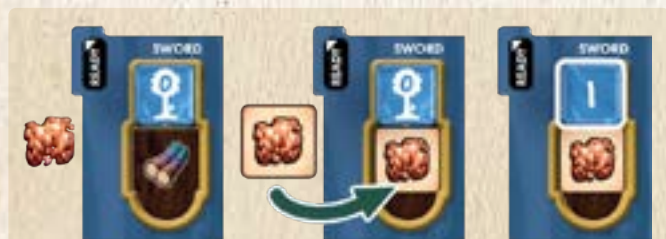
Resources are mostly collected by performing the **Chop** and **Dig** actions, and defeating enemies. They're mostly spent during the **Craft** bonus action. They're tracked on your player board. At the start of the game, your player board has between 4 and 6 open inventory slots, depending on player count.

*You can perform the **Unlock Inventory Slot** bonus action to access additional inventory slots; see **23**.*

Each inventory slot can hold up to 5 of a single resource type. The number of resources in an inventory slot is tracked by the resource die above it.

When you collect resources of a type you don't have a dedicated slot for, you must choose whether to discard the newly acquired resource, or to clear one of your inventory slots to accommodate it. If you choose the latter, place the resource token from the general supply matching the new resource onto your chosen slot, removing any resource tokens already in that slot. Then, adjust the resource die to match the amount of this newly acquired resource that you collected.

For ease of play, starting inventory slots are dedicated to common early game resources, as shown by the preprinted resource icons. Expect to change which resources you store in these slots as you progress in the game.



This player gains 1 Copper. They do not have an inventory slot dedicated to Copper, so they choose to cover the pre-printed Wood icon with a Copper resource token. They then adjust up the corresponding resource die to show that they have 1 Copper.

When you collect resources of a type you already have a slot for, adjust up the number on the corresponding resource die. If you collect more resources than can fit in your existing slot, choose whether to dedicate another slot to that resource in the manner described above, or discard the excess resources that you can't store. Alternatively, you can give the resources to another player; see the **'Donate'** action on **19**.

When you spend resources, adjust down the number of the corresponding resource die.

YIELD

Some cards, especially higher-level equipment, provide a **yield** boost. When using these cards, if you would gain resources, instead gain double, triple or quadruple the resources as stated on the card.

COINS

Coins are mostly collected by completing objectives and defeating enemies. Coins are mostly spent during the **Spawn or Use NPC** bonus action to get new action cards, and during the **Purchase or Use Pylon** bonus action. Coins are tracked on your coin dial. Whenever you collect or spend coins, adjust your coin dial accordingly. The maximum number of coins you can store is 25, as shown on the dial.

CHARACTER DEATH AND RESPAWNING

When a character is reduced to 0 health , they die. The affected player resolves the following steps:

1. Set aside any debuff tokens on top of your action card draw pile.
2. Remove your character piece from the biome tile it was on.
3. Place any action cards in play and in your ready slot into your discard pile, then shuffle your discard pile into your draw pile.
4. Lose half of your coins.
If you would be left with half coins, round down to the nearest whole number.
5. Return your consumable cards to the deck.
Armor and equipment aren't lost when you die.
6. If you have a summoned minion, return the card to the minion deck.
7. Place 1 tombstone token from the minimap board onto your character card and increase the threat level  by the number of spaces indicated on the visible side of the threat token (either  or ). If this was the last tombstone token, and the threat token is on its  side, then flip it to its  side. For the remainder of the game, it can't be flipped back to its  side.
If there are no tombstone tokens on the minimap board, instead increase the threat level by 2 and skip the rest of this step.

At the start of the Character Phase after you died, replenish your health  and mana  to their current maximum. Place your character piece on any empty Forest Surface  square, or on any unoccupied square in a bed house , then continue playing as normal.



UNLOCKABLE BONUS ACTIONS

This section provides details of bonus actions that aren't available to you at the start of the game, but can be unlocked during play.

- Lay rope
- Place platform
- Purchase or use pylon
- Use magic (★ - consuming) equipment
- Summon minion
- Use placed bottle
- Use cooking pot

LAY ROPE

To **Lay Rope**, place a rope token (🪢) from your player board onto an empty, unoccupied adjacent square.

Then, if you covered a (💀) square, increase the threat level (🔴) by the number of spaces indicated on the visible side of the threat token (either +1 or +2).

If there's no adjacent square that meets the above conditions, you can't **Lay Rope**.

Empty squares directly below the rope token also count as containing rope, provided they aren't separated from the token by a full block or a house.

Imagine the rope extending downwards until it hits a full block or house roof.

When performing a **Move** action in a square containing rope, you may **Move** vertically up or down the rope by up to 2 squares, rather than the usual 1.

If you have Crafted the Loom house, you may instead Move vertically up or down the rope by up to 3 squares.

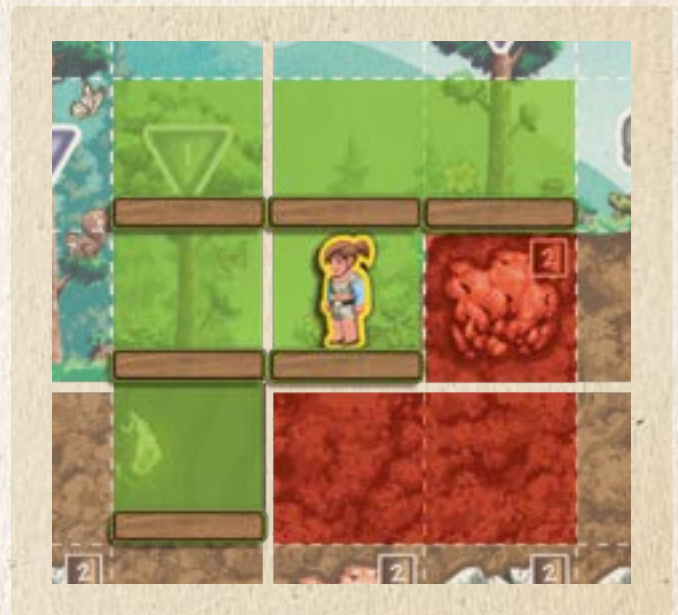
If you finish a **Move** action in a square containing rope, you may choose not to fall.

If you're already falling, you can't stop your fall on a square containing rope – instead, continue your fall until you land on something.



PLACE PLATFORM

Place a platform (🪵) from your player board horizontally along the bottom edge of a square your character is in or adjacent to. The square you choose must not contain a full block.



You may **Move** from one empty square to another through a platform. You can't fall through a platform, and if you're already falling, you must end your fall if you fall into a square with a platform at its bottom edge.

For this reason, Placing Platforms can allow you to construct a ladder of sorts, allowing you to Move up and down vertically without risk of falling. They can also be used to create bridges and to get above enemies.



PURCHASE OR USE PYLON

You may perform this bonus action if you have at least 2 spawned NPCs.

You begin the game with 1 spawned NPC - the Guide, who counts towards this requirement.

To **Purchase a Pylon**, spend 10 , take a pylon token, and place it 4  side up onto an adjacent square, including diagonally, so that:

- It is in an empty, unoccupied square.
*An empty square is any square that doesn't contain a full block.
An unoccupied square is a square that doesn't contain an enemy or character.*

AND

- There are no other pylons on tiles anywhere in the same biome.
A biome is a 3 tile-wide vertical slice of the world that includes all layers.

Then, if you covered a  square, increase the threat level  by the number of spaces indicated on the visible side of the threat token (either  or .

If there's no adjacent square that meets the above conditions, you can't **Purchase a Pylon**.

You can never have more pylons than spawned NPCs in the world.
See the 'Spawn or Use NPC' bonus action on  23.

If your character is in or adjacent to a square with a pylon token, you may spend 4  to **Use the Pylon**. If you do, choose another pylon token and teleport your character piece to the square your chosen pylon is in. You can't teleport to a pylon occupied by another character or an enemy.

*Pylons can't be used to teleport if a boss is present in the world.
Once placed, a pylon can't be moved.*

USE MAGIC EQUIPMENT

You may perform this bonus action if you have magic (mana  - consuming) equipment in one of your equipment slots. Magic equipment converts mana  into actions, instead of action points . Mana is consumed when spent; your mana level is tracked on your player board. It replenishes fully at sunrise  each day. Some consumables, armor and house bonus tokens trigger mana regeneration.

SUMMON MINION

You may perform this bonus action if you have a staff with a **Summon Minion** effect. Spend the mana indicated to take the corresponding card from the minion card deck and place it on your character card. If you already had a minion when performing this bonus action, first return that minion to the deck – one character can never have multiple minion cards.

*Minions remain until a player dies or the minion is replaced, even if the equipment used to **Summon** it is unequipped or **Donated**.*

You may spend the  on minion cards during the Character Phase when performing **Fight** actions.

USE PLACED BOTTLE

You may perform this bonus action if you've Crafted the  house. Each player may **Use the Placed Bottle** a maximum of once per Character Phase.

Flip 1 potion token from its full side to its consumed side to immediately draw any type 2 consumable.

You don't need to be near the  house to perform this action, but it must be present in the world.

House information is summarized on  36 and in the crafting menu.

USE COOKING POT

You may perform this bonus action if you've **Crafted** the  house. Each player may **Use the Cooking Pot** a maximum of once per Character Phase.

Flip 1 food buff token from its uneaten side to its eaten side to immediately gain the icons shown.

You don't need to be near the  house to perform this action, but it must be present in the world.

House information is summarized on  36 and in the crafting menu.

DEBUFFS

At the start of the 'draw action cards' step of the Character Phase, if you have any debuff tokens on top of your action card draw pile, first resolve the effect of each as described below.

Then, for each token, if the token is on its 2-icon side, flip it to its 1-icon side. If the token is on its 1-icon side, instead remove it.

Whenever you need to access your action card draw pile (to draw cards, shuffle or look through the draw pile), first set aside any debuff tokens and then place them back on top of your draw pile once you're done.

Debuff tokens are placed on top of your draw pile to remind you to resolve them at the start of the Character Phase.

 **Frozen:** Reduce your draw value  by 1 for the rest of this round.

If your draw value is reduced by 1, you'll draw 1 fewer card during the draw action cards step of the Character Phase.

 **On Fire:** Immediately lose 2 .

 **Poisoned:** If you have an action card in your ready slot, immediately discard it. You can't use your ready slot this round.

If you have a debuff token on your action card draw pile on its 2-icon side and an effect would cause you to receive that debuff again, instead nothing happens. If you have a debuff token on its 1-icon side on your action card draw pile and an effect would cause you to receive that debuff again, instead flip that token back to its 2-icon side.

*Characters can have multiple debuffs at the same time.
Some armor cards and action cards provide immunity to specific debuffs – equipping or playing these cards prevents new debuff tokens of the matching type being added to your draw pile, but will also immediately remove any matching debuff token that is on your draw pile when the card is equipped or played. Debuffs can also be removed by some consumables, by the Nurse NPC's ability, and by dying.*

BOSSSES

Bosses appear in the world if their spawning conditions are met during the 'Boss Spawning Check' step of the Character Phase. You'll find a boss's spawning conditions on its Spawning boss cards, in the bestiary, and below. When this is met, follow the instructions on its Spawning card.

IMAGE	NAME	SPAWN CONDITIONS	ALLIES
	King Slime	Defeat 5 slime enemies (enemies with Slime in their name). At 🌅 of your second day, King Slime spawns even if you haven't defeated 5 slime enemies	Blue Slimes 
	Queen Bee	Perform a single successful attack against the Larva 🐛 in the Jungle hive (found in the Jungle Lower Cavern layer)	Bees 
	Eye of Cthulhu	When on, or adjacent to, a Demon or Crimson Altar 🏛️/👹 in the world's Evil biome, spend 1 lens 🔮 resource	Servants of Cthulhu 
	Eater of Worlds	Perform a single successful attack against the Shadow Orb 🕒 (found in the Corruption Lower Cavern layer)	N/A
	Brain of Cthulhu	Perform a single successful attack against the Crimson Heart 🩸 (found in the Crimson Lower Cavern layer)	Creepers 
	Wall of Flesh	When in, or adjacent to, a square containing lava 🔥 in the Underworld layer, use a Guide Voodoo Doll 🧙 consumable card	The Hungry 

BOSS ACTIVATION, ALLY TOKENS AND SPECIAL ABILITIES

Bosses are a type of enemy. Like other enemies, they activate during the Enemy Phase. The details of how to resolve their activation are shown on their Behavior card.

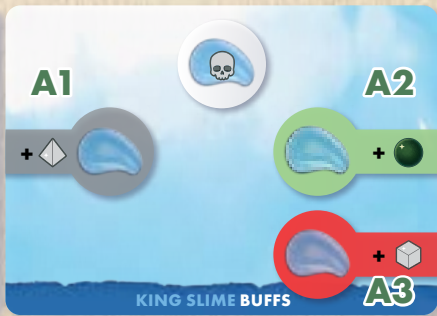
At the start of each Enemy Phase **after** the Enemy Phase during which a boss spawns, if the boss has unplaced ally tokens, you must place 1 ally token onto a space on the boss's Buffs card. If the space chosen is continuous with a box on the boss's Form or Behavior card (**A**), the addition of this token permanently alters the icons/effect in the corresponding box (for example adding dice to the boss's defense or attack rolls, or increasing its movement). If not, the addition of the token results in a one-off effect (**B**).

Once an ally token is placed, it remains there and that space can't be chosen again

All bosses have 4 ally tokens except Eater of Worlds, which has none.

The order in which tokens are added to Buffs card spaces is up to you - choose wisely based on your current circumstances! If you choose a space with the spawn 🧠 or threat ⚠️ icon, immediately resolve the icon in the same way as you would during the Environment Phase (see 📄 15). Some spaces have OR /+ effects, so read them carefully.

B



KING SLIME BUFFS

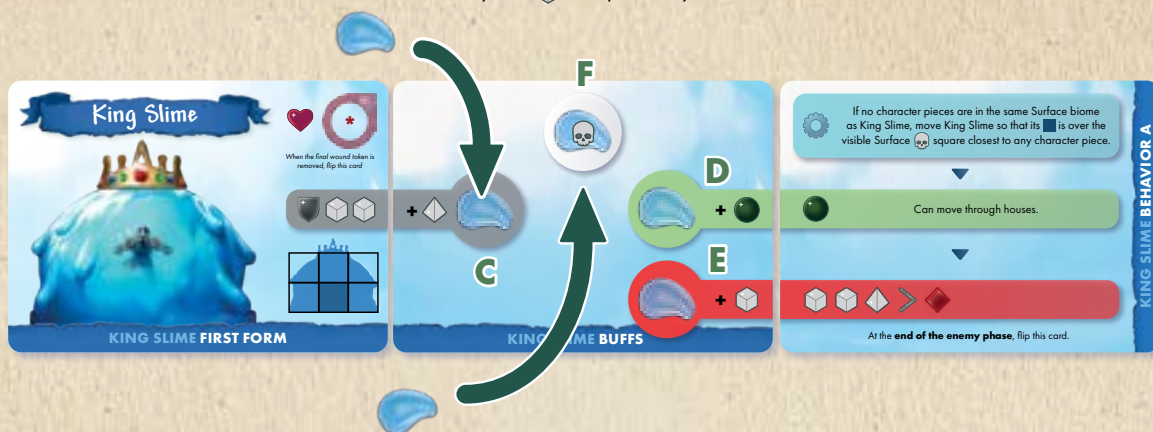
A



KING SLIME FORM

KING SLIME BEHAVIOR A

For example, placing an ally token on the grey  space (C) would permanently add a D4 die  to King Slime's defense dice. Alternatively, placing it on the green  (D) or red  (E) spaces would permanently increase its movement by  or attack by D6 , respectively:



Placing an ally token on the white  space (F) would trigger a spawn of the type that would usually occur only in the Environment Phase.

Bosses may have 'special' abilities, indicated by the  icon. These special abilities are resolved immediately after placing an ally token.

If the boss has no ally tokens to place, special abilities are resolved at the start of the Enemy Phase.

Displacement

If any part of a boss's area would occupy a square containing a character or enemy token, choose an adjacent empty, unoccupied square and immediately move that character or enemy into it. If no such adjacent square is available, the character or enemy dies instantly.

Adjacent includes diagonally. This movement may cause a character or enemy to be pushed into a square from which they then fall. If multiple characters and/or enemies would be displaced, players choose the order in which displacement is resolved. Players do not receive loot from enemies who die via displacement.



BOSS MOVEMENT, AREA AND ANCHORS

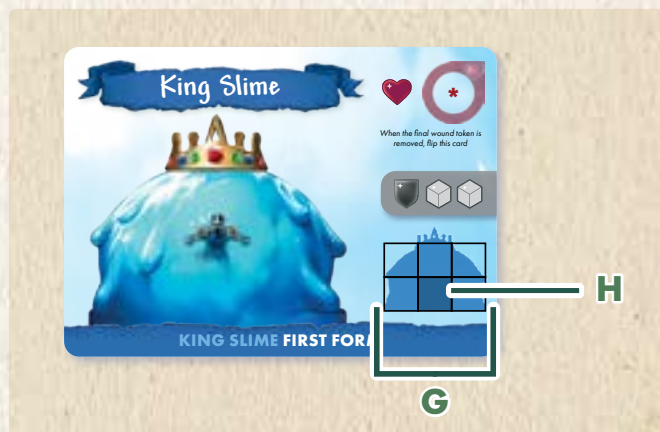
A boss's form card shows its **area** as a grid of squares (G).

This represents the squares that the boss is considered to occupy when in play.

A boss's area might be slightly different to the boss's actual shape.

This diagram also dictates the boss's orientation; this doesn't change. For example, the Eye of Cthulhu is always pointing downwards.

Within a boss's area diagram, one square is shown as solid – this represents the boss's **anchor** square (H), which is used during initial placement, when determining which character is closest to the boss, and during some special abilities.



Some bosses ignore blocks, houses, or both for the purposes of movement. If so, it is detailed in the movement box of their behavior card.

FIGHTING AND LOOTING BOSSES

If there's line of sight from the square your character is in to any square of a boss's area, you count as having line of sight to it, even if you can't see all of the boss. Conversely, if there's line of sight from any square of a boss's area to the square your character is in, it counts as having line of sight to you.

When moving, if a boss has line of sight to a character but can't get to them (for example, there isn't a big enough gap), it instead moves towards the closest character that it could get to.

If you attack a boss with a piercing weapon , choose any square of the boss's area as the 'targeted enemy's square' for the purposes of determining which other enemies will be affected by the attack. Though bosses occupy multiple squares, piercing attacks only hit them once per attack.

Tracking health on bosses works differently to other enemies. Each time a boss loses health, remove that many wound tokens  from its Form card, giving them to the player who dealt the damage.

Tracking who dealt damage is relevant for how boss loot is divided up.

When you remove the last wound token  from the **First Form** side of a boss's **Form** card, any excess damage is lost, the card is flipped to its **Second Form** side, and the indicated number of wound tokens are placed onto this side of the card. Often, the boss transforms in some way; this is explained on the **Second Form** side of the **Form** card.

You can't continue to attack a boss that has changed form – you'll need to wait until the next Character Phase. When a boss changes form, keep their anchor square in the same position.

When you remove the last wound token from the **Second Form** side of a boss's **Form** card, the boss is defeated; remove it from the game. It cannot be spawned again during this game.

When you defeat a boss, you may divide the shared loot between characters as you wish. If there's disagreement between players about how to do this, the player who dealt the most damage to the boss (i.e. holds the most wound tokens) makes the final decision. If there's a tie for most damage dealt, the player with the least  makes the final decision.

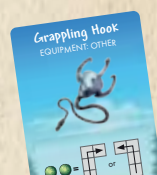
UNUSUAL EQUIPMENT AND EXPLOSIVE CONSUMABLES

HOOKS

To use a hook, spend the  indicated to **Move** through all of the squares shown in the pattern. Each square you **Move** through must be empty and you must finish this movement on an empty square. As with normal **Movement**, you may end the **Move** on a square containing another character or enemy, but you can't stop there and must immediately perform another **Move** action into an empty, unoccupied square.

You must Move through all of the squares shown in the pattern – you can't stop Moving part way through.

Check to see if you fall at the end of this movement, but not during it.



In this example, the player uses a Grappling Hook and can move through either pattern shown on the equipment card to reach higher ground.



EXPLOSIVES

Explosive consumables include **Bombs**, **Dynamite** and **Beenades**. When used, they perform **Fight**, **Dig** and **Chop** actions to every square in an area of effect (AOE). They're a great way to simultaneously attack groups of enemies and collect resources from multiple blocks and trees. To use an explosive, choose any square in its range and in LOS of your character; this target square is the center square of the AOE.

Be careful to throw the explosive far enough - if your character or another player's character are in the AOE, you must roll the attack dice against yourselves too!

Bomb and Dynamite explosives can Dig blocks with the hardy icon ⚡ - ideal for collecting resources beyond the power of your equipped pickaxe.

Enemies attacked with an explosive consumable will retaliate if they are not defeated and your character is in their attack range.



MODDING THE GAME: ADJUSTING DIFFICULTY

To make the game **easier**, apply the following 'Journey Mode' adjustments:

- Each player starts with the following equipment cards: **Iron Axe**, **Iron Pickaxe** and **Iron Shortsword**.
- Each player starts with 2 rope tokens.
- Characters ignore fall damage.
- When their character dies, players don't take a tombstone token or increase the threat level.
- An objective chain is considered 'completed' once objective 6 in the chain is achieved (rather than objective 10).

To make the game **more difficult**, try any combination of the following adjustments:

- Complete **3** chains of objectives to win.
- Change the **starting threat level**:
 - Threat level at 0: Notably normal.
 - Threat level at 1: Relatively risky.
 - Threat level at 2: Moderately menacing.
 - Threat level at 3: Profoundly perilous.
- Add the **objective focus token** 🏠:

At the start of each Character Phase, before drawing action cards, if the objective focus token isn't already on an objective, choose 1 visible objective card and place the objective focus token onto it, with its 2-icon side up. If, during the objective check step of the Character Phase, the chosen objective hasn't been completed, and the focus token is 2-icon side up, flip it to the 1-icon side. If it is 1-icon side up, instead remove the token and increase the threat level 🟠 by the number of spaces indicated on the visible side of the threat token (either +1 or +2).

SCENARIOS

We may occasionally publish scenarios for Terraria: The Board Game that allow you to play the game in new and interesting ways. You'll find them at the QR code below:



References

FREQUENTLY ASKED QUESTIONS

Find the game's FAQs and any errata at the QR code below:



HOUSES

HOUSE	ADDITIONAL SETUP AND INFORMATION
Workbench House 	No additional setup. Required to Craft some equipment, armor, and the Anvil/Furnace House.
Anvil/Furnace House 	No additional setup. Required to Craft some equipment, armor, and the Placed Bottle, Cooking Pot, Loom, and Hellforge Houses.
Placed Bottle House 	Place 4 potion tokens, full side up, on the house. See the Use Placed Bottle bonus action on  31.
Cooking Pot House 	Place 4 food buff tokens, uneaten side-up, on the house. See the Use Cooking Pot bonus action on  31.
Loom House 	No additional setup. Required to Craft some equipment, armor, and the Bed House. When performing a Move action in a square containing a rope, you may Move vertically up or down the rope by up to 3 squares, rather than the usual 2.
Bed House 	No additional setup. After dying, your character may respawn in any unoccupied bed house square rather than in a Forest Surface  square.
Hellforge House 	No additional setup. Required to Craft some equipment and armor. To construct this house, at least 1 character must have a Nightmare Pickaxe (Crafted from Demonite found in the Corruption biome) or a Crimson Pickaxe (Crafted from Crimtane found in the Crimson biome).

DICE

Throughout this rulebook, the term 'die' is used for a single rolled component and 'dice' is used for multiple rolled components.

NAME	3D IMAGE	ICON	HIGHEST RESULT POSSIBLE
4-sided die (D4)			4
6-sided die (D6)			6
8-sided die (D8)			8
12-sided die (D12)			12
20-sided die (D20)			20

PROMOTING AND DEMOTING DICE

Some card effects will tell you to **promote** or **demote** dice.

- To **promote** a die, switch it for the next larger die in the game (for example switch a D4 for a D6, or a D8 for a D12).
- To **demote** a die, switch it for the next smaller die in the game (for example switch a D8 for a D6, or a D20 for a D12). You can't promote a D20 or demote a D4 - they are the largest and smallest dice in the game.

DUPLICATING AND REMOVING DICE

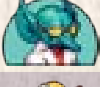
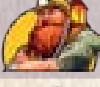
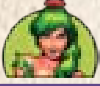
Some card effects will tell you to **duplicate** or **remove** dice.

- To **duplicate** a die, add a single die of the same size.
- To **remove** a die, simply take it away. If there is only a single die, you can't remove it.

*If you play multiple cards that affect dice, you can choose the order in which their effects are applied.**



NPCS (NON-PLAYER CHARACTERS)

NPC		SPAWNING CONDITIONS	ABILITY
Guide NPC		N/A (always spawned)	Spend 5  to buy Guide action card(s)
Merchant NPC		Spawns when any player has 10  + house available	Spend 3  to draw a random type 1 consumable, or spend 8  / 15  to buy Merchant action card(s) <i>You can search through the Merchant action cards when choosing which to buy.</i>
Nurse NPC		Spawns when a life crystal () appears in the world + house available	Spend 10  to replenish all  + remove all debuffs. Cannot be used if a boss is present in the world
Goblin Tinkerer NPC		Spawns when all 6 Forest Cavern tiles discovered + house available	At  , all players may  scrap a card for free. Once per Character Phase, you may spend 15  to  scrap a card
Demolitionist NPC		Spawns when Merchant spawned + any player has a type 3 consumable( or ) + house available	Spend 15  to draw a random type 3 consumable ( or )
Dryad NPC		Spawns when any of Eye of Cthulhu / Brain of Cthulhu / Eater of Worlds have been defeated + house available	At  , place a  here if empty. Any single player may add this die to an attack or defense roll, then discard it

	Forest biome
	Snow biome
	Desert biome
	Jungle biome
	Corruption biome
	Crimson biome
	Ocean biome

	Surface layer
	Underground layer
	Upper Cavern layer
	Lower Cavern layer
	Underworld layer

	Action point
	Attack
	Defense
	Chop
	Dig
	Coin
	Mana
	Health

	Wood
	Acorn <i>(chop unavailable)</i>
	Gel
	Stone
	Cobweb
	Copper
	Iron
	Silver
	Gold
	Gem
	Demonite
	Ebonstone
	Crimtane
	Crimstone
	Hellstone
	Hardened Sand
	Ice
	Bone
	Lens
	Flinx Fur

	Structural <i>(not added to inventory)</i>
	Hardy <i>(must be dug using equipment with matching icon)</i>

	Draw value
	Draw a card
	Discard a card
	Scrap a card

	Workbench
	Anvil
	Furnace
	Placed bottle
	Cooking pot
	Loom
	Bed
	Hellforge

	Frozen debuff
	On Fire debuff
	Poisoned debuff

	Short range
	Medium range
	Long range
	Prevent retaliation
	Pierce
	Ignore line of sight

	Flying enemy movement
	Worm enemy movement
	Special ability <i>(bosses only)</i>

	4-sided die (D4)
	6-sided die (D6)
	8-sided die (D8)
	12-sided die (D12)
	20-sided die (D20)

	Advance threat token
	Spawn
	Sunrise

Action card – Card that provides icons and/or effects. Played from hand during the Character Phase.

Adjacent – Used when describing squares. Includes squares touching diagonally. Compare with 'orthogonally adjacent'.

Ally (token) – Boss-related tokens placed on boss Buff cards. All bosses have 4 ally tokens except Eater of Worlds (has none).  **32**

Anchor square – The square of a boss's area used for placement and targeting, shown on its Form card.  **33**

Area – The grid of squares a boss occupies, shown on its Form card.  **33**

AOE – Area of Effect. The area affected by a card effect (often an explosive consumable card).  **35**

Armor card – Transparent card that overlays character card. Modifies stats and/or provides icons. A player may only have 1 armor card equipped at a time; if they have multiple, choose which to equip at the start of each Character Phase before resolving debuffs.  **24**

Attack dice – Dice rolled by enemies or players when attacking.  **20, 27**

Bestiary – One side of the spiralbound booklet. Lists the stats of all non-boss enemies, organized by biome, as well as boss and NPC information summaries. Flip for crafting menu.

Biome – 3-tile wide vertical slice of the world that includes all layers.  **11**

Biome tile – Tile divided into a 3 x 5 grid of squares, containing blocks, icons and artwork. Represents part of a biome.

Block – Full block: Any square in the world containing >50% block. Examples:  Empty block: Any block containing <50% block. Examples: 

Character Phase – Player action phase. Draw cards and perform actions.  **12, 16**

Chest – A world feature that provides loot when opened.  **17**

Chest card – Drawn when opening a chest. Provides rewards corresponding to the chest's layer. If multiple cards drawn, choose 1 reward only.  **17**

Chop – Action. Convert  to chop points using an axe, then spend them to collect Wood from a tree or cactus. Once performed, cover chop icon with acorn token (opposite side of Wood resource token).  **18**

Consumable card – Single-use cards. 4 types, numbered 1 to 4.

Cooking pot  – Icon found in cooking pot house. Grants food buffs allowing players to access extra icons (bonus action).  **31**

Craft – Bonus action. Create equipment, armor and houses using resources.  **24**

Crafting menu – One side of the spiralbound booklet. Lists all craftable items, organized by type. Flip for bestiary.

Day  – Time state that affects enemy spawns and events. Lasts 5 rounds.

Debuff – Negative effect inflicted on players by an enemy or the environment. 3 types - frozen/on fire/poisoned. Represented by tokens on a player's draw pile.  **30**

Defense dice – Dice rolled by enemies or players when defending.  **20, 27**

Demote die – Switch a die for next smaller die (e.g. D6 for D4, or D12 for D8). Can't go smaller than D4.

Difficulty – Game setting that determines number of objective chains required to win the game (standard = 1 chain, tough = 2 chains).  **10** Can be modified further.  **35**

Dig – Action. Convert  to dig points using a pickaxe and remove blocks to create tunnels / collect resources.  **18**

Discard  – Place action card(s) into discard pile.

Discard pile – Stack of used action cards. Reshuffled when draw pile is empty.

Discover – Bonus Action. Reveal orthogonally adjacent biome tiles.  **22**

Donate – Action. Spend  to give specific items to another player.  **19**

Draw  – Take action card(s) from draw pile into hand.

Draw pile – A stack of action cards from which cards are drawn.

Draw value  – The number of cards drawn at the start of the Character Phase. Shown on character card. Starts at 4; can be modified by armor.

Duplicate die – Add a single die of the same size.

EACH= – Reward where each player receives the reward shown.

Empty square – A square that doesn't contain a full block (see 'block').

Enemy – Hostile entity. Comprise non-boss enemies (represented by enemy tokens) and bosses (represented by miniatures).

Enemy Phase – Enemies activate and attack.  **14, 26**

Environment Phase – Upkeep step. Advance time, spawn enemies, and discard action cards.  **15**

Equipment card – A tool or weapon placed into slots above player board, based on type (sword/axe/pickaxe/other). Only 1 card of each type may be equipped at once; choose which at the start of each Character Phase. Can be Donated to other players.

Evil biome – Corruption  / Crimson . 1 used per game; each features unique biome tiles, enemies, loot, resources and bosses.

Fallen star  – Sometimes found on an enemy token at night. Collect to increase maximum mana  **15**

Falling – Downward movement resulting from lack of support by a full block, platform, another character, enemy, or a house roof. May result in fall damage.  **16**

Fetch – Search for a card and add it to hand.

Fight – Action. Spend  to attack enemies using equipped weapons.  **20**

Flying enemy  – An enemy type that can float in the air.  **26**

Golden rule – If uncertain about any rule, choose the option that is most fun!

Hardy block – Blocks with the  icon. Require  equipment to dig.

Highest value – Highest number rolled.

Hook – Equipment that allows extended movement in a specific pattern.  **34**

House – Special tiles that players can craft. Allow NPCs to spawn and enable crafting of better equipment, armor, and other houses.  **24, 36**

Immunity – Resistance to one or more debuffs.

Inventory slot – Space on player board for resources. Holds up to 5 of one resource type; quantity tracked via resource dice. Extras can be Unlocked with coins (bonus action).

Largest die – Die with the largest number of sides.

Layer – 1-tile deep row spanning the width of the world. 11

Life crystal – Sometimes found on an enemy token below the surface. Collect to increase maximum health. 15

Line of sight (LOS) – A straight, unobstructed path between attacker and target. LOS is not blocked by enemies or characters. 21

Lowest value – Lowest number rolled.

Magic equipment – Equipment that consumes mana instead of . Using magic equipment is a bonus action. 31

Max = – Can't promote a die to larger than D20.

Min = 1 die – If only a single die remains, it can't be removed.

Min = – Can't demote a die to smaller than D4.

Minion card – Transparent card that overlays character card and any equipped armor card. Modifies stats and/or provides icons. Summoned using a summoning staff and mana . Stays until player dies or minion is replaced. A player may have only 1 summoned minion card at a time. 31

Move – Action. Spend to shift your character to an adjacent empty square. 16

Night – Time state that affects enemy spawns and events. Lasts 2 rounds.

NPC – Non-Player Character. Once spawned, provide useful abilities. All except Guide have spawning conditions and require houses. 23, 37

Objective cards – Cards defining tasks to be completed. Arranged as 4 chains of 10 objectives (Dig/Fight/Explore/Build). 8 Completing objectives is a bonus action and provides rewards. 23 Complete chains to win the game (standard difficulty = 1 chain, tough difficulty = 2 chains).

Open chest – Action. Spend to obtain loot from an unopened chest. 17

Orthogonally adjacent – Used when describing biome tiles. Doesn't include tiles touching diagonally. Compare with 'adjacent'.

Pierce – A card effect that attacks multiple enemies with a single attack roll. 21

Placed bottle – Icon found in placed bottle house. Grants potion bonus allowing players to draw type 2 consumables (bonus action). 31

Platform – Wooden piece crafted and placed to aid movement. Placing a platform is a bonus action. 30

Play area – The area in front of a player, where they place action cards when using them.

Promote die – Switch a die for next larger die (e.g. D4 for D6, or D8 for D12). Can't go larger than D20.

Pylon – Token purchased with coins and placed to allow teleportation. Maximum 1 per biome. Placing pylons is a bonus action. Using Pylons costs . 31

Range – The reach of an attack (short/medium/long). 20, 21

Ready a card – Bonus action. Place an unused card into the ready slot for later use. 23

Ready slot – Space above draw pile for a single action card. Readied cards are stored for later; some have 'if in ready slot' effect. 23

Remove die – Take away a die. If only a single die remains, it can't be removed.

Re-roll die – Roll a die again, replacing the previous result.

Resource – Materials used for crafting. Most commonly collected via Chop or Dig actions. Tracked on player board by resource dice. 28

Resource dice – Dice used to track the quantity of resources in each inventory slot. Numbered 0 to 5. 28

Respawn – Return a character to play after dying, following death rules. 28

Retaliation – Enemy counter-attack triggered during Fight actions. Equipment and minions with the icon prevent retaliation. 27

Rope – Token crafted and laid to prevent falling and aid vertical movement. Laying rope is a bonus action. 30

Scrap – Remove action card(s) from the game.

SHARE= – Reward where reward shown is divided among players. Players choose how.

Smallest die – Die with the smallest number of sides.

Spawn – The appearance of enemies or NPCs.

Spawning conditions – Requirements for bosses or NPCs to spawn (appear).

Spawn or Use NPC – Bonus action. Bring NPCs into play by fulfilling their spawning conditions, or activate their abilities. 23

Special ability – Boss effects that trigger at the beginning of the Enemy Phase. 33

Square – Subdivision of a biome tile. Each biome tile is divided into 15 squares.

Stacking – When a character or enemy occupies the square above another enemy or character, usually after falling. 17

Starting action card – One of the 8 action cards each player begins with. Card banners match player color.

Starting equipment – The Copper Shortsword, Copper Axe, and Copper Pickaxe each player begins with.

Structural block – Blocks with the icon. Do not provide resources when dug. 19

Summon minion – Bonus action. Spend mana to bring a minion card into play. 31

Sunrise – Daily reset event that triggers mana refresh, tree regrowth and some NPC abilities. 15

Teleport – Instantly move from one place to another.

Threat level – Game-wide danger tracker. Increases with time, deaths and boss spawning. Lowered by completing objectives and defeating bosses. 10, 15

Tombstone – Piece collected from a shared pool by a player whose character has died. If final tombstone taken, threat token flips permanently to +2 side. 28

Tunnel – Movement path below the surface. May be pre-printed on biome tiles or created by digging through blocks. 18

Unoccupied square – A square that doesn't contain an enemy or character.

USE= – Perform the effect of a consumable card, then discard it.

World – Grid created by arranging biome tiles in biomes and layers during play. 11

Worm enemy – An enemy type that can move through and between blocks. 26

Wound tokens – Tokens representing damage to enemies.

Yield – Card effect that multiplies resources gained.

CHARACTER PHASE

1. Draw **action cards** equal to draw value 
2. In any order, use action cards to perform **actions** (spend ) , use other card **icons** and **effects**, and perform **bonus actions** (no  cost)
3. Perform **end of phase checks**:
 - Discovery check
 - Objective check
 - Boss spawning check

ACTIONS (SPEND)

- Move
- Open chest
- Chop
- Dig
- Donate
- Fight

BONUS ACTIONS (NO COST)

- Discover
- Complete objective
- Craft
- Ready card / draw readied card
- Spawn NPC /use NPC ability
- Unlock inventory slot

Unlockable:

- Lay rope /place platform
- Purchase /use pylon
- Use magic ( - consuming) equipment
- Summon minion
- Use placed bottle
- Use cooking pot

ENEMY PHASE

0. If spawned, **boss enemies** summon **allies** (if applicable), then use **special ability** 
1. Enemies **move**
2. Enemies **attack**

ENVIRONMENT PHASE

1. **Discard** any played action cards used for  during Enemy Phase
2. **Advance time token** and resolve icons:
 -  Advance **threat** token
 -  **Spawn** enemies
 -  Perform **sunrise** upkeep