

Dungeon Lords: The Paladin Rules!



Don't let the title fool you. The paladin doesn't rule. You do. Or at least you will, once you master these rules.

You can use these rules to play Dungeon Lords with all three paladins. These rules are also consistent with the two-paladins variant. If you wanted to make your own paladins with even more hit points, you could use these rules for a four-paladin game. (But you'd have to be awfully evil to get all four paladins into play.)

The Paladins Enter Play

Being evil isn't special. All dungeon lords are evil. That's why paladins usually stay in their tent polishing their armor. To attract the attention of a paladin, you need to be impressively evil.



Eggregiously Evil.

Players whose markers are on or above the paladin space on the Evilometer are Eggregiously Evil – evil enough to attract a paladin. The other players are still evil, but they aren't "Eggregiously Evil".

No paladin enters play until one or more players are Eggregiously Evil.



Can we call that "Rule 1"?



What? You want us to number our rules? That's so old school. But I guess you are an old school minion.

Rule 1a: Whenever the number of Eggregiously Evil players exceeds the number of paladins in play, then new paladins enter play so that each Eggregiously Evil player has one.

Rule 1b: If the Eggregiously Evil players outnumber the paladins prepared for the round, then all paladins remaining in the tent enter play, but not every Eggregiously Evil player will get one.

Rule 1c: If only some of the paladins need to enter play, the ones with more hit points remain in the tent.

When a paladin "enters play" it is assigned to a player's dungeon. All paladins assigned to dungeons are "in play" and they will stay assigned to someone's dungeon until they are defeated in combat or until the end of the round.



That's great. But we also need to say which player gets which paladin.



Well, that's Rule 2.

Who Gets Which Paladin

Paladins are always assigned so that the most evil player gets the toughest paladin in play (the one with the most hit points). When new paladins enter play, you might need to re-assign all paladins in play to make this work out. You'll also have to re-assign paladins when players change order on the Evilometer.

When assigning paladins, some players are just ignored. Players who are not Eggregiously Evil will not get one ... unless they already have one.

Rule 2a: When assigning paladins, consider only players who are Eggregiously Evil or who currently have a paladin.

Now just assign paladins in order to the most evil players under consideration.

Rule 2b: The toughest paladin in play goes to the player who is most evil. The second toughest goes to the second most evil player. And so on.

Paladins have their own system for breaking ties. (Don't use this system to break ties for other things.)

Rule 3a: A player higher on the Evilometer is more evil than a player lower on the Evilometer.

Rule 3b: Among players tied on the Evilometer, those with paladins are more evil than those without.

Rule 3c: Among tied players with paladins, a player with a tougher paladin is more evil than one with a wimpier paladin.

Rule 3d: Among tied players without paladins, play order determines who is most evil, as usual.

Figure out who will be getting which paladin and then move all the paladins at the same time.

Examples:



Red got a paladin but managed to do enough good deeds to drop below the paladin space on the Evilometer. During the masquerade, Red and Blue both reach the paladin

space at the same time. Because 2 players are Eggregiously Evil, Rule 1a says a second paladin must come into play. (Because this game has 3 paladins, the human paladin comes into play and the dwarf remains in the tent (Rule 1c).) Rule 3b says that Red is more evil than Blue, so Red gets the human paladin and the elf goes to Blue's dungeon.



Uh oh. Now Yellow has done something really evil and jumped above Red and Blue. The dwarf comes into play (Rule 1a). Yellow is the most evil, so he gets the dwarf (Rule 3a). Red is still more evil than Blue (Rule 3c) so the elf and the human do not change dungeons.

Paladins in Combat

Paladins can enter play or move from dungeon to dungeon even during Combat. The rules are the same as above, with one exception.

Rule 4: A player who eliminates a paladin will not be assigned another paladin for the remainder of the Year.

So if you have one of this Year's paladins in your prison, all the other paladins will ignore you as though you were not on the Evilometer at all – even if you are Eggregiously Evil.



Who wants to be ignored? You should try this hard-core variant:

Multiple Capture Variant

If you want to be able to capture more than one paladin in a Year, disregard the previous section and use this rule instead:

Variant Rule 4: When a player eliminates a paladin, no paladins enter play or change dungeons until that player's turn is done.

If you eliminate a paladin, the others are too shocked to come to your dungeon right away. They don't move until your turn is over. That means you might drop on the Evilometer (because of Conquering) before the paladins move.

Regardless of how your turn ends (a normal Conquering Step, a skipped Conquering Step, or an early end because you eliminated all adventurers) you must re-evaluate the paladins at the end of your turn. Because the imprisoned paladin is no longer among the adventurers attacking the

dungeon, you are without a paladin when this evaluation takes place. (So Rule 2a and Rule 3b treat you just like a player with no paladin at the end of your turn.)

Example:



Red eliminates the human paladin and puts him in her prison. The other two paladins are too shocked to move. After Conquering, Red drops down to share the same space as Blue.

Now Red's turn is over. Because 2 players are Egregiously Evil, 2 paladins need to be in play. The human paladin is not in play and cannot come back into play. So it is up to the dwarf. He leaves the tent.

Who gets the dwarf? Rule 3b says that Blue is now more evil than Red, so Blue gets the dwarf and Red will get the elf. (If Red had still been above Blue on the Evilometer, then Red would have gotten the dwarf and the elf would not have moved.)

Examples

"Special Case":



In a 2-paladin game, this works as explained in the Festival Season rules. Yellow gets the dwarf (Rule 3a) and the elf moves to Red (Rule 3c).

I'm Innocent:



This is a 3-paladin game with the Multiple Capture Variant. Red and Blue have each gotten a paladin. The dwarf is sulking in his tent. Red has dropped below the paladin space.

In Combat, Blue eliminates the human paladin. The elf is too shocked to move until after Conquering (Variant Rule 4). Blue drops below the paladin space. Even though Blue is more evil than Red, he is not Egregiously Evil. Blue will not be assigned a new paladin (Rule 2a). The elf will not move.

Big Swap



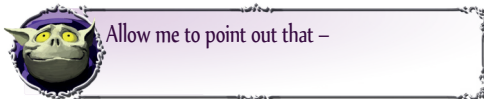
This is a 3-paladin game. Earlier in the game, two paladins were assigned to Red and Blue. Since then, Red has moved below the paladin space. Note that Red has the wimpier paladin (consistent with Rule 2b).

At the end of the masquerade ball, Blue moves down 1 space and everyone else moves up. Because this is a 3-paladin game, the dwarf must come into play (Rule 1b).

All 4 players are under consideration (Rule 2a). Blue is under consideration because he has a paladin. All the oth-

ers are under consideration because they are Egregiously Evil.

Even though Blue is under consideration, he will not be assigned a paladin. The other 3 players are more evil than he is because they are higher on the Evilometer (Rule 3a). Among those players, Red is the most evil because he has a paladin (Rule 3b). Red will get the dwarf. The elf and the human will go to Yellow and Blue. They will have to use play order to determine which is nicer (Rule 3d).



Allow me to point out that –



Hey! You're not going to warn them about the dangers of taking on multiple paladins, are you?



Ah ... no. I just want to point out that they can use this variant even in a 2-paladin game.



Okay then.

Beginning the Second Year

The Second Year uses the same rules as the first. The only difference is that some players might begin the Year as Egregiously Evil. Assign those players a Second-Year paladin immediately, according to Rules 1 and 2. Break ties according to Rules 3a and 3d. (Rules 3b and 3c do not apply because no one has a paladin yet.) The fate of First-Year paladins has no influence on the assignment of Second-Year paladins.



That's it. I think you'll get the hang of it as soon as you see a few more examples.