

DUNGEON QUEST

DARE YOU FACE THE DRAGON'S CHALLENGE?



RULES OF PLAY

LEGEND OF DRAGONFIRE DUNGEON

Long ago, during the great Dragon Wars, the mighty Dragonlord Kalladra devised the most cunning and insidious trap ever constructed. Rather than engaging the nations of Terrinoth in open warfare as his brethren did, Kalladra counted on there being no greater danger to the rulers and heroes of the land than their own greed. So he built Dragonfire Dungeon.

Inside the impenetrable walls of his dungeon, Kalladra placed vast riches stolen from the wealthiest families of the realm. While the sun shines, anyone brave enough may simply walk in through one of the four entrances, gather as much treasure as he dares, and walk out again. If only it were that easy. Within the dungeon, such a fortune-seeker must overcome terrifying creatures and vicious traps. He must not let these challenges delay him, however, and he must not spend too long gathering the choicest loot, for when the sun sets, the doors shut by the same unknown force that opened them. Then, the fierce Kalladra awakens to prowl his lair, destroying any helpless souls trapped within.

Once in a great while, some hardy adventurer manages to enter Dragonfire Dungeon and return again intact with a handful of treasures, but this doesn't upset Kalladra in the least. That meager success simply draws more adventurers to the dungeon. Kalladra knows that once no one dares seek out the treasures of Dragonfire Dungeon, he will be free to conquer a world that has no heroes left to defend it.

INTRODUCTION

The first rays of the morning sun stretch across Terrinoth and break apart the shadows covering the fire-blackened rubble of what used to be a castle. Only the stumps of four great towers remain remotely intact, their stone blocks indelibly scored by the immense claws of a dragon. As the morning light hits the edifice, just as legends describe, the towers' heavy stone doors lurch open by unseen mechanisms and magics, giving entry to the dungeon beneath the shattered ruin. Vast wealth awaits the adventurer strong enough to face the creatures that dwell within and clever enough to avoid the many pitfalls that await. But one must be quick, for when the sun sets, the doors close and there is no escaping the dragon's terrible wrath.

Welcome to Dragonfire Dungeon.

GAME OVERVIEW

In *DungeonQuest*, one to four players take on the roles of Heroes braving the terrors of Dragonfire Dungeon. Players explore the dungeon by moving their Heroes and placing Dungeon chambers on the game board.

Over the course of the game, players draw Dungeon cards to discover what dangers lurk in the Dungeon chamber they have entered.

Any Hero fortunate enough to find the Treasure Chamber in the center of the dungeon may attempt to plunder its riches. However, Heroes must be careful not to wake Dragonlord Kalladra who sleeps upon the treasure hoard. Greedy Heroes who linger too long in the Treasure Chamber risk invoking Kalladra's fearsome Dragon Rage! Once Heroes have looted their fill of treasure, they must escape the dungeon before the sun sets. It is better not to ask what happens to those Heroes who are still in the dungeon at nightfall...

OBJECT OF THE GAME

The object of *DungeonQuest* is to collect treasure and escape Dragonfire Dungeon before the sun sets. The player with the surviving Hero who has the greatest value in **Loot** wins the game.

The Treasure Chamber in the center of the dungeon holds the most valuable **Loot**, but lucky Heroes may also find gold as they explore the dungeon. To escape the dungeon, Heroes must find their way back to one of the Tower Rooms located at the corners of the dungeon.

Sometimes no Heroes survive the dungeon. In this case, all of the players have lost and Dragonlord Kalladra lies victorious on his treasure hoard, awaiting the next group of adventurers.

DEATH OR GLORY

Dragonfire Dungeon is the most dangerous lair in Terrinoth, filled with monstrous creatures, fiendish traps, and dead ends. Even if Heroes survive long enough to reach the Treasure Chamber, they must escape the dungeon before the sun sets.

For players' first game of *DungeonQuest*, we recommend using the "Death Can Wait" optional rule until they are more experienced with the game. If players feel especially brave (or foolhardy), they may increase the danger level of the dungeon by using other variants. See "Optional Rules" on page 24 for more details.

COMPONENTS

DungeonQuest includes the following components:

- This Rulebook
- 1 Game Board
- 6 Hero Figures
- 336 Cards, consisting of
 - » 6 Hero Cards
 - » 50 Dungeon Cards
 - » 8 Dragon Cards
 - » 32 Treasure Cards
 - » 15 Trap Cards
 - » 15 Door Cards
 - » 15 Crypt Cards
 - » 15 Corpse Cards
 - » 30 Search Cards
 - » 12 Rune Cards
 - » 40 Catacomb Cards
 - » 54 Combat Cards
 - » 44 Power Cards
- 117 Dungeon Chambers
- 1 Sun Token
- 1 First Player Token
- 6 Catacomb Entrance Markers
- 6 Travel Markers
- 41 Wound Tokens, consisting of
 - » 12 5-point Tokens
 - » 29 1-point Tokens
- 24 Determination Tokens
- 20 Monster Tokens, consisting of
 - » 4 Skeletons
 - » 4 Sorcerers
 - » 4 Trolls
 - » 4 Demons
 - » 4 Golems
- 4 Six-sided Dice
- Bonus Hero Cards and Token, consisting of
 - » 6 *Runebound* Hero Cards
 - » 6 *Descent: Journeys in the Dark* Hero Cards
 - » 6 *Runewars* Hero Cards
 - » 1 Brightblaze Familiar Token

COMPONENT OVERVIEW

This section provides a brief description of every game component.

GAME BOARD

The game board features Dragon-fire Dungeon, with the Dragonlord's Treasure Chamber located at the center, surrounded by the unexplored areas of the dungeon, and with a Tower Room in each corner of the dungeon. The game board also includes the sun track, which is used to indicate how much time remains before the sun sets and the Heroes become trapped in the dungeon.



HERO CARDS

DungeonQuest includes six Hero cards that correspond to the plastic Hero figures. These cards present vital information about the Heroes.



HERO FIGURES

The six plastic figures, one corresponding to each Hero card, are used to mark the locations of the various Heroes on the game board.



DUNGEON CARDS

Over the course of the game, players draw Dungeon cards to discover what dangers await them in the Dungeon chamber they have entered. Some Dungeon cards are beneficial and reward Heroes with treasure. However, most Dungeon cards represent traps and creatures that pose serious risks to Heroes.



DRAGON CARDS

If a Hero survives long enough to reach the Treasure Chamber, the Hero can attempt to steal from the Dragonlord's hoard. However, the Treasure Chamber holds more than just gold; it is guarded by the powerful Dragonlord Kalladra, himself. Although Kalladra sleeps during the day, he may awaken if a Hero is unlucky (or too greedy). Heroes must draw Dragon cards whenever they steal from the Treasure Chamber to see if Kalladra continues his slumber or if he awakens and torches the Hero with *dragonfire*!



TREASURE CARDS

Treasure cards represent the riches and artifacts that Dragonlord Kalladra has accumulated during centuries of raiding and pillaging. Heroes can acquire Treasure cards by reaching the Treasure Chamber space at the center of the dungeon. Most of the Treasure cards have a very high gold value and assure victory if the Hero manages to escape the dungeon (unless another Hero also manages to rob the Treasure Chamber, of course!).



TRAP CARDS

Some Dungeon chambers or card instructions require Heroes to draw Trap cards. Most Trap cards represent insidious devices for dealing death, including trapdoors, poisonous gases, and crossfire traps.



DOOR CARDS

Some Dungeon chambers feature passages that contain a closed door. In order to move through such a passage, a Hero must draw Door cards until he draws one that indicates he has successfully opened the door.



CRYPT CARDS

Constructs and other creatures are not the only minions that Dragonlord Kalladra commands. Fallen knights and evil sorcerers also serve Kalladra as their master. When these servants are killed, they are buried in the crypts of Dragonfire Dungeon as a mark of honor. They are often buried with treasure, but some servants do not rest easy.



CORPSE CARDS

Dragonfire Dungeon is the final resting place for many brave adventurers and treasure hunters. The remains of these unfortunate souls may hold treasure and items that aid Heroes in their quest, or may contain a nest of deadly scorpions! Corpse cards are used to determine what Heroes find on these dead bodies.



SEARCH CARDS

Heroes may search most of the chambers in Dragonfire Dungeon in hopes of discovering treasure or a secret door. Unfortunate Heroes may find fiendish traps or monstrous creatures, instead.



RUNE CARDS

Rune cards represent magical artifacts that are imbued with powerful spells. Each Rune card provides the Hero with a unique effect that may be the difference between surviving the dungeon or becoming its next victim.



CATACOMB CARDS

Beneath the dungeon itself lies a vast labyrinth of catacombs. During the course of the game, Heroes may discover entrances to the catacombs or may fall into it as a result of an encounter. When Heroes explore the catacombs, they must draw from the Catacomb deck instead of the Dungeon deck.



COMBAT CARDS

Heroes and *Monsters* resolve combat by playing Combat cards. These cards represent various ranged, melee, and magic attacks Heroes and *Monsters* use in combat.



POWER CARDS

Each Hero and *Monster* has a set of four Power cards that are used during combat. These cards represent extraordinary attacks that the Hero or *Monster* can perform. Power cards are also used to determine whether Heroes can avoid combat entirely.



DUNGEON CHAMBERS

Dungeon chambers represent the vast network of corridors and rooms that make up Dragonfire Dungeon. When Heroes move through the dungeon and explore a space that does not already contain a chamber, they must draw a Dungeon chamber to see what they encounter.



SUN TOKEN

The sun token is used on the sun track to measure the passage of time while the Heroes are in the dungeon. If Heroes do not exit the dungeon before night falls, the dungeon becomes the final resting place for any Heroes who remain inside.



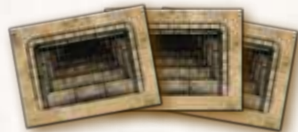
FIRST PLAYER TOKEN

The First Player token indicates which player begins the game and acts as a reminder to advance the sun token along the sun track at the start of each of that player's turns.



CATACOMB ENTRANCE MARKERS

Heroes may discover staircases that lead into the dark catacombs beneath the dungeon. Catacomb entrance markers are used to mark these locations.



TRAVEL MARKERS

When a Hero enters the catacombs, he uses his travel marker to indicate his position on the game board instead of his plastic Hero figure. Each Hero has his own travel marker.



WOUND TOKENS

Dragonfire Dungeon is full of traps and deadly denizens that await the unwary adventurer. As Heroes delve deeper into the dungeon and engage in combats, they may suffer damage, which is tracked with wound tokens.



DETERMINATION TOKENS

When a Hero fails an attribute test, he gains a determination token, which increases his chances of succeeding on his next attempt for that encounter.



MONSTER TOKENS

If a Hero encounters a *Monster* and does not kill it, the *Monster* lurks in the chamber for the next Hero to come along. The presence of the *Monster* is marked with a monster token. Monster tokens are also used to determine the *Monster's* life value.



SIX-SIDED DICE

These four dice are used for resolving attribute tests and determining results from instructions on cards.



BONUS HEROES

In addition to the six Hero cards that are used in *DungeonQuest*, this game also includes additional components so the Heroes can be used in other games set in the Runebound universe. The included Hero cards for *Runebound*, *Descent: Journeys in the Dark*, and *RuneWars* and the Brightblaze familiar token are not used during a game of *DungeonQuest*.



6 *Runebound* Hero Cards



6 *Descent: Journeys in the Dark* Hero Cards



1 Brightblaze Familiar Token

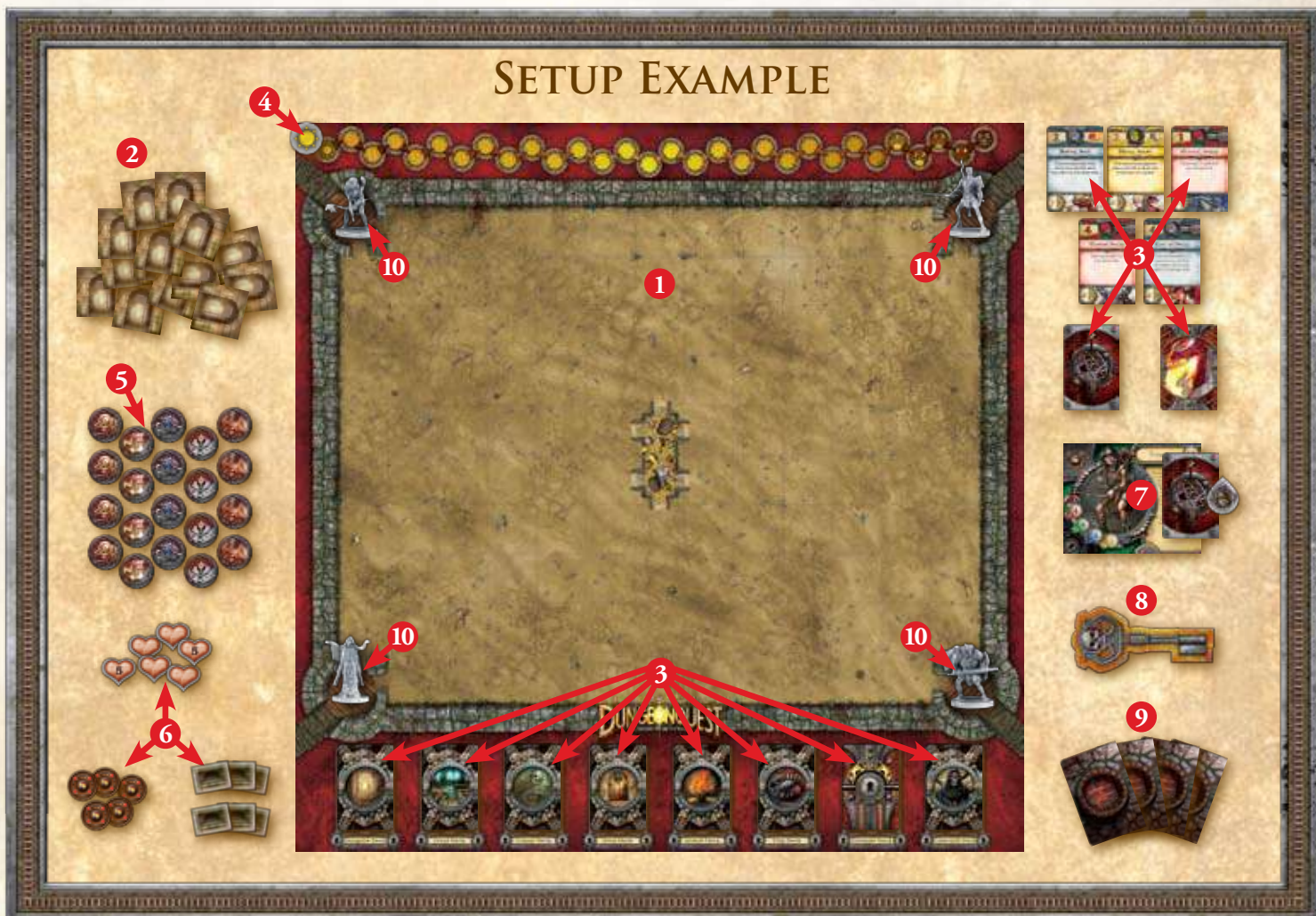


6 *RuneWars* Hero Cards

GAME SETUP

Before playing *DungeonQuest* for the first time, carefully punch the cardboard pieces out of their frames. Then follow the steps below to set up the game.

1. **Place Game Board:** Unfold the game board and place it in the center of the play area.
2. **Set Up Dungeon Chambers:** Place all of the Dungeon chambers facedown on the playing surface near the game board (or if players prefer, in the box lid) and randomize them.
3. **Set Up Decks:** Separate the cards into their decks (Dungeon, Crypt, Corpse, Door, Search, Trap, Treasure, and Catacomb). Shuffle each deck and place it, facedown, on its indicated space on the board. Shuffle the Combat and Dragon decks and place them near the board where all players can reach them. Separate the Power cards for each of the five *Monsters* into decks and place each deck near the board.
4. **Set Up Sun Track:** Place the sun token on the first space of the sun track (the first space with the sun icon).
5. **Set Up Monster Pool:** Place all monster tokens facedown so that their numbers are hidden and randomize them. This forms a **POOL** of monster tokens.
6. **Place Tokens:** Place all wound, catacomb entrance, and determination tokens in separate piles where all players can reach them.
7. **Choose Heroes:** Each player randomly chooses a Hero card to represent the Hero he will play in the game. Alternatively, players may agree amongst themselves which Heroes they will play and select the Hero cards for those Heroes. Each player then takes the plastic figure, travel marker, and Power cards that correspond to his Hero. Cards and figures belonging to unused Heroes are placed back in the box, as they are not used this game.
8. **Determine First Player:** Each player rolls one die. The player who rolls highest (reroll in the event of a tie) becomes the **FIRST PLAYER** and receives the First Player token.
9. **Draw Rune Cards:** Shuffle the Rune deck. Then have each player draw one Rune card at random and place it faceup next to his Hero card. Unused Rune cards are returned to the box, as they are not used this game.
10. **Place Heroes:** The First Player places his plastic Hero figure in one of the four Tower Rooms at the corners of the dungeon. The player on his left does the same, and so on until each player has placed his Hero figure on the game board. Heroes may *not* start the game in the same Tower Room.
11. **Start the Game:** After these steps have been carried out, the game is ready to begin!



HERO CARDS

During a game of *DungeonQuest*, each player plays the role of a courageous Hero. It is through a player's Hero that he interacts with encounters, explores the dungeon, and gains treasure. Each player's Hero card lists his Hero's attributes and special abilities.

HERO CARD BREAKDOWN



The image shows a Hero Card for Tatianna. At the top right, her name 'TATIANN' is next to a life value of 14, indicated by a red arrow labeled '1'. Below the name is a special ability text: 'If you choose to attack instead of escape when you encounter a monster, you may reveal the top 3 cards on the Combat deck and add any cards with a ranged attack type to your opponent's damage stack. Then discard the rest of those cards.' This is indicated by a red arrow labeled '6'. The card features several colored spheres with numbers: a red sphere with '4' (armor), a green sphere with '9' (strength), a blue sphere with '3' (agility), a yellow sphere with '4' (armor), a purple sphere with '4' (armor), and a white sphere with '6' (armor). These are indicated by red arrows labeled '2', '3', '4', '5', and '7' respectively. At the bottom right, there is a flavor text: 'I must not fail in this quest. The survival of my tribe depends on what I accomplish here.' indicated by a red arrow labeled '7'.

- 1 LIFE VALUE:** A Hero's life value represents his durability. As Heroes explore the dungeon and fight monsters, the Heroes may become injured and suffer wounds. If a Hero has a total number of wounds equal to or more than his life value, he is killed.
- 2 STRENGTH:** Strength represents a Hero's might and stamina.
- 3 AGILITY:** Agility represents a Hero's speed and ability to react quickly to dangerous situations.
- 4 ARMOR:** Armor represents a Hero's ability to prevent or ignore wounds.
- 5 LUCK:** Luck represents a Hero's good fortune. Luck may also represent blessings from a deity that the Hero worships.
- 6 SPECIAL ABILITY:** Each Hero has one or more special abilities that he may use during the game.
- 7 FLAVOR TEXT:** Flavor text gives the Heroes more personality, but has no game effect.

PLAYING THE GAME

DungeonQuest is played over a series of **TURNS**, beginning with the First Player and then continuing to the left. Each player completes his Hero's entire turn before the next Hero takes a turn. In this way, play continues clockwise around the table until the game ends.

When a Hero takes his turn, he must choose *one* of the following actions and resolve its consequences:

MOVE into an adjacent space

OR

SEARCH the chamber he is in

DUNGEON CHAMBER BREAKDOWN



The diagram shows a rectangular dungeon chamber with various features labeled with red arrows and numbers: '1' points to a wall on the left side; '2' points to passages on the top, right, and bottom sides; '3' points to an entry arrow on the bottom side; '4' points to a door on the top side; and '5' points to a search icon (a torch) on the left side.

- 1 WALL:** Any side of a Dungeon chamber that is blocked by a wall is impassible; Heroes cannot enter or leave a chamber through a side blocked by a wall.
- 2 PASSAGE:** Any side of a Dungeon chamber that is not blocked by a wall is considered a passage. Heroes may enter or leave a chamber using any of its passages.
- 3 ENTRY ARROW:** When Heroes draw new Dungeon chambers, the new chamber must be placed so that the entry arrow is adjacent to the chamber the Hero moved from. The color of an entry arrow also helps identify the specific type of Dungeon chamber.
- 4 DOOR:** Some passages have a door. Heroes must first open the door before they can enter or leave the chamber through that passage (see "Moving Through a Door" on page 8).
- 5 SEARCH ICON:** Some chambers feature a search icon. Heroes may search the chamber for secret doors or hidden treasures instead of moving (see "Searching" on page 10).

MOVING

If a Hero chooses to move, he must move his figure through a passage to an adjacent space; diagonal movement is *never* allowed. Heroes cannot move into a Dungeon chamber occupied by another Hero figure, except for the Treasure Chamber in the center of the dungeon (see “Looting the Treasure Chamber” on page 13).

After a Hero moves, *he must encounter the space he entered* (see “Encountering Dungeon Chambers” on page 10).

MOVING INTO A DUNGEON CHAMBER

When a Hero moves into a space that already contains a Dungeon chamber, he simply encounters that chamber (see “Encountering Dungeon Chambers” on page 10). If a Hero enters a Dungeon chamber that contains a monster token, the Hero encounters the **Monster** first. If the Hero kills the **Monster**, he must then encounter the chamber.

MOVING INTO AN UNEXPLORED SPACE

Every space on the board that does not contain a Dungeon chamber (except Tower Rooms and the Treasure Chamber) is considered **UNEXPLORED**.

When a Hero moves into an unexplored space, he must randomly draw a Dungeon chamber from the stockpile and place it faceup in the space. The chamber *must be placed so that the entry arrow is adjacent to the chamber the Hero moved from*. In other words, Heroes “step over” entry arrows to enter the chamber.



MOVING THROUGH A DOOR

Some passages have doors that must be opened before Heroes can move through them. Many doors can be opened right away, but others are jammed or trapped. Each time a Hero attempts to move through a door, he must first draw a Door card and follow its instructions. If the Hero draws a Door card with the title “Door Opens,” he continues his movement as normal. If the Hero draws a card with the title “Door Jammed” or “Hidden Trap,” he must remain in the chamber. However, the Hero may try the door again next turn or may leave by a different passage.

If a Hero attempts to move through a door that is adjacent to another door, he only draws *one* Door card to determine his success.

MOVING THROUGH A PORTCULLIS

If a Hero attempts to move through a portcullis, he must first make a successful Strength test (see “Attribute Tests” on page 23). If the Hero succeeds, he continues his movement as normal. If the Hero fails, his turn ends but he may try again next turn if he wishes.

If a Hero attempts to move through a portcullis that is adjacent to another portcullis, he only makes *one* Strength test to determine his success.

MOVING THROUGH A DOOR AND PORTCULLIS

If a Hero attempts to move through a door and a portcullis, he must resolve each one in order, starting with the chamber he currently occupies.



EXAMPLE OF MOVING THROUGH A DOOR AND PORTCULLIS

In order to move into the adjacent chamber, Hugo must open the door and lift the portcullis. The door is in Hugo's current chamber, so he must open it before proceeding to the portcullis.



Hugo draws a card from the Door deck and encounters a "Hidden Trap" card. After the trap is resolved, Hugo's turn ends without proceeding to the portcullis.

On Hugo's next turn, he attempts to move into the adjacent chamber again. He must first draw another card from the Door deck. This time he draws a "Door Opens" card and can now try to lift the portcullis. Hugo succeeds at testing his Strength and finally moves into the adjacent chamber.

If Hugo failed the Strength test for the portcullis and wanted to move into the chamber again next turn, he would have to start the process again by drawing a new Door card.

DEAD ENDS

If all of a chamber's passages except the one the Hero entered from run into walls (either the wall surrounding the dungeon or walls on Dungeon chambers), the Hero has reached a **DEAD END**. If a Hero reaches a dead end, he can only leave the chamber by moving to the chamber he entered from (if possible) or by successfully searching for a secret door or a passage to the catacombs (see "Searching" on page 10).

Particularly unfortunate Heroes may become trapped in a dead end, usually as the result of a Rotating Room (see "Chamber Descriptions" on pages 30–31). If a Hero does not succeed in finding a secret door or passage to the catacombs that allows him to leave the chamber after searching *twice*, he is killed (see "Hero Deaths" on page 23).

EXAMPLE OF A DEAD END



Lindel moves into an unexplored space. He must draw a new Dungeon chamber and place it on the space.



The Dungeon chamber is a Rotating Room. Lindel enters the Rotating Room and must turn the tile 180 degrees. All of Lindel's passages are blocked by a wall, trapping him in a dead end. Lindel must search for a secret door or passage to the catacombs in order to leave the Rotating Room.

SEARCHING

Instead of moving to an adjacent space, a Hero may **SEARCH** the Dungeon chamber he is in for secret doors, passages to the catacombs, or even hidden treasures. To search a chamber, the Hero simply draws the top card from the Search deck and follows its instructions (see “Encountering Cards” below).

A Hero may search a chamber twice on successive turns if he wishes. After a Hero has searched two successive turns, he *must* move on the next turn. He cannot search again until he has moved. If the Hero returns to the same chamber later, he may search it again, for up to two successive turns.

Heroes may only search chambers that feature a **SEARCH ICON** and only if there are no monster tokens in the chamber.



Search Icon

Once a Hero has moved or searched, the Hero's turn ends. Heroes cannot move and search in the same turn. Heroes that search *do not* encounter the chamber.

ENCOUNTERS

Regardless of whether a Hero moves or searches during his turn, he is bound to encounter items or creatures of interest in the dungeon. Dungeon chambers, cards, and monsters can all be encountered.

After a Hero completes any instructions on the card or chamber, the encounter is considered resolved. Once all the Hero's encounters have been resolved for his turn, his turn ends.

ENCOUNTERING DUNGEON CHAMBERS

Dungeon chambers represent the explored areas of Dragonfire Dungeon. Most chambers have special instructions that are triggered whenever Heroes move into them (see “Chamber Descriptions” on pages 30–31).

Some Dungeon chambers (and some card instructions, see “Encountering Cards” below) have lasting effects that require Heroes to remain in the same chamber instead of moving. These effects always supersede any normal rules for movement.

If a Hero enters a Dungeon chamber with a monster token in it, he must encounter the **Monster** before of encountering the Dungeon chamber (see “Encountering Monsters” on page 11).

ENCOUNTERING CARDS

Some Dungeon chambers require Heroes to draw cards from certain decks. These card encounters could then instruct a Hero to draw a card from a different deck.

Example: A Hero enters a Dungeon Room, which instructs him to draw a card from the Dungeon deck. The Dungeon card is a “Dead Adventurer,” which gives the Hero the opportunity to draw a card from the Corpse deck.

Whenever Heroes are instructed to draw cards, they must take the top card of the appropriate deck. After resolving all instructions on the card, the card is usually discarded to a discard pile next to its deck. However, some cards instruct Heroes to keep the card and possibly encounter it again next turn.

CARD TYPES

Most cards have a card type listed below the card's title. Card types are not tied to particular decks. For example, a Hero may encounter a **Trap** from the Search or Dungeon decks as well as from the Trap deck. The different cards types are listed below.

EVENT

Cards with the **Event** card type represent locations or hazards that Heroes may encounter. The **Event** card type does not have any special rules associated with it and is only important when certain special abilities and effects refer to it.

LOOT

Cards with the **Loot** card type represent valuables that Heroes acquire as they explore the dungeon. Whenever a Hero encounters a card with the **Loot** card type, he keeps the card and places it faceup next to his Hero card so that other players know the amount and value of the Hero's **Loot**.

MONSTER

Dragonfire Dungeon is filled with powerful denizens that skulk in the darkness, waiting to ambush careless adventurers. Cards with the **Monster** card type represent creatures in the dungeon that lead to combat (see “Encountering Monsters” on page 11). Any effect that refers to the **Monster** card type also applies to monster tokens.

THREAT

Cards with the **Threat** card type represent creatures that can harm or inconvenience Heroes. Most **Threats** require Heroes to make a test or simply wound Heroes and then scurry off to the discard pile. However, some **Threats** may turn into **Monsters** and lead to combat. The **Threat** card type does not have any special rules associated with it and is only important when certain special abilities and effects refer to it.

TRAP

Cards with the **Trap** card type represent traps that the Hero sets off or runs into. The **Trap** card type does not have any special rules associated with it and is only important when certain special abilities and effects refer to it.

ENCOUNTERING MONSTERS

Encounters with a Skeleton, Sorcerer, Troll, Golem, or Demon may lead to combat unless the Hero manages to escape. Some **Threat** cards such as “Old Bones” and “Deep Elf” may turn into **Monsters** and lead to combat. Each **Monster** has a set of four Power cards and four monster tokens specific to that monster. Encounters with **Monsters** are resolved using the following steps:

1. Determine Monster Player
2. Draw Monster Token
3. Escape or Attack

1. DETERMINE MONSTER PLAYER

Whenever a player's Hero encounters a **Monster**, the player *to his left* takes on the role of the **Monster** for that encounter. That **MONSTER PLAYER** then takes the four Power cards that feature the **Monster's** portrait, shuffles them, and places the stack facedown in front of himself.

2. DRAW MONSTER TOKEN

The monster player draws a monster token with that **Monster's** portrait at random from the pool and places it facedown in front of himself. The number on this monster token is the **Monster's** life value (see “End of Combat” on page 17). If a monster token is not available in the pool, the monster player takes one from the board instead.

LEGENDARY MONSTERS

Kalladra employs many dangerous servants within Dragonfire Dungeon, and they do the Dragonlord's bidding without question. These deadly creatures will attack anything unlucky enough to encounter them.



SKELETON

These undead horrors are armed with bows that fire shards of bone. Their arrows are often poisoned or imbued with dark magic.



TROLL

Trolls are brutish creatures possessing incredible strength and size. They are also extremely clumsy, having difficulty controlling their vast power.



DEMON

Demons wield titanic magics and are wreathed in a searing sheet of flames. A demon's very presence can overcome all but the most courageous hero with terror and dread.



SORCERER

These dark wizards have turned their backs on their fellow men and offered their powerful magic in service to evil masters. Some sorcerers have forged dark pacts with infernal powers in exchange for near immortality.



GOLEM

Golems are magically animated and are constructed from stone and iron. Their skin is nearly impenetrable and can deflect weapons that would normally cleave through armor with ease.

3. ESCAPE OR ATTACK

The Hero must then decide if he wants to **ESCAPE** or **ATTACK**. A Hero may *not* escape if the chamber he *entered* has a portcullis or if he entered the chamber by special movement such as a “Secret Passage” from the Search deck. (Whether or not the chamber he exited has a portcullis is irrelevant.)

ESCAPE

If the Hero chooses to try to escape, both the Hero and the monster player randomly draw one card from their stack of Power cards and compare the **ESCAPE VALUES** (the white number in the bottom left corner) of the Power cards.

If the Hero’s escape value is less than the **Monster’s** escape value, the Hero fails to escape and must face the **Monster** in combat (see “Combat” on page 15). In addition, the Hero suffers a number of wounds (see “Hero Deaths” on page 23) equal to the **Monster’s** damage value (the black number in the bottom left corner of the monster’s Power card).

If the Hero’s escape value is *equal to or greater* than the **Monster’s** escape value, the Hero successfully escapes. The monster player then places his monster token facedown in the Dungeon chamber where the **Monster** was encountered. The **Monster** remains there until killed. The **Monster’s** card, if there is one, is discarded and all Power cards are returned to their respective decks. Play then passes to the next Hero.

When a Hero successfully escapes, he must leave the Dungeon chamber where he encountered the **Monster** and return to the Dungeon chamber he entered from. The Hero does not encounter the Dungeon chamber he returns to and his turn immediately ends. However, on the Hero’s next turn, he must then encounter the chamber he escaped to as if he just entered it. If the Hero entered the Dungeon chamber through a door, he does not have to draw another Door card to escape.

ATTACK

If the Hero chooses to attack or if he attempts to escape and fails, combat begins (see “Combat” on page 15).



COMBAT AND POWER CARD BREAKDOWN

Combat and Power cards represent the attacks that Heroes and monsters make during combat. Power cards are similar to Combat cards but feature special abilities and escape values.

COMBAT CARD



POWER CARD



- 1 Attack Value:** Each card has a numeric value listed in the upper left corner of the card. This value represents the relative strength of the attack and is used to determine the winner of the combat round.
- 2 Attack Type:** The icon at the top of the card and the color of the card indicate the card’s attack type (blue represents ranged attacks, red represents melee attacks, and yellow represents magic attacks).
- 3 Counterattack Icon:** The icon at the upper right corner of the card lists which attack type the card can be used to make a counterattack against. If a card does not have a counterattack icon, it does not allow the Hero or **Monster** playing it to make a counterattack.
- 4 Card Effects:** Some Power cards have special effects in addition to their regular attack values.
- 5 Escape Value:** These values only appear on Power cards and are used when Heroes attempt to escape **Monsters** instead of attacking them.
- 6 Damage Value (on Monsters’ Power Cards only):** When Heroes attempt to escape and fail, they suffer this number of wounds.
- 7 Portrait:** The portrait shows which Hero or **Monster** the Power card belongs to. Each Hero and **Monster** has a set of four unique Power cards.

EXAMPLE OF AN ESCAPE

Challara encounters a Skeleton and tries to escape instead of attacking the monster. Challara randomly draws one of her Power cards and reveals an escape value of 3.



HERO ESCAPE VALUE

The monster player randomly draws one Skeleton Power card and reveals an escape value of 2. The Skeleton's escape value is lower, so Challara successfully escapes. A Skeleton token is placed in the chamber, and Challara returns to the chamber she entered from.



MONSTER ESCAPE VALUE

If the Skeleton's escape value were higher, Challara would have suffered 1 wound from the Skeleton's damage value and then have to face the monster in combat.



DAMAGE VALUE

LOOTING THE TREASURE CHAMBER

At the center of the dungeon is Dragonlord Kalladra's Treasure Chamber, which is guarded by Kalladra himself. Fortunately, Kalladra sleeps during the day, unless awoken by a clumsy, unlucky Hero. Heroes can move into the Treasure Chamber as if it were a Dungeon chamber. Despite the fact that the Treasure Chamber occupies two spaces of the dungeon, the Treasure Chamber is treated as a single space.



When a Hero enters the Treasure Chamber, he randomly draws one Dragon card from the Dragon deck.

If the Dragon card drawn is "Sleeping," all is well. The Hero follows the instruction on the Dragon card to draw two Treasure cards, which may include some of the most valuable artifacts in Dragonfire Dungeon, and the Hero's turn ends. The Hero has not disturbed the sleeping Kalladra with his pilfering. He leaves that Dragon card faceup on the table. He does *not* return it to the Dragon deck. On the Hero's next turn, he must either move out of the Treasure Chamber by any passage *or* stay there and draw another Dragon card.



If the Dragon card drawn is "Dragon Rage," the Hero is in *big* trouble! His mishandling of the dragon's hoard has woken Kalladra, who promptly unleashes his fiery breath upon the Hero. The Hero must discard all of his Treasure cards and then roll two dice and suffer that many wounds from the dragon's scorching breath. If this does not kill the Hero, he must **RETREAT**: the Hero moves his figure out of the Treasure Chamber through the passage of his choice to an adjacent space, drawing a Dungeon chamber if the space is unexplored, and then his turn immediately ends. Retreating Heroes may not move through a door or portcullis. A Hero retreating in this manner does not encounter that Dungeon chamber, regardless of whether the chamber was previously explored or not. However, on the Hero's next turn, he must encounter the chamber as if he just entered it.



Heroes may remain in Kalladra's Treasure Chamber until they decide to leave the Treasure Chamber or they wake the Dragonlord. Because Dragon cards are not returned to the Dragon deck while looting continues, the longer Heroes stay in the Treasure Chamber, the greater the chance of waking the Dragonlord!

Once they have looted as much as they dare, Heroes may leave the Treasure Chamber during their turn, treating it as a normal move. Heroes do not draw any Dragon cards on the turn they leave the Treasure Chamber.

TWO OR MORE HEROES IN THE TREASURE CHAMBER

The Treasure Chamber is the only space in the dungeon that a Hero can *move* into if it is already occupied by another Hero. The more Heroes there drawing cards from the Dragon deck, the more likely the dragon will wake up!

When Kalladra wakes up, all Heroes in the Treasure Chamber immediately suffer the consequences of “Dragon Rage” as described before, starting with the player who drew the “Dragon Rage” card and proceeding clockwise around the table to the other players with Heroes in the Treasure Chamber. After this event has been dealt with, the game carries on with the normal turn order.

SHUFFLING THE DRAGON CARDS

If there are no Heroes in the Treasure Chamber, all of the drawn Dragon cards are shuffled back into the Dragon deck, facedown. However, if there are two or more Heroes in the Treasure Chamber, none of the Dragon cards are shuffled back into the deck until the last Hero leaves the Treasure Chamber and it is empty. On a later turn, if they feel they have time to spare, Heroes can return to the Treasure Chamber to press their luck anew with the replenished and shuffled Dragon deck.

RUNNING OUT OF TIME

While the Tower Rooms of Dragonfire Dungeon provide exits from the dungeon during the day, they magically close and seal when night falls. Any Hero who lingers too long in his explorations is locked in the dungeon overnight, and night is when Kalladra fully awakes and stalks about his dungeon for visitors. No mere momentary flash of fire awaits Heroes trapped with Kalladra in the night; at night, he makes sure to finish his meal.

The passing of time in *DungeonQuest* is measured using a sun token and the board's sun track. The sun token's location on the sun track indicates the amount of time Heroes have remaining before the game ends. At the start of the game, the sun token is placed at the start of the sun track, and it advances along the sun track as the game progresses. When the sun token reaches the last few spaces on the sun track, night has fallen and the Tower Rooms' heavy stone doors are about to close, spelling doom to any Heroes still in the dungeon.

When the *First Player* takes his turn, before he performs any actions, he advances the sun token one space on the sun track.

Important: The sun token does not advance on the very *first* turn of the game.

Once the sun token reaches a space marked with a number, the First Player must roll one die to see if the game ends. If the number rolled is higher than the number or range of numbers listed on the space, the Tower Rooms' doors remain open, and it is still possible for Heroes to exit the dungeon. If the number rolled matches the number or falls within the range of numbers listed on the space, the giant stone doors of every Tower Room close and the game immediately ends. At that moment, any Heroes still inside the dungeon are killed (see “Winning the Game” on page 15).

Even if the sun token reaches the last space on the sun track, the game can still continue. At that point, the First Player no longer advances the sun token, but he still rolls a die before each of his turns to see if the game ends. As long he continues to roll higher than the range of numbers on the space, the game does not end.

Even if the First Player is eliminated or is forced to lose his turn, he still advances the sun token and may need to roll for game end at the start of his turn as normal.

EXAMPLE OF RUNNING OUT OF TIME

At the start of the First Player's turn, he moves the sun token forward one space, onto the space with a “1-2” on it. The player then rolls one die to see if the game ends. He rolls a “3” result, which is higher than the range of numbers on the space, so the First Player then takes the rest of his turn as normal.



At the start of the First Player's next turn, he moves the sun token forward one space, onto the space with a “1-3” on it. Then, he rolls the die and gets a “3” result, which is not greater than the range of numbers listed on the space. Consequently, the game immediately ends, and any Heroes who have not exited the dungeon are killed.



EXITING THE DUNGEON

Eventually, treasures in hand, Heroes will want to exit Dragonfire Dungeon. The only exits from the dungeon are in the Tower Rooms. A Hero *entering* a Tower Room may immediately choose to move out of the dungeon from it if he wishes. If he chooses not to do so, he immediately moves out of the Tower Room through one of its passages and encounters the Dungeon chamber he enters. A Hero does not have to exit the dungeon through the same Tower Room that he started the game in; any Tower Room can be used to exit the dungeon. Heroes are never obligated to exit the dungeon if they enter a Tower Room. They are welcome to stay as long as they like...



Tower Room

When Heroes exit the dungeon, they must remove their figure from the board and can no longer explore the dungeon. Once a Hero has exited, he cannot enter the dungeon again. The Hero must now wait until the game ends before the victor is determined (see “Winning the Game” in the next column).

It is important to note that a Hero may not exit the dungeon unless he possesses at least one **Loot** card (no Hero would leave the dungeon empty-handed; otherwise, what was the point?). However, any **Loot** card will do; it does not even need to have a gold value to fulfill this requirement.

If the First Player exits the dungeon, he must still advance the sun token at the start of his turns.

WINNING THE GAME

The game ends when every Hero has either successfully left the dungeon or has been killed.

Once the game has ended, each Hero who exited the dungeon tallies up the total value of his **Loot** cards. Most **Loot** cards are marked with a certain value in gold. **Loot** cards without a gold value are worth zero gold (unless otherwise indicated by the **Loot** card). The player whose Hero has exited the dungeon with the highest total value in gold is the winner of the game.

Any effects that are resolved at the end of the game, such as the instructions on the “Treasure Chest” card for example, must be resolved before gold values are tallied. The First Player resolves all of his end-of-game effects, and then the player to his left resolves his effects, and so on.

If two or more surviving Heroes are tied for the highest gold total, the tied player with the single **Loot** card worth the highest gold value wins the game. If it is still a tie, the tied player with the most **Loot** cards wins the game. If it is still a tie, then all tied players win the game.

If nobody manages to escape the dungeon, all Heroes lose and Dragonlord Kalladra is the winner! He loves it when a plan comes together.

Sometimes a Hero will win the game simply by being the only Hero to escape the dungeon alive, even if he has only a few paltry trinkets to show for it. In other games, a Hero will escape the dungeon with an armful of fabulous treasures for a really big win. Players can keep track of the total gold value of **Loot** each player has managed to collect and exit the dungeon with in all the games they have played to see who is the champion *DungeonQuest* player in their group.

COMBAT

When Heroes explore the dungeon, they may discover **Monsters** lurking in the darkness. While some **Monsters** can be escaped from, all encounters with **Monsters** have the potential to result in combat. If a Hero runs into a **Monster** and does not escape from it, the encounter must be resolved through combat. Each combat always involves a single Hero against a single **Monster**.

Combat is resolved over a number of **ROUNDS** until either the **Monster** or the Hero is killed (see “End of Combat” on page 17). A round consists of each player drawing Combat cards into his hand, choosing one card from his hand, and placing it facedown in front of himself. The cards are then simultaneously turned faceup and damage is determined.

Combat cards represent the attacks Heroes and **Monsters** make during the battle. These attacks can be melee (red), ranged (blue), or magic (yellow) attacks. Some attacks are particularly effective against one of the other types of attacks and may enable a counterattack (see the “Resolve Counterattack” step for more information). During combat, the term “Combat cards” also includes Power cards. While Power cards are in a player’s hand or played during a combat round, they are considered Combat cards for the purposes of all rules and special abilities regarding combat.



COMBAT STEPS

Each combat round is divided into four steps, which must be performed in order every round. These steps are repeated until either the Hero or the **Monster** is killed. The steps of combat are as follows:

1. Draw Combat Cards
2. Reveal Combat Cards
3. Resolve Counterattack (if able)
4. Assign Damage

EXAMPLE COMBAT AND DAMAGE STACKS

After a few combat rounds, both the skeleton and Lindel have inflicted damage on their opponent. The illustration below is an example of how cards should be arranged to form the Hero's and **Monster's** individual damage stacks as well as the shared combat stack.

SKELETON'S DAMAGE STACK

COMBAT STACK

LINDEL'S DAMAGE STACK

1. DRAW COMBAT CARDS

Each round, both the Hero and monster player draw cards from the Combat deck, without showing them to their opponent, until they have a hand of *five* cards. There is only one Combat deck, so both players draw Combat cards from the same source.

During the very *first* combat round, the Hero and monster player randomly draw and add one of their Power cards to their hands before they fill their hands to a total of five cards. Any Power cards used during an escape attempt may *not* be drawn. Power cards provide players with an additional special effect during combat, and since each Hero and **Monster** has his own set of Power cards, the Power cards provide individual flavor to each Hero and **Monster**.

2. REVEAL COMBAT CARDS

Each player chooses one card from his hand (Power or Combat), placing it facedown in front of himself. After both players have chosen a card, the players simultaneously turn the cards faceup. If either of the cards played are Power cards, any special effects from those Power cards are now resolved, starting with the Hero and followed by the **Monster**.

3. RESOLVE COUNTERATTACK

If the attack value of a player's Combat card is equal to or lower than his opponent's attack value *and* his card has a counterattack icon matching his opponent's attack type, the player may make a **COUNTERATTACK**.

To make a counterattack, the player simply plays cards from his hand with a counterattack icon that matches his opponent's attack type and then adds his cards' attack values together to determine his total score. When a player makes a counterattack, he may play multiple cards (one at a time) to increase his total attack value. However, he must stop playing cards once his total attack value exceeds his opponent's attack value.

Only one counterattack may be made in a round; a player may not counterattack against a counterattack.

4. ASSIGN DAMAGE

The player with the highest total attack value in the round is the **WINNER** of that round. The winner takes all the Combat cards he played during the round and places them in the loser's **DAMAGE STACK**. A player's damage stack is located in front of him and indicates the amount of damage he has suffered in the combat. Each card in the damage stack represents one wound inflicted on him. Each player must spread out the cards in his damage stack so that both players can see the number of cards in the stack.

The loser of that round places his Combat card in the **COMBAT STACK**, which represents the maneuvering of the combatants to set up a more powerful strike. Each new Combat card placed in the combat stack is placed so that the attack types of all cards are clearly visible. Players must be able to see the numbers and attack types of all cards in the combat stack.

After resolving this step, if neither the Hero nor **Monster** has been killed, players return to step 1: "Draw Combat Cards."

DEATHBLOW

If the winner of a round plays a card matching the attack type of any card(s) of the combat stack, this results in a **DEATHBLOW**. When a deathblow occurs, the winner of the round takes *all* of the cards in the combat stack with the same attack type as the attack type of the card he played and adds them to his opponent's damage stack. Thus, in an extended combat, a deathblow could inflict several points of damage to the opponent. Deathblows are resolved *before* the loser of a combat round places his card on the combat stack.

STAND-OFFS

A **STAND-OFF** occurs when both the Hero and the **Monster** have the same *attack value*, for example if both players play Combat cards with a "3" attack value. A player may still counterattack and turn the stand-off into a victory if his card's counterattack icon matches his opponent's attack type (see the "Resolve Counterattack" step). If both players' cards have the same attack value *and* the same attack type, the round automatically ends in a stand-off without any opportunity to counterattack.

If a round ends in a stand-off, both of the players' cards are placed on the combat stack and players return to step 1: "Draw Combat Cards."

COMBAT TIPS

Mastering combat is essential to overcoming the monsters that prowl the depths of Dragonfire Dungeon. The following tips may help turn the tide of battle in your favor.

Cards with a low attack value of 1 or 2 are best when they can be combined in a counterattack. Do not play a card with a low attack value unless you have another card of the same attack type that can be used in a counterattack.

Playing a card with a low attack value is risky, but it may also give you the opportunity to play several cards during a counterattack if your opponent plays a card with a high attack value.

Pay close attention to the combat stack. If the combat stack contains several cards of the same attack type, it will make a devastating deathblow.

Knowing what type of attack your opponent is going to play is a big advantage. If the combat stack contains several cards of the same attack type, it is likely your opponent will try to make a deathblow with that attack type.

If your opponent counterattacked last round, he probably does not have many cards of that attack type left in his hand. Therefore, it is unlikely he will be able to make another counterattack with that attack type.

CANCELED CARDS

Some Power cards allow a player to **CANCEL** his opponent's Combat card. Whenever a card is canceled, all text on the card and its counterattack icon are ignored. In addition, the card's attack value is reduced to zero and cannot be increased above zero (any modifiers are ignored).

If a card is canceled that has a "next round" ability, then the ability may not be used on the following round (since text on the card is ignored).

END OF COMBAT

Combat ends when either the **Monster** is killed *or* the Hero is killed. When combat ends, the **Monster's** card that started the combat, if there is one, must be discarded to the discard pile for the deck it was drawn from. All Power cards are returned to their respective decks, and all Combat cards are shuffled back into the Combat deck.

HERO VICTORY

The **Monster's** life value is the number featured on the bottom of its token. During combat, the monster player may look at the numbered side of his monster token but must keep it facedown so that other players cannot see it.

If the **Monster** has a number of cards in its damage stack equal to or exceeding its life value, it is killed and the combat ends. All of the cards in the Hero's damage stack are converted to actual wound tokens. For example, if a Hero has three cards in his damage stack, he must take three wound tokens and add them to his Hero card. Then the monster token is returned to the pool and randomized.

MONSTER VICTORY

During combat, each of the cards in a Hero's damage stack counts as one wound. These wounds are added to the number of wound tokens the Hero accumulated before he engaged in combat. Therefore, when a Hero has a number of wounds (wound tokens plus cards in his damage stack) equal to or greater than his life value, he is killed.

Then the monster player places his monster token in the chamber the **Monster** was encountered in. It is important to note that damage to a victorious **Monster** does not carry over to later combats. The next time the surviving **Monster** is encountered, it has the full life value indicated by its monster token.

COMBAT EXAMPLE 1: BASIC ATTACK

The skeleton reveals a magic attack with an attack value of 2.

Lindel reveals a magic attack with an attack value of 3.



Lindel wins because his attack value is higher. Lindel places his card in the skeleton's damage stack, and then the skeleton places its card in the combat stack.

SKELETON'S DAMAGE STACK



COMBAT STACK



LINDEL'S DAMAGE STACK



COMBAT EXAMPLE 2: STAND-OFF

The skeleton reveals a magic attack with an attack value of 1.

Lindel reveals a melee attack with an attack value of 1.



Both cards have the same attack value, but Lindel has the option to counterattack because his card's magic counterattack icon matches his opponent's magic attack type. Lindel chooses not to counterattack, so a stand-off results. Both cards are then placed on the combat stack.

SKELETON'S DAMAGE STACK



COMBAT STACK



LINDEL'S DAMAGE STACK



COMBAT EXAMPLE 3: COUNTERATTACK

The skeleton reveals a ranged attack with an attack value of 1.



Lindel reveals a melee attack with an attack value of 3.



The skeleton is losing, but he has the option to counterattack because his card's melee counterattack icon matches his opponent's melee attack type.



The skeleton chooses to counterattack by adding another ranged Combat card with an attack value of 2, bringing his total attack value to 3. The skeleton could choose to stop playing cards, which would result in a stand-off because both players have the same total attack value. However, the skeleton chooses to continue the counterattack and play a ranged Power card "Poisoned Arrow" with an attack value of 2, bringing his total attack value to 5. The special ability on the skeleton's Power card is resolved and will give the skeleton a +4 bonus to his attack value next round if Lindel plays a magic attack.



The skeleton must now stop playing cards because his total attack value of 5 exceeds his opponent's attack value of 3. This total beats Lindel's attack value, so the skeleton wins this combat round.

The skeleton places all three of his ranged Combat and Power cards in Lindel's damage stack. Then Lindel places the melee Combat card he played on the combat stack. This is not enough damage to kill Lindel so combat continues to the next round.

SKELETON'S DAMAGE STACK



COMBAT STACK



LINDEL'S DAMAGE STACK



COMBAT EXAMPLE 4: DEATHBLOW

The skeleton reveals a magic attack with an attack value of 2.

Lindel reveals a melee attack with an attack value of 4.



Lindel has a higher attack value, so he places his card in the skeleton's damage stack. The skeleton does not have the option to counterattack because his card's counter-attack icon (ranged) does not match Lindel's attack type (melee).

Since Lindel's melee attack type also matches the attack type of cards in the combat stack, Lindel takes all of the melee cards in the combat stack and adds them to the skeleton's damage stack. Lindel has made a deathblow against the skeleton. Finally, the skeleton places the magic Combat card he played on the combat stack.

SKELETON'S DAMAGE STACK



COMBAT STACK



LINDEL'S DAMAGE STACK



COMBAT EXAMPLE 5: END OF COMBAT

The skeleton's monster token has a life value of three. At the end of the round, the skeleton has four cards in his damage stack. This number is equal to or greater than the skeleton's life value, so the skeleton is killed.



Life Value

Lindel then suffers a number of wounds equal to the number of cards in his damage stack. Lindel takes three wound tokens and places them on his Hero card. Then the players shuffle all Combat and Power cards back into their pertinent decks.



SKELETON'S DAMAGE STACK



COMBAT STACK



LINDEL'S DAMAGE STACK



EXPLORING THE CATACOMBS

The Catacombs are a perilous labyrinth of crumbling vaults and passageways that wind their way underneath the dungeon. Legends say the greatest treasure in the realm is buried in the Catacombs, worth far more than anything in Kalladra's Treasure Chamber! Some encounters *force* Heroes to drop down into the Catacombs, while other encounters grant Heroes the *option* to enter.

CATACOMB ENTRANCES

When a Hero encounters a Dungeon or Search card called "Passage Down," he may enter the Catacombs on his next turn instead of moving or searching. Whether or not the Hero chooses to enter, he must place a **CATACOMB ENTRANCE MARKER** on the Dungeon chamber where he found the entrance. (Exception: If a Hero draws a "Passage Down" on a Cave-in chamber, he may still enter the Catacombs, but he does not place a catacomb entrance marker on the chamber, regardless of whether he enters the Catacombs or not, as the cave-in has filled in the entrance).



Catacomb Entrance
Marker

When a Hero encounters a Catacomb Entrance chamber or a Dungeon chamber with a catacomb entrance marker, he finds a path down to the Catacombs. The Hero must encounter the chamber as normal, drawing a Dungeon card and resolving it as usual. However, on the Hero's next turn, he can choose to enter the Catacombs instead of moving or searching.

TRAVEL MARKERS

When a Hero enters the Catacombs, his travel marker must be placed next to his Hero figure, with the arrow pointing in the direction of his choice. He then removes the Hero figure from the board and places it on his Hero card. Once the player has placed his travel marker on the board, his direction of movement has been set *and he may not move the marker or point it in a different direction.*



Travel Marker

Heroes may enter a chamber that contains another Hero's travel marker, and can even enter the Catacombs from the same chamber. If they choose to do so, they place their travel marker on the chamber as normal, and they can choose to point their travel marker in any direction they choose (they do not have to move in the same direction as the other Heroes).

ENCOUNTERS IN THE CATACOMBS

Heroes in the Catacombs *do not move or search* like Heroes exploring the dungeon above. Instead, a Hero in the Catacombs must draw a Catacomb card at the start of each of his turns. Catacomb cards are similar to Dungeon cards and are resolved following the normal rules for encountering Dungeon cards. All Catacomb cards a Hero encounters are placed in a pile beside his Hero card instead of being discarded, so that players can count them when (or if) the Hero finds

an exit out of the Catacombs. If a Hero resolves an encounter that instructs him to discard the card, such as the "Torch Goes Out," *the card is still placed in the pile beside his Hero card.*

EXITING THE CATACOMBS

When a Hero resolves an encounter that allows him to exit the Catacombs, he must find out where in Dragonfire Dungeon he resurfaces. To determine where the Hero resurfaces in the dungeon, his player counts all of the Catacomb cards the Hero has accumulated next to his Hero card and rolls a die.

The number of Catacomb cards the Hero acquired determines how many spaces he advanced underneath Dragonfire Dungeon in the direction of his travel marker. He advances his travel marker one space in that direction for each Catacomb card he acquired (including the card he drew that turn). The die roll determines how far the Hero shifts to the left or right after he has advanced the appropriate number of spaces in the direction his travel marker points. The Hero must choose whether he shifts left or right *before* the die is rolled. The Hero does not explore or encounter any of the spaces he passes under.

Exception: While in the Catacombs, Heroes never pass further than the outer walls of Dragonfire Dungeon. The Hero still accumulates Catacomb cards as normal, but when he resurfaces in the dungeon, if the Hero has drawn so many cards that he would pass outside the dungeon, he only counts as many Catacomb cards as will take him to the outer wall. For example, if a Hero has seven cards but his travel marker is only five spaces from the dungeon wall, he determines where he resurfaces as if he has only five cards. Similarly, if the die roll would place the Hero outside the dungeon, he stops at the dungeon wall instead.

When a Hero resurfaces in the dungeon, his figure is placed back on the board and his travel marker is removed from the board and placed next to his Hero card. The Hero must then return all the Catacomb cards he collected to the Catacomb deck and shuffle it.

Exception: Any **Loot** or encounters with instructions to keep the card are not returned to the Catacomb deck. If a Hero enters the Catacombs again, none of those cards count towards advancing in the Catacombs.

If a Hero resurfaces from the Catacombs in a Chasm or Bridge, he may choose which side of the chamber he places his Hero figure on. If a Hero encounters a **Monster** the turn after he exits the Catacombs, he must attack; he may not attempt to escape.



RESURFACING IN AN EXPLORED SPACE

When a Hero resurfaces from the Catacombs into an explored space of the dungeon such as a Dungeon chamber or the Treasure Chamber, his turn immediately ends. The Hero does *not* encounter the chamber or any **Monsters** in the chamber. However, on the Hero's next turn, he must encounter the chamber (instead of moving or searching) as if he just entered it. A Hero *may* resurface in a chamber with another Hero.

RESURFACING IN AN UNEXPLORED SPACE

When a Hero resurfaces from the Catacombs into an unexplored space, he immediately draws a Dungeon chamber and places it on that space. The Dungeon chamber's entrance arrow may be pointed in the direction of his choice. Then the Hero's turn immediately ends. The Hero does *not* encounter the Dungeon chamber. However, on the Hero's next turn, he must encounter the chamber (instead of moving or searching) as if he just entered it.

EXAMPLE OF EXITING THE CATACOMBS



Lindel has already accumulated two Catacomb cards during his previous turns. On his next turn, he encounters an "Exit" card and chooses to leave the Catacombs. Lindel has accumulated a total of three cards, so he moves his travel marker forward three spaces. Next, he discards all of the Catacomb cards he has accumulated, except for the "Treasure Chest" because it is a **Loot** card.



Lindel chooses to shift to the right, and then rolls a die to determine how many spaces he moves. The die result is a "2," which places his Hero figure two spaces to the right. Lindel's travel marker is then removed from board. The space is unexplored, so Lindel draws a Dungeon chamber and places it in the space (in any orientation). Lindel must encounter the chamber on his next turn, as if he just entered it.



OTHER RULES

The following sections present rules for *DungeonQuest* that have not been previously described.

ATTRIBUTE TESTS

Throughout the game, Heroes are required to use their individual attributes to overcome challenges, represented by **ATTRIBUTE TESTS**. Attributes are listed on the Hero card for that Hero, and the attribute values indicate what the Hero's strengths and weaknesses are. Heroes have four different attributes that can be tested in *DungeonQuest*: Strength, Agility, Armor, and Luck (see "Hero Card Breakdown" on page 7).

When a Hero is directed to make an attribute test, the instructions always list one of the Hero's attributes to test against. For example an encounter may require a Hero to "Test Strength." To make an attribute test, the Hero rolls *two* dice and compares the total on the dice to the Hero's attribute. If the total on the dice is greater than the Hero's attribute, the Hero **FAILS** at the attribute test. If the total on the dice is equal to or less than the Hero's attribute, the Hero **SUCCEEDS** at the attribute test. The encounter that caused the attribute test will describe what happens when a Hero fails or succeeds at the attribute test. Generally, succeeding at an attribute test just means that nothing bad happens to the Hero, while failing an attribute test can be disastrous.

DETERMINATION TOKENS

Whenever a Hero fails an attribute test, he receives one determination token. The next time the Hero attempts the attribute test for that encounter, each determination token he has increases his relevant attribute by one, making passing future attribute tests easier. When the encounter is finally resolved (whether by succeeding at the test or giving up the attempt), the Hero discards all of his determination tokens.



Determination Token

HERO DEATHS

Dragonfire Dungeon is Terrinoth's most dangerous lair, and deaths amongst Heroes are common. There are innumerable ways for Heroes to die in *DungeonQuest*. For example, Heroes can be killed by being trapped in a dead end, or falling down a Bottomless Pit, or being locked in the dungeon after the sun has set. However, the most common way for a Hero to die is by taking a number of wounds equal to or greater than his life value.

A killed Hero must be removed from the board and all of his cards and tokens returned to their respective decks and piles. The Hero's card is then flipped facedown as a reminder of his death. Killed Heroes can no longer affect the game in any way.

EXAMPLE OF AN ATTRIBUTE TEST

Challara encounters a "Trapdoor" card that requires her to test her Agility attribute. Challara rolls two dice and gets a "2" and "5" result, giving her a total of 7.

Challara then compares the total of 7 to her Agility value of 6. Since the total is greater than Challara's attribute, she fails the test. The "Trapdoor" causes Challara to suffer a wound and requires her to test again next turn. However, Challara also receives a determination token for failing the test.



On her next turn, Challara tests Agility again and rolls a total of 7. Challara's determination token increases her Agility to 7, which is equal to the dice total. She succeeds at the test and is able to discard the "Trapdoor." Her determination token is removed from her Hero card because the encounter was resolved.

ELIMINATED PLAYERS

When a player's Hero is killed, the player loses the game and becomes an **ELIMINATED PLAYER**. Eliminated players still participate in the game and continue to play the role of **Monsters** for the player to their right.

Even if the First Player is eliminated, he still advances the sun token at the start of his turn.

HEALING

During the game, Heroes may have the opportunity to heal. When a Hero heals, he simply discards the indicated number of wound tokens from his Hero card. The encounter or ability that provides the healing will state how many wounds a Hero may heal.

MONSTER TOKENS

Monsters in Dragonfire Dungeon do not just disappear when a Hero escapes them or is killed by them. The **Monster** lurks in the chamber until the next Hero comes along. The presence of a **Monster** that is lingering in this manner is marked with a monster token. Thus, the monster player places a monster token in a chamber when a Hero encounters a **Monster** and either escapes it or is killed by it.



If a Hero enters a Dungeon chamber that contains a monster token, the Hero must first encounter the **Monster**. If the Hero kills the **Monster**, he must then encounter the chamber.

Unlike in Dragonfire Dungeon itself, monster tokens are not placed during encounters in the Catacombs. If a Hero escapes from or is killed by a **Monster** in the Catacombs, the **Monster** wanders off and a monster token is not placed on the board.

If a monster player needs to place a monster token in a chamber, but all the monster tokens of that type have already been placed on the board, the monster player must choose a monster token of that type on the board and move it to the chamber instead.

Similarly, if a monster player needs to place a monster token in front of himself to establish the life value of a **Monster**, but all the monster tokens of that type have already been placed on the board, the monster player must choose a monster token of that type on the board and place it in front of himself. He cannot examine the life value on the monster tokens before making his choice.

If a Hero encounters a monster token on the board and kills the **Monster**, the monster token is removed from the board and is now available to be placed on the board again on future turns (killed **Monsters** are never removed from the game).

USING RUNES

Each rune is inscribed with a powerful spell that can be used once per game. For example, a Hero might be able to heal, teleport, or automatically avoid a **Trap** or a **Monster**. These runes are represented by Rune cards, which are randomly chosen by the Heroes during Setup. When a Hero wishes to use a rune, he discards the Rune card at the time indicated on the Rune card and resolves whatever effect the Rune card provides. The Hero returns the discarded Rune card to the box; that rune is not used for the rest of the game.

OPTIONAL RULES

The sections that follow present a variety of optional rules players can use to change up their game of *DungeonQuest*. If players want to use any of the rules discussed there, they must make sure that everyone understands and agrees to the rules before the game begins.

GOING IT ALONE

While *DungeonQuest* is great for multiple players, it also makes an excellent solo game, in which one Hero tries to beat the perils of Dragonfire Dungeon in a race against the clock.

The solo game uses all the normal rules, with the exception of some of the rules related to combat. Since there are no other players to take the role of the monster player, the Hero must perform the **Monster's** actions during combat.

When a monster token is drawn to determine the **Monster's** life, the token is placed faceup instead of facedown. Therefore, the Hero always knows how much damage is required to kill the **Monster**.

The necessary changes to the steps of combat are listed below.

1. Draw Combat Cards

The Hero does not add a Power card to his hand. Power cards are only used to resolve an attempt to escape the **Monster**. The **Monster** does not have a hand of cards at all.

2. Reveal Combat Cards

Since the **Monster** has no hand of cards, when he plays a Combat card, he simply plays the top card of the Combat deck.

3. Resolve Counterattack (if able)

If the **Monster** is able to make a counterattack, reveal the top five cards of the Combat deck. If any of those cards are able to be used for a successful counterattack, the cards must be played. All of the remaining revealed cards are then discarded.

4. Assign Damage

No changes are required.

A player can win at solo *DungeonQuest* if his Hero manages to exit Dragonfire Dungeon with at least one Treasure card before nightfall. If a more challenging game is desired, the player can try to beat his previous highest total gold value in order to win.

SERVANTS OF KALLADRA

This variant allows eliminated players to take on a new role in the game; they control the monster tokens!

During an eliminated player's turn, he may move one monster token on the board to a chamber adjacent to the monster token. **Monsters** can move freely through doors and portcullises. **Monsters** also ignore any Dungeon chamber effects. For example, they cannot be trapped in a Spider Web or fall into a Bottomless Pit. **Monsters** may never exit the dungeon, nor dare enter the Treasure Chamber. A **Monster** can never move into a chamber that already has a **Monster** in it.

If there are two or more monster tokens on the board, a monster token cannot be moved a second time until a different monster token has been moved. For example, if there is one skeleton monster token and one demon monster token on the board, and an eliminated player chooses to move the demon monster token during his turn, that demon monster token may not be moved again until a different monster token (the skeleton, for example) has been moved.

During a Hero player's turn, the player to his left still takes the role of the **Monster** during combat.

ATTACKING HEROES

If a **Monster** moves into a Dungeon chamber with a Hero during an eliminated player's turn, the Hero must immediately resolve the encounter: the Hero must attack or attempt to escape following the normal rules. The eliminated player who moved the monster token plays the role of the **Monster** for the combat instead of the player to the left of the Hero's player. After the encounter ends, play continues to the left of the monster player who moved the monster token.

ADDING MORE MONSTERS

If there are fewer monster tokens on the board than there are remaining Heroes, a monster player may add a new monster token to the board instead of moving a monster token during his turn. To determine which monster token is placed, the monster player draws the top card of the Dungeon deck until a **Monster** is drawn. (If he draws the "Shuffle" card while doing so, he shuffles the Dungeon deck and its discard pile together and continues drawing until he draws a **Monster**.) He then discards all of the drawn Dungeon cards. The monster player places the new monster token on a Dungeon chamber of his choice adjacent to a Tower Room.

MULTIPLE MONSTERS IN A CHAMBER

If a Hero enters a room with more than one monster token, he must choose which order to encounter them in. If the Hero escapes, he does *not* encounter any of the other **Monsters** in the chamber.

DEATH CAN WAIT

When Heroes are killed, they are **KNOCKED OUT** instead. When a Hero is knocked out, he rolls a die and discards that many of his **Loot** cards of his choice to the discard piles of the decks they came from. Then the Hero discards half of the total wounds he has suffered (round up) and immediately ends his turn.

If a Hero is killed due to being trapped in a dead end (see "Dead Ends" on page 9), he places his Hero figure in an adjacent space of his choice using the same rules as resurfacing from the Catacombs (see page 21).

CLOAK AND DAGGER

This variant makes the end of the game more exciting because players do not know the gold value their opponents have. When Heroes gain **Loot**, the cards are placed facedown instead of faceup and kept hidden from other players. Players can look at their own **Loot**, but cannot reveal their cards to other players. Other players may still count how many **Loot** cards a Hero has.

MAGICAL MIGHT

In this variant, Heroes have more power at their disposal, which could make them fearless or reckless. Instead of each Hero starting the game with only one Rune card, Heroes start the game with several Rune cards. Players must collectively agree how many Rune cards Heroes receive before starting the game.

LIVE TO FIGHT ANOTHER DAY

This variant allows Heroes to attempt to escape *during* combat, rather than only before combat. If a Hero wins a combat round, he may announce that he is attempting to escape. If he chooses to make such an attempt, any cards that would have been added to his opponent's damage stack for winning that combat round are discarded instead (so the Hero inflicts no damage that round). If the Hero wins the next combat round, he escapes instead of inflicting damage to the **Monster**. At the end of that round, combat ends and the Hero suffers wounds as normal for a Hero who survives combat. The Hero must escape at that point; he cannot choose to cause damage and continue fighting. If the Hero does not win the combat round after the round in which he declared he was attempting to escape, he cannot escape and combat continues as normal. However, if the Hero later wins another combat round, he may again attempt to escape.

NO GUTS, NO GLORY

In this variant, Heroes cannot exit the dungeon unless they have at least one Treasure card. Only **Loot** taken from the very heart of Kalladra's lair will do. Anything less is not a worthy quest for legendary Heroes.

LATE START

This variant gives Heroes even less time to exit the dungeon and makes the race against the setting sun even more challenging. During Setup, the sun token is placed on the first space of the sun track as normal. Then one player rolls a die and moves the sun token that many spaces forward along the sun track.

TOWER POWER

This variant gives Heroes more options for movement in the dungeon. When a Hero enters a Tower Room, he may move to any other Tower Room. The Hero must then immediately move again to a space adjacent to the Tower Room.

HERO VS. HERO COMBAT

This variant allows Heroes to enter spaces with other Heroes and attack them. When a Hero *moves* into a space with another Hero, he must attack him (there is no chance of escape during a Hero vs. Hero combat). Combat is resolved following the normal rules, except the combat ends after any round in which a Hero has four or more cards in his damage stack. That Hero is **DEFEATED**, and the other Hero is the **VICTOR**. The victor may take any one **Loot** card of his choice from the defeated Hero. The defeated Hero must then move into an adjacent chamber as if he escaped from a **Monster**.

If any timing issues occur, the Hero who initiated the attack decides which order they are resolved in.

A Hero cannot attack other Heroes in the Treasure Chamber.

LEGENDARY HEROES

TATIANNA

"In the dark and untamed places of Terrinoth dwells my tribe, a proud and fierce sisterhood of warriors. For ages, we have stood self-sufficient and have had no need for the world of men. But each day the outside world encroaches further into our wilds. I have seen their weapons and magical artifacts. I have seen the treasures that could ensure my sisters will survive when we can no longer stand apart from the outside world. The others in my tribe say I am a fool, but once I have enough gold, I will return to my people with magic and steel. A fool I may be, but my sisters must survive."



LINDEL

"The many years of an elf's life can weigh heavily upon him. From village to village I have wandered, hearing the sad tales of lost children, spouses, friends, and loved ones who have thrown their lives away seeking gold in the depths of Dragonfire Dungeon. That wretched place has brought sorrow and loss to so many hearts... I will endure it no longer. Once and for all, those deadly halls must be emptied of their treasures. No more will loved ones dig their own graves in a fool's quest for ancient gold."



HUGO THE GLORIOUS

"I, Hugo the Glorious, plan to achieve an enduring fame unlike anything that has been known before. Other Knights of Kellos might be happy enough to boast of duels won or giants defeated, but I will put these stories to shame when I stand in the feast hall and tell of the perils within Dragonfire Dungeon. When I display the priceless relics recovered from the depths below, men will gasp, women will swoon, and children will cower with terror. No one who hears of my legendary quest will ever forget the name Hugo the Glorious!"



BROTHER GHERINN

"The priests of Kellos took me in and gave me shelter. They asked me nothing of the many heinous crimes in my past. But like all members of the Brotherhood, in time I had to face the purifying fire, and all my many transgressions became evident in the form of scars and burns over much of my body. I am a different man, now. I follow a different path, but I cannot forget my past. Only an act of true bravery, facing Dragonfire Dungeon and bringing back valuables for my brethren, will free me from the shadows of my past."



CHALLARA AND BRIGHTBLAZE

"The roots of my noble family can be traced back to the Dragon Wars and beyond. Some of the treasures stolen by Kalladra to lure fortune-seekers into the dungeon came from my ancestors. The knowledge that the detestable beast Kalladra is still alive and in the midst of so much of my inheritance has vexed me my whole life. I will use all of my considerable abilities to ensure that Kalladra deprives my family of our heirlooms no longer."



KRUTZBECK

"Why should I worry? Haven't found a fight yet that left me on the ground. So you say Dragonfire Dungeon is the deadliest in the realm? Heh! To me the dungeon is just another collection of things to hit and one more trophy to claim. If I need to grab some gold to get them to notice me, so be it. But the hitting, that's the important bit."



CLARIFICATIONS

This section details rules for special circumstances, should they occur during the game.

THREATS THAT RESULT IN COMBAT

Some encounters, such as the “Old Bones” and the “Deep Elf,” are **Threats** that may turn into **Monsters**. These encounters use monster tokens and Power cards for the particular **Monster** indicated on the card. If the Hero escapes or is killed, the monster token is placed on the Hero’s space following the normal rules for encountering a **Monster**.



LIMITED RESOURCES

All components are limited to the amounts provided with the game. For example, if all catacomb entrance markers are in use, no additional catacomb entrance markers may be placed on the board. Monster tokens follow their own rules, detailed in “Monster Tokens” on page 24. However, if a character is able to trade five 1-point wound tokens for one 5-point wound token, he must immediately do so.



MULTIPLE HEROES IN A CHAMBER

Heroes may not *move* onto a chamber that is already occupied by another Hero, except the Treasure Chamber. However, the following circumstances may result in two or more Heroes sharing a chamber.

EMERGING FROM THE CATACOMBS

When a Hero resurfaces from the Catacombs, he may be placed in a space that is already occupied by another Hero.

ESCAPING FROM A MONSTER

When a Hero escapes from a **Monster**, he may escape into a space that is already occupied by another Hero.

START OF TURN EFFECTS

If a Hero has two or more effects that resolve at the start of his turn, he must resolve all of them in the order of his choice. The Hero must resolve *all* of these effects, even if one results in his turn immediately ending.

If a Hero in the Catacombs resolves an effect that immediately ends his turn, he does *not* draw a new Catacomb card for that turn.

ENCOUNTERING A MONSTER WITH SPECIAL MOVEMENT

When a Hero escapes from a **Monster** (see “Escape” on page 12), retreats during Dragon Rage (see “Looting the Treasure Chamber” on page 13), or resurfaces from the catacombs (see “Exiting the Catacombs” on page 21), he must encounter the chamber he entered as a result of this special movement on his next turn. If a monster token is in the chamber, he must first encounter the **Monster**. If the **Monster** is killed, the Hero must then encounter the chamber.

BLOCKED HEROES

If a Hero has already searched a chamber twice and the only chamber he can move into is already occupied by another Hero, the Hero is **BLOCKED**. Blocked Heroes must lose their turn until they are able to move into an empty chamber.

SPECIAL ABILITY VS. RULES

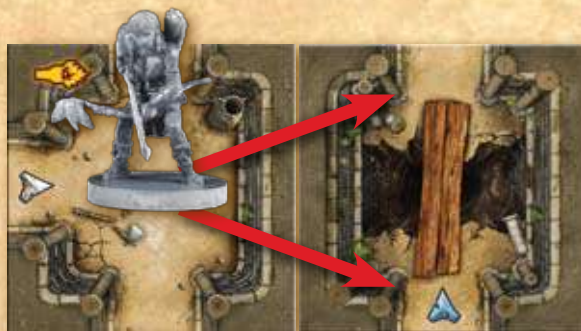
In any instance where a special ability or effect is at a variance with the basic rules, the special ability or effect always overrides the rules.

ENTERING A BRIDGE WITH SPECIAL MOVEMENT

If a Hero enters a Bridge chamber with special movement such as a “Secret Passage” from the Search deck, he chooses which side of the chamber to place his Hero figure.

If a Hero resurfaces from the Catacombs into a Bridge chamber, he chooses which side of the chamber to place his Hero figure.

EXAMPLE OF ENTERING A BRIDGE WITH SPECIAL MOVEMENT



Tatianna searches and draws a “Secret Door” card from the Search deck. She chooses to move into an adjacent Bridge chamber. She can move to whichever side of the Bridge chamber she wishes. Tatianna must then encounter the chamber following the normal rules.

CREDITS

Game Design: Jakob Bonds

Game Development: John Goodenough

Flavor Text: Tim Uren

Editing: Mark O'Connor

Graphic Design: Andrew Navaro and WiL Springer

Cover Art: Jesper Ejsing

Hero Art: Jacob Glaser

Dungeon Chamber Art: Henning Ludvigsen

Card Art: Banu Andaru, Felicia Cano, Jesper Ejsing, Lou Frank, Jacob Glaser, John Goodenough, Rafal Hryniewicz, Henning Ludvigsen, Andrew Navaro, Ben Prenevost, and Frank Walls

Art Direction: Zoë Robinson

Playtesters: Elliott Eastoe, J.R. Godwin, Andrea Goodenough, Judy Goodenough, James Hata, Sally Karkula, Brett Klooster, Daniel Klooster, Rob Kouba, Chris Mayfield, Andrew Navaro, Jon New, Mark O'Connor, Mark Pollard, Guy Reed, Matt Root, Brady Sadler, WiL Springer, Richard Tatge, Thorin Tatge, Tim Uren, Jason Walden, Barac Wiley, Kevin Wilson, and Sara Yordanov

Production Manager: Gabe Laulunen

FFG Lead Designer: Corey Konieczka

FFG Lead Producer: Michael Hurley

Publisher: Christian T. Petersen

Special Thanks: Dan Glimne (Drakborgen edition) and Gustav Bonds (Legenden edition)

© 2010 Fantasy Flight Games. *DungeonQuest* is a trademark of Scanditoy AB, all rights reserved. No part of this product may be reproduced without specific permission. *Runebound*, *Descent: Journeys in the Dark*, *RuneWars*, Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records.

For additional material, support, and information,
please visit us on the web:

www.FantasyFlightGames.com



HELPFUL HINTS

Choosing the best route across the game board is crucial. Players must evaluate if it is better to move along a route that is already explored with known Dungeon chambers or risk an unexplored but possibly shorter route.

Heroes who have only suffered a few wounds can risk more dangerous encounters rather than traverse chambers that are slower to move through, such as a Cave-in or rooms with doors.

When Heroes encounter *Monsters*, they are faced with the important decision of whether to escape or attack. Some *Monsters* are more difficult to escape from and will inflict more wounds if the escape attempt fails. Certain Heroes are also better at escaping than others, so players should carefully review the escape values on their Power cards before making the decision to escape or attack.

Heroes should consider which chamber they must return to if they successfully escape because it may be even more dangerous than fighting the *Monster*!

Looting the Treasure Chamber takes fine judgment and steady nerves. The longer a Hero stays, the more treasure he finds, but the greater the risk of waking the Dragonlord or the sun setting before he can exit the dungeon. In general, it is not a good idea to spend any longer in the Treasure Chamber than is necessary.



DENIZENS OF DRAGONFIRE DUNGEON

Not all denizens that call Dragonfire Dungeon home are there at Kalladra's bidding. Many things dwell in the dungeon simply to exploit those who would seek the wealth within. These creatures would never risk combat, but they can prove to be deadly obstacles nonetheless.



BANE SPIDER

Bane spiders are gigantic arachnids that spit poisonous blood. Some bane spiders, marked with a red hourglass on their back, also hurl sticky webs at their prey. Bane spiders weave webs through dark and narrow corridors in order to trap unwary adventurers.



RAZORWING

These powerful batlike creatures fly above the fray, swooping down to tear at their prey with their deadly talons. Some razorwings move as quick as the wind itself, striking before they are even seen.



NAGA

Nagas are shunned snakelike creatures that naturally seek forsaken places to nest. If disturbed, they are armed with powerful spells and long, flexible tails, used to pin their prey down.



DEEP ELF

Far beneath the earth lives a society of elves that have turned their backs on their fellows. They have become an elite order of assassins, hiring their knives and their skills out to the highest bidder. Greedy and conniving, they will even turn on their masters if the price is right. The best assassins are given ice daggers that cover their victims in a thin sheet of frost, making their weapons and armor extremely brittle.



SHADE

It's unknown whether these undead creatures are the result of necromantic magic, or if they are merely tormented souls unable to find peace. Whatever their origin, these ghostly aberrations look like tattered, hovering, hooded cloaks, their raised hoods empty save for twin points of frozen light where their eyes used to be. Shades hate the living, and their jealousy causes them to moan and wail as they seek to snuff the life from all who venture close.



FERROX

An insane wizard created these blighted creatures from razorwings many years ago. Their hunger for blood has spelled the doom of many an adventurer, and wounds inflicted by ferrox tend to cause serious blood loss and heal very slowly. The most powerful ferrox have a white stripe in their hair and are capable of draining the life energy from their opponents and using it to heal themselves.

CHAMBER DESCRIPTIONS



DUNGEON ROOM

Draw a Dungeon card.



TRAP ROOM

Draw a Trap card.



TREASURE CHAMBER

Draw a Dragon card.



BOTTOMLESS PIT

Test Luck. If you succeed, you make it across the pit, and you take your next turn as normal. If you fail, you have fallen into the pit and are killed!



CATACOMB ENTRANCE

Draw a Dungeon card.

On your next turn, you may enter the Catacombs instead of moving normally.



CORRIDOR

You must immediately move again. You cannot enter the same Corridor twice during the same turn.



CHASM

Draw a Dungeon card.

An uncrossable fissure divides the chamber. On your next turn, you may only exit through a passage on the same side of the Chasm that you entered from.

If you resurface from the Catacombs into a Chasm, you choose which side of the chamber to place your Hero figure.



CHAMBER OF DARKNESS

You must immediately move again. Roll one die and consult the results marked on the chamber to see which passage you exit from.

If the passage you rolled is blocked by a wall, your turn ends and you must roll again next turn.



TOWER ROOM

If you have one or more **Loot** cards, you may exit the dungeon.

If you cannot or choose not to exit the dungeon, you must immediately move again.

CHAMBER DESCRIPTIONS



CAVE-IN

Draw a Dungeon card.

On your next turn, you may either retreat or attempt to cross the cave-in.

If you retreat, you must return to the Dungeon chamber you entered from.

If you attempt to cross the cave-in, test Agility. If you succeed, you cross the cave-in and continue your turn as normal. If you fail, you become trapped and must stay in the chamber. Next turn, you may either retreat or attempt to cross the cave-in.



SPIDER WEB

You may either retreat or attempt to cross the web.

If you retreat, on your next turn, you must return to the Dungeon chamber you entered from.

If you attempt to cross the web, test Strength. If you succeed, you must immediately move again. If you fail, you become trapped and must stay in the chamber. Once a Hero is trapped, he *must* try to cross the web again at the start of each of his turns until he succeeds



PORTCULLIS

Draw a Dungeon card.

You cannot escape from *Monsters* while you are in this chamber; you must attack instead.

On your next turn, if you choose to move through the portcullis, you must test Strength. If you succeed, you lift the portcullis and move normally. If you fail, the portcullis is too heavy and you must stay in the chamber. Next turn, you may try to lift the portcullis again or may exit through a different passage.



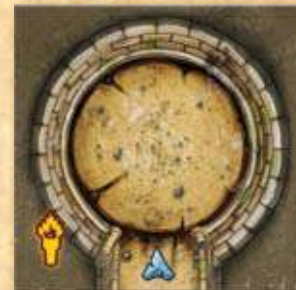
BRIDGE

You may either stay on the side you entered the chamber from or attempt to cross the bridge.

If you stay on the side of the chamber you entered from, on your next turn, you must return to the Dungeon chamber you entered from.

If you attempt to cross the bridge, test Agility but add +1 to your dice roll for each *Loot* card you have. You may discard any number of your *Loot* cards before you make the attribute test, if you wish.

If you succeed, you must immediately move again. If you fail, you fall off the bridge and drop down to the Catacombs; then roll one die and suffer that many wounds.



ROTATING ROOM

When the Rotating Room is placed on the board (after the Hero has entered it), the chamber rotates 180 degrees. Then, the Hero's turn ends. The Rotating Room only ever rotates once; if a Hero enters the chamber again, it does not rotate.

If a Rotating Room's passage is blocked by a wall, the Hero may try to leave by searching, in the hopes of finding a "Secret Door" or a "Passage Down" (see "Searching" on page 10). If the Hero does not leave the Rotating Room before the end of the second search attempt, he is trapped in the dead end and is killed.

RULES SUMMARY

The rules summary contains all of the basic rules players need to play *DungeonQuest*.

PLAYER TURNS

DungeonQuest is played over a series of turns, beginning with the First Player and then continuing to the left. When a Hero takes his turn, he must perform one of the following actions:

MOVE into an adjacent space

OR

SEARCH the space he is in

After a hero performs one of these actions, play continues clockwise around the table.

MOVING

The Hero moves his figure through a passage to an adjacent space; diagonal movement is *never* allowed. Heroes cannot move into a space occupied by another Hero, except for the Treasure Chamber. After a Hero moves, he must encounter the space he entered. See “Moving” on page 8 for more details.

SEARCHING

The Hero simply draws the top card from the Search deck and follows its instructions.

A Hero may search a chamber twice on successive turns if he wishes. After a Hero has searched two successive turns, he must move on the next turn. If the Hero returns to the same chamber later, he may search it again, for up to two successive turns.

Heroes may only search chambers that feature a search icon and only if there are no monster tokens in the chamber. See “Searching” on page 10 for more details.

ATTRIBUTE TESTS

To make an attribute test, the Hero rolls *two* dice and compares the total on the dice to the Hero’s attribute. If the total on the dice is greater than the Hero’s attribute, the Hero fails at the attribute test and receives one determination token.

Each determination token increases the Hero’s attribute by one, making passing future attribute tests easier. If the total on the dice is equal to or less than the Hero’s attribute, the Hero succeeds at the attribute test. See “Attribute Tests” on page 23 for more details.

ENCOUNTERING MONSTERS

Encounters with *Monsters* are resolved using the following steps:

1. Determine Monster Player
2. Draw Monster Token
3. Escape or Attack

See “Encountering Monsters” on page 11 for more details.

ESCAPING

Both the Hero and the monster player randomly draw one card from their stack of Power cards and compare the escape values (the white number in the bottom left corner) of the Power cards.

If the Hero’s escape value is less than the *Monster’s* escape value, the Hero fails to escape and must face the *Monster* in combat. In addition, the Hero suffers a number of wounds equal to the *Monster’s* damage value (the black number in the bottom left corner of the Power card).

If the Hero’s escape value is equal to or greater than the *Monster’s* escape value, the Hero successfully escapes and must leave the Dungeon chamber where he encountered the *Monster* and return to the Dungeon chamber he entered from. The Hero does not encounter the Dungeon chamber he returns to and his turn immediately ends. However, on the Hero’s next turn, he must then encounter the chamber he escaped to as if he just entered it (instead of moving or searching). The monster player then places his monster token facedown in the Dungeon chamber where the *Monster* was encountered. See “Escape” on page 12 for more details.

COMBAT

Each combat round is divided into four steps, which must be performed in order every round. These steps are repeated until either the Hero or the *Monster* is killed. The steps of combat are as follows:

1. Draw Combat Cards
2. Reveal Combat Cards
3. Resolve Counterattack (if able)
4. Assign Damage

See “Combat” on page 15 for more details.