

DUNGEONQUEST

ALTERNATIVE RULES

"Azoth the Faceless, 'e called 'imself, said 'e could stop time itself... pretty useful if you plan to get in and out of Castle Dragonfire 'fore nightfall... but all I know is, 'e's damn late coming back!" The other tavern patrons burst into hearty laughter, gallows humour long becoming the default of the peasants who lived in the shadow of the Wizard's ancient abode. "All them fighters 'ave done is train up the Goblins and Trolls 'creabout!"

"Wizards, elves, barbarians and thieves, fools all of them to think they can take what belongs to the dead...". Talk of the restless spirits that roamed the Castle and its Catacombs turned the mood. The silence was only broken when the tavern door crashes open to reveal a motley bunch of adventurers, led by a bald giant decked in gladiatorial garb. "Which way to Castle Dragonfire?!"

These alternative rules are designed to:

- Improve the combat, both for solo and multiplayer, allowing for true solo combat that uses the same mechanisms as the normal combat procedure.
- Improve Catacombs by making travelling through the Catacombs a better balance of Risk versus Reward
- Improve Heroes by balancing and simplifying the adventurer's powers so they are all useful (but not too useful!)
- General clarification and tweaking of the logic of certain rules.

To use these Alternative Rules, follow the general principle that if it isn't mentioned here, the original rules should be applied. The exception to this is Heroes for Dungeonquest, where you should only refer to the rules as detailed on pages 6 and 7, which have been rebalanced and rewritten in full for each hero.

Feel free to pick and choose from these rules as suits your own tastes, but be aware these rules try to balance the changes so that the overall difficulty remains broadly the same (doors easier to pass through, portcullises more difficult for example).

As well as these rules, you will need to print off some extra cards:

One sheet of 15 *Monster* cards – sleeve these with the backs of your original 15 *Monster* cards.

9 *Catacomb* cards – sleeve these with the backs of 9 of the original *Catacomb* cards. Replace 8 Empty and 1 Torch Goes Out *Catacomb* cards with the new cards.



In addition you have a standee to use to represent the Doomshadow and four Key counters.

You can use Sails of Glory card sleeves (50mm x 75mm) for both *Catacomb* and *Monster* decks.

Potion Deck

In addition, there is another new deck you can use in place of the Potion Table – the *Potion* deck (These have been designed to be punched out using a 2" by 1 7/16" paper punch, but you can also cut them out as 39mm x 54mm rectangular cards.)

When you draw a *Potion Corpse*, *Crypt*, *Room* or *Search* card discard it to draw the top card of the *Potion* deck. Keep the *Potion* card face down until you choose to drink it.

A *Potion* can only be consumed at the start of your turn. An adventurer's characteristics can never fall below 1 due to a *Potion*. Potions with red text are "Poison". A *Potion* of Cure Poison allows you to discard any Poison (red text) *potion*. Potions with green text are always helpful to the adventurer, while blue text usually indicates a neutral or negative effect that is not due to poisoning!

Note that only Serellia of Zimendell becomes Invisible (Bright Flame must still fight and roll D12 if the *Dragon Awakes* Dragon counter is drawn), or Intangible (she must abandon Bright Flame if she passes through a door, portcullis or wall). If she drinks a *Potion* of Speed and takes an extra turn, she must also abandon Bright Flame.



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Searching

If you start your turn on a tile that requires you draw a *Room* card (with the exception of a Chasm tile), you may miss your turn (see "Missing a Turn" below) to instead search. There is no limit to how many turns you can spend searching a tile, but you must always draw a *Room* card before you can draw a *Search* card.

When you draw:

- Bracelet, Crypt, Dead Adventurer, Jewelry or Potion you may choose to take the card (or draw a *Corpse* or *Crypt* card in the case of a Dead Adventurer or Crypt *Room* card) instead of drawing a *Search* card.
- Giant Spider, Monster, Sneak Attack, Snotlings, Torch Goes Out, Vampire or Vampire Bats *Room* card you must resolve it. Do not draw a *Search* card.

Unless otherwise stated, discard any other *Room* card without resolving it and draw a *Search* card.

Secret Door: If you draw or enter an already placed Bridge, Cave-In, Chamber of Darkness or Spider Web tile after using a Secret Door, you must roll during your next turn to leave the tile. For all other tiles, resolve them as part of your current turn.

Missing a Turn

Whenever you miss a turn you must still draw a *Room* card if you are on a tile that normally requires you to draw one. If you draw any of the following cards, you must resolve it

- Giant Spider, Monster, Sneak Attack, Snotlings, Torch Goes Out, Vampire or Vampire Bats.

You must encounter it instead of resolving any other action such as Beseech, Healing Salve or reading the Book Treasure counter.

Unless otherwise stated, discard any other card without resolving it.

If you miss a turn in the Catacombs, draw a *Catacomb* card. If you draw a Cave Troll, Horde of Rats, Shades, Wight or Zombies, you must resolve it as above then discard it (do not add it to your pile). Discard any other card drawn without resolving it.

If you missed the turn involuntarily due to Poisonous Gas Trap, Medusa's Blood Potion or other effect, you are instantly killed by any Monster you encounter!

Doors and Portcullises

If you draw a Door Jammed Shut *Door* card, you may attempt to barge the door open. If you roll your Strength or less on a D12, you may move to the next square as if you had drawn a Door Opens card. If you roll higher than your Strength, lose 1 LP.

Unless you have a specific ability or card, you may not pass through an exit with a Portcullis. They are too heavy for all but the mightiest of heroes to lift!

If the door through which you are exiting a tile lines up with another door on the tile you are moving to, you need only draw one *Door* card. If a door lines up with a Portcullis, you may not pass through it.

The Revised Monster Deck

When you draw a *Room* card with one of the monsters that follow normal combat procedure (*Goblin*, *Mountain Troll*, *Death Warrior*, *Orc* or *Champion of Chaos*), choose if you Attack, Wait or Escape.

Draw a single card from the new *Monster* deck.

Find the monster's portrait and read their reaction listed to the right of the image: for example if an adventurer chooses to Attack when facing an Orc on the card shown, the Orc will Flee at the sight of the adventurer.

Monster Portraits:	Monster Reactions	Monster's Combat Tactic	Monster's LPs
	ATTACK: Flee WAIT: Guard ESCAPE: Combat	LEAP ASIDE	2 LP
	ATTACK: Combat WAIT: Guard ESCAPE: Escape	MIGHTY BLOW	4 LP 150
	ATTACK: Combat WAIT: Guard ESCAPE: Escape	MIGHTY BLOW FEAR	3 LP
	ATTACK: Flee WAIT: Guard ESCAPE: Escape	SLASH	4 LP
	ATTACK: Combat WAIT: Combat ESCAPE: Combat	SLASH FEAR	6 LP

Key (see Looting Monsters)
Amulet (see Looting Monsters)

Monster Reactions:

Combat: You must fight to the death! See "Combat" below.

Flee: If a monster flees, (including as a Special Ability – see below) you may choose to pursue it & force a combat by rolling your Agility or less on a D10. Otherwise, the monster flees your attack or wanders off and you may discard the monster *Room* card.

Guard: The monster is oblivious to your presence, but waits in the room, blocking your progress. Your turn ends here, and you must keep the *Room* card. In your next turn, you cannot move or search (do not draw a *Room* card) and must face the monster again. Choose *Attack*, *Wait* or *Escape* and draw and resolve another *Monster* card.

Escape: Move your playing piece back to the tile you came from. Do not draw a *Room* card, but if it is a *Special* tile the normal rules for that tile apply. You may Escape back through a door you have just opened, but not through a Portcullis or Secret Door.

Combat

If a Combat result is read from a *Monster* card, place the black token on the 0 space of the Monster Track. The player on your right takes another three *Monster* cards from the *Monster* deck (discard the card drawn to determine the monster reaction). On the right side of the card, opposite that monster's portrait, a combat tactic (*Leap Aside*, *Slash* or *Mighty Blow*) is listed for each monster. Instead of placing a Combat Counter down, the player controlling the monster must play one of the cards from this hand to determine the monster's tactic.

For example, when facing a Mountain Troll, the player controlling the monster must play one of the three cards they have drawn.



In this instance, the player controlling the Troll can play Leap Aside or one of two Mighty Blow cards – they cannot play Slash, as they have not drawn a card with that tactic listed for the Troll.

The adventurer chooses a Combat Counter which is compared to the tactic on the *Monster* card played. Use the Combat Display in the Appendix on page 8 to determine who (if anyone) loses Life Points.

Monster's Life Points

If damage is inflicted on the monster, move the black token up the Monster Track then look at the LP value shown on the card played.

- If the monster's LP value on the card is equal to or less than the black token's position on the Monster Track, the monster is killed.

In the example above, the Leap Aside card is played which shows an LP value of 3. If the Troll took damage this round and the Monster Track is at 3 or higher, the Mountain Troll is killed.

- Otherwise, the monster is not killed. Discard the *Monster* card and play another round of combat, with the player controlling the monster playing one of the *Monster* cards remaining in their hand. If they have no cards left and the combat is not over they draw three more cards.

Monster Special Abilities

If there is a flash symbol below the monster's tactic, you must resolve it after determining what damage (if any) the combatants take.



In this example, if the Leap Aside card was played, resolve the "Reform" Special Ability of the Mountain Troll, which (if the Troll is does not take damage this round) will move the black token 1 LP down the Monster Track, as the Troll regenerates! Full rules for the Abilities are provided in the Appendix on page 8.

Unarmed Combat

If you ever have to fight using unarmed combat (such as when you are Disarmed by a Monster Special Ability) you must use the Unarmed Combat Display (See "Appendix" on page 8).

If you have the Jewelled Dagger *Crypt* card, fight using the normal combat display, but you cannot inflict more than 1 LP of damage.

Leap Aside/Leap Aside

If both combatants choose Leap Aside, neither takes damage. Use the Combat Display provided in the Appendix on page 8.

Fighting Two Monsters

You may find yourself facing more than one combatant (such as when a monster uses its Alarm Ability). After resolving the first *Monster* card as normal, draw another *Monster* card from the top of the *Monster* deck for the second monster and apply its effect based on the Combat Counter the adventurer played this round. No damage can be inflicted on the second monster until the first is defeated.

Looting Monsters

If the monster is defeated and a Gold Coin symbol is shown on the last *Monster* card played, you may have found loot! In this example, the *Monster* card shows a value of 150 on a Gold Coin icon.



Draw a single treasure counter from the cup. If the counter drawn has a GP value equal to or less than the value shown on the card, you may keep it! If it is higher (or has no value) place it back in the cup.

Some monsters carry even more valuable loot. If an Amulet symbol is shown then instead draw an *Amulet* card (if you have the *Catacombs* expansion). If you do not have the *Catacombs* expansion, instead you may take any Ring at random that is not in play (including any Rings already used by players and discarded). If there are no Rings to take, instead draw a Treasure counter from the cup.



Other monsters carry something more useful than loot and trinkets! If a Key symbol is shown you may take a Key counter. Discard it to immediately move to the next square or tile instead of drawing a *Door* card.



Sneak Attacks

The following damage is inflicted by a Sneak Attack:

- Death Warrior: D10 - Agility
- Orc: D10 - Strength
- Mountain Troll: D10 - Armour

Ranged Weapons

Any adventurer with a ranged weapon may only use their weapon if they choose to Attack. You may not use any ranged weapon if you are Sneak Attacked.

- El-Adoran, Farendil and Tori-Jima may fire once before the *Monster* card is drawn and once immediately afterwards.
- Rildo may throw as many daggers as he has remaining before or immediately after the *Monster* card is drawn.
- Helena may only fire once before the *Monster* card is drawn.

El-Adoran's & Farendil's Bow, Tori-Jima's Shuriken, Rildo's Daggers & Helena the Swift's Slingshot all use the same table below.

- Roll D6 + Agility for Helena, Tori-Jima & Rildo
- Roll D10 + Agility for El-Adoran
- Roll D12 + Agility for Farendil

Dice Roll	Goblin	Troll	Death Warrior	Orc	Champion of Chaos
9	Missed	Missed	Missed	Missed	Missed
10	Missed	Missed	Missed	Missed	Missed
11	Missed	1 LP	Missed	Missed	Missed
12	Missed	1 LP	Missed	1 LP	Missed
13	1 LP	1 LP	Missed	2 LP	1 LP
14	2 LP	2 LP	1 LP	2 LP	1 LP
15	2 LP	2 LP	1 LP	3 LP	2 LP
16	3 LP	2 LP	1 LP	3 LP	2 LP
17	3 LP	3 LP	2 LP	4 LP	3 LP
18	4 LP	3 LP	2 LP	4 LP	3 LP
19	4 LP	4 LP	2 LP	5 LP	4 LP
20	4 LP	4 LP	3 LP	5 LP	4 LP

Each time you inflict damage, move the black token up the *Monster* Track then draw a *Monster* card. If the monster's LP shown on the card is equal to or less than the black token's position on the *Monster* Track, the monster is killed. Otherwise, you must fight! If the *Monster* card shows the Armour special ability, apply it.

Solo Combat

When fighting in a solo game, play one of your three Combat Counters (Leap Aside, Slash, Mighty Blow) as normal, and then draw the top card from the *Monster* deck to determine what tactic the monster uses.

Treasure Chamber

If you draw the *Dragon Awakes* Dragon counter, each adventurer in the Treasure Chamber loses D12 LPs and must roll D6 for each Treasure counter they have. Discard the counter on a roll of 1-3.

Each time the Dragon counters are reshuffled, return a *Sleeping Dragon* counter to the game box and shuffle the remaining counters.

Cards

Cave-In: If you avoid death lose D12 - Agility, Armour or Luck LPs.

Curse of the Wizard: Roll separately for each corridor and each Rotating Room. Resolve this card if drawn when missing a turn or searching (you may still search).

Giant Centipede: Roll your Agility or less on a D12 to discard the card. Otherwise, lose D10 - Armour or Strength LPs. Repeat this until you succeed in your Agility roll, at which point the horror scuttles off!

Giant Spider: To flee the Giant Spider, roll your Agility or less on a D10. If you succeed, retreat to your previous tile.

To fight the Giant Spider, roll D12 and D6:

- If the D12 is higher than your Agility and Armour, lose 1 LP and draw a *Potion* card. If it is a Poison (red text) card, you must resolve it - otherwise, discard the card without effect.
- If D6 + Strength is higher than the D12 result, you kill the Spider. If you have a ranged weapon, you may use it once to add an extra D6 to your result (you must choose before rolling). If you do not kill the spider, you must remain in this tile and fight it again next turn.

When fighting a Giant Spider using unarmed combat, do not add the D6 result to your Strength. If you are stuck in a Spider Web tile, do not add your Strength. Note you cannot test to free yourself from the Webs until the turn after killing the Giant Spider.

Torch Goes Out: If you miss a turn due to failing your roll to relight the torch, treat the tile you are on as a Chamber of Darkness tile and draw a *Room* card (see below).

Tiles

Chamber of Darkness: For each turn missed in the Chamber of Darkness, draw a *Room* card - if you draw Vampire Bats, they inflict D6 damage. If it is a Vampire, you are automatically bitten! Otherwise, discard the card without effect.

Corridor: If you ever are forced to re-enter a Corridor tile (such as when Escaping or exiting a Chamber of Darkness), you must end your turn in the Corridor (do not make a further free move).

Doors and Portcullis: see "Doors and Portcullises" on page 2.

Definitions:

Loot and Treasure

- Treasure is any Treasure counter and any card that has a GP value, as well as the Treasure Chest *Catacomb* card.
- Loot is any other Item: Amulet, Holy Relic, Key, Rope, Map, Potion.

Traps

The following cards should be treated as Traps:

- Any *Trap* card including *Crypt* and *Door* Trap cards
- *Room:* Cave-In, Crossfire Trap, Spear Trap, Trapdoor

Monsters and Creatures

Monsters are inhabits of the Castle that you must engage in combat of some form. The following cards should be treated as Monsters:

- Goblin, Mountain Troll, Death Warrior, Orc, Champion of Chaos (and Sneak Attacks) that follow the combat procedure.
- Cave Troll, Giant Spider, Snotlings, Wight, Zombies that you must fight using the card's specific rules.

Creatures are animals that inflict damage on you but will not fight to the death. The following cards should be treated as Creatures:

- Giant Centipede, Horde of Rats, Poisonous Snakes, Scorpion, Vampire Bats.

CATACOMBS

Entering the Catacombs

When you draw a Passage Down card or tile, you may elect to enter the Catacombs from your next turn. Place a Direction of Travel counter on your current tile pointing in the direction you wish to travel. Keep the *Catacomb* cards you draw in a pile next to your character sheet unless instructed otherwise.

Exiting the Catacombs

Count all the *Catacomb* cards you have collected (including Loot, Treasures and the Exit card drawn) and move your Direction of Travel counter that many squares in the arrows direction on the main board (stop if you reach an outer wall). Announce if you wish to bear straight, left or right, and then roll:

- D6 if you have 1-3 *Catacomb* cards in your pile.
- D10 if you have 4-6 *Catacomb* cards in your pile.
- D12 if you have 7 or more *Catacomb* cards in your pile.

You must:

- deduct 1 from your roll if you veer to the left (to a minimum of 1).
- add 1 to your score if you veer to the right. (to a maximum of 6/10/12 depending on the die you rolled).

9+	1	2	3	4.5	6.7	8.9	10	11	12
8		1	2.3	4.5	6.7	8.9	10-11	12	
7		1	2.3	4.5	6.7	8.9	10-11	12	
6			1.2	3.4	5.6	7.8	9-10		
5			1	2.3	4.7	8.9	10		
4			1	2.3	4.7	8.9	10		
3				1.2	3.4	5.6			
2				1	2.5	6			
1				1	2.5	6			

Place your adventurer back on the main game board on the indicated square then discard all *Catacomb* cards apart from any Loot or Treasure.

If there is a tile with a Catacomb Entrance on an adjacent square (including diagonally), place your adventurer on that tile instead (if there is more than one, you may decide which tile to exit on). If the square is empty, draw a tile and place it in the square with the arrow orientated in the same direction as the Direction of Travel counter. Treat the tile as if you had entered it from a Secret Door (see "Searching" on page 2).

New Tiles

Bridge: Do not draw a *Room* card. You may not Search this tile. You must decide if you wish to cross the Bridge. If not, remain on the side of the Bridge you entered by and return to your previous tile next turn.

If you choose to cross the Bridge, roll D10 – Agility + the following:

- +1: If you have 1-4 Treasure cards/counters
- +2 if you have 5-8 Treasure cards/counters
- +3 if you have 9 or more Treasure cards/counters

Add an extra +1 for each Treasure Chest card or counter you have.

Lose LP equal to the result. If you do not lose LP, you have successfully crossed the bridge. Otherwise, roll D6 for each Loot or Treasure card or counter you have. Discard the card/counter on a roll of 1. Your turn is over and from your next turn you must move through the Catacombs.

Spider Web: Do not draw a *Room* card unless instructed. You may not Search this tile. You must decide if you wish to push through the spider webs. If not, remain on the side of the Spider Web tile you entered by and return to your previous tile next turn.

If you choose to enter, on your next turn roll your Strength or less on a D12. If you pass you may leave the tile. If you fail, you are stuck in the webs and must draw a *Room* card. If it is a Giant Spider, you must fight it (see "Giant Spider" on page 3) Otherwise, discard without resolving it.

Amulets

Amulet of Levitation: You may also exit a Chasm tile by any exit.

Amulet of Teleportation: To determine where you teleport, refer to the new Teleportation rules in the Appendix on page 8.

Amulet Solo Rules

Keep the Amulet card you drew (*Crypt*, *Room* or *Search*) to show that you are wearing one. Draw a card from the *Amulet* deck only when you:

- Put an Amulet on (Amulet of Death, Destruction or Dragonfire)
- Try to Escape from a Monster (Amulet of Escape)
- Draw a Trapdoor card (Amulet of Levitation or Teleportation)
- Draw a tile or card with a Trap (Amulet of Teleportation).
- Draw a Bottomless Pit or Bridge tile (Amulet of Levitation).
- Draw a Rotating Room. (Amulet of Control)
- Test your Luck (Amulet of Luck)
- Draw an Orc or Champion of Chaos *Room* card (including Sneak Attack) (Amulet of Command).
- Draw a Giant Spider *Room* card (Amulet of the Spider God)

If you draw one of the cards listed then you have identified the correct Amulet - keep the Amulet card and resolve it as normal. If the Amulet you draw is not listed, search through the *Amulet* deck for the listed Amulet card(s) and place them back in the box. Then reshuffle the remaining Amulets. In this way, you will slowly eliminate possible Amulets until you find the correct one, leave the dungeon, or die horribly!

If you find a second Amulet, you may choose to wear the new one. If so, discard the one you are wearing and reset the *Amulet* deck.

New Treasure Counters

Book: Only Azoth the Faceless, Serellia and Thargrim may take the Book (other adventurers must discard it and redraw). The book has a value of 2000 GP. You may miss a turn to read the book.

Roll a D12. If the roll is lower than your Strength, lose LPs equal to the result. If it is equal to or higher than your Strength, compare the D12 result below to see what effect the spell you decipher has on you (note you do not gain the actual item, but gain its effect as a Spell):

- 2-6: Dispel Magic. You may discard any one Spell previously cast.
- 7-9: Teleport (see Teleportation in the Appendix on page 8).
- 10-11: Draw a *Potion* card. You must immediately gain its effect.
- 12: Draw an *Amulet* card. You must immediately gain its effect.

Chest: You have found an old treasure chest filled with something heavy. You may keep this card after you leave the Catacombs (it still counts towards the *Catacomb* cards collected when determining your exit). If you manage to get out of Dragonfire Castle, you must roll D12 - Luck. If the score is greater than 0, the Chest is trapped - lose that many LPs. Then multiply the D12 result by 100 to find out how much GP is in the chest. You may only carry one Treasure Chest at a time.

New Search Cards

Surprise! Place the black token on the 0 space of the Monster Track. Then roll D12

- If the result is higher than your Agility or Armour, lose 1 LP.
- If the result is equal to or less than your Strength the Ghoul loses 1 LP. Move the black token up the Monster Track and then roll D6 – if the result is equal to or lower than the position of the black token, you defeat the Ghoul.

Repeat this until you defeat the Ghoul or are killed by it.

New Room Cards

Doomshadow: Resolve this card if drawn when missing a turn or searching (you may still search).

The Doomshadow stalks the Castle's halls – its touch is death! Place this card by your character sheet then place the Doomshadow playing piece on the Tower room furthest from all adventurers.

At the start of your turn, move the Doomshadow one square (not diagonally) towards the nearest adventurer, including yourself (it can enter squares without tiles – do not place a tile). If two or more adventurers are equally near to the Doomshadow, these adventurers must roll D12 - Luck. Place or move the Doomshadow towards the adventurer with the highest score. In the case of a tie, the tied adventurers must reroll.

If the Doomshadow enters the same tile as an adventurer, they are immediately killed.

Passage Down: You have found a way down to the Catacombs. Place a Catacombs Entrance tile on top of the room tile you are on, unless it is a Cave-In tile (you may still enter the Catacombs).

Snotlings: A stone slab flips open and a screaming horde of Snotlings rushes out! Roll D10 to determine the starting number of Snotlings (use the Snotling counters to keep track of the current number of Snotlings).

Each combat round, roll D6 to add that many Snotlings to the combat and then roll D10 to remove that many Snotlings. If one or more Snotling counters are left, lose 1 LP and complete another combat round.

When fighting Snotlings with unarmed combat, you may never remove more Snotlings than your Strength or Agility (whichever is highest).

Spear Trap: You have triggered a trap, and razor-sharp spear points come out the walls all around you. On the floor are 3 stone plates. You have time to step on two of the plates, but will die horribly if you make the wrong choice. The player to your right takes a D6 and places it on the table showing 1, 2 or 3, covering it so that you cannot see the number. Choose two numbers between 1 and 3. If the number on the D6 is one of the two you chose, you disarm the trap. Otherwise, you are skewered.

Solo Rules: Choose two numbers between 1 and 3, then roll D3 (divide D6 by two and round up). If the D3 result is one of the two you chose, you disarm the trap, but otherwise, you are skewered.

Vampire: You are surprised by a Vampire. He attacks you swiftly, then turns into a bat and flies off. To find out if you are bitten, you must roll your Agility or Armour or less on a D12. If bitten lose 1 LP and at the start of your subsequent turns roll D12. Lose 1 LP if you roll over your Strength or remaining LPs (whichever is lower).

Catacomb Cards

Cave Troll: The Cave Troll is the bigger and more obnoxious cousin of the Mountain Troll! You may discard all or any of your Treasure as a bribe and then roll D10 and multiply by 100. If the score is less than the total value of GP discarded, the Troll will leave you alone (discard it).

If not you must fight a normal combat against a Mountain Troll, with the exception that if the Troll does not lose a LP or use a Special Ability, it regains 1 LP (move the black token one space down the Monster Track).

You may use the Eyes of Doom or Helm of Terror against the Cave Troll, but you must repeat the check and both attempts must result in the Mountain Troll Fleeing to avoid the combat.

Empty: All you see are shadows, roughly cut stone and dripping dampness on the walls and floor.

Exit: You have found a way out! If you wish, you may exit immediately.

Giant Ruby: You may take this card as Treasure (worth 350 GP). You may keep this card after you leave the Catacombs.

Giant Worm: Your way is blocked by a huge worm, and you must find another route. To do this, find out where you are under the dungeon, in exactly the same way as if you were exiting the catacombs. Once you have found the location, place your Direction of Travel counter in that square, and rotate it 180°. Then take all your *Catacomb* cards (apart from the Holy Relic, Giant Ruby, Map, Shades or Treasure Chest *Catacomb* cards, but including the Giant Worm) and shuffle them back into the deck. Starting with your next turn, draw *Catacomb* cards as normal from this new starting location.

Hole in Roof: You have found a collapsed section of the catacomb roof. You may attempt to exit the Catacombs by making the treacherous climb. Roll D12 once. If you roll over your Strength, lose 1 LP. If you roll your Agility or less, you may exit the Catacombs. If you fail to exit, you may try again next turn instead of taking a *Catacomb* card. If you have a Rope *Corpse* card you may roll D10 instead.

Holy Relic: You stumble upon a Holy Icon that seems to exude power. You may keep this card when you leave the Catacombs (it still counts towards the *Catacomb* cards collected when determining your exit). While you have the Holy Relic card, you may ignore Shades and Wight *Catacomb* cards as well as Vampire *Room* cards.

The Doomshadow will ignore you when moving and will not harm you if it enters your tile.

Horde of Rats: You are attacked by a horde of verminous rats! Roll D12 – Armour and lose that many LPs.

Map: A previous adventurer ended his days here – he is clutching a rolled up parchment... You may draw a *Corpse* card. If you do, after resolving the *Corpse* card, take the Map *Catacomb* card and place it beside your character sheet. While there, you may draw two *Catacomb* cards and discard one of your choice (do not place the discarded card in your pile). Discard this card when you leave the Catacombs (it still counts towards the *Catacomb* cards collected when determining your exit).

Mist: The air is thick with a foul mist, making it hard to see where you are going even with your torch. Roll D12 – your Agility or Luck:

- 0 or less: You hold your breath as best you can and grimly push on – no effect.
- 1-3: You rush on, but lose track of your path. Determine where you would exit the Catacombs. Place your direction of travel marker in that square, then turn it either
 - 90° clockwise (on a score of 1)
 - 90° anticlockwise (on a score of 2)
 - 180° (on a score of 3).

Discard all your *Catacomb* cards (apart from the Holy Relic, Giant Ruby, Map, Shades or Treasure Chest *Catacomb* cards, but including the Mist) and shuffle them back into the deck. Starting with your next turn, draw *Catacomb* cards as normal from this new starting location.

- 4+: In panic, you run around aimlessly, choking on the foul air! Lose 1 LP and you must roll again next turn.

Sepulchre: You find an impressive and seemingly untouched Sepulchre. Perhaps great treasure lies behind its doors? To investigate the Sepulchre, draw a *Door* card. If the door opens, you may then draw a *Crypt* card (you may use any special abilities or loot to help open the door or attempt to barge it open). You may miss a turn to draw another *Door* card on your next turn if you fail to open it. If you draw an Empty, Skeleton or Trap *Crypt* card you may (after resolving the *Crypt* card) draw a single Treasure counter from the cup.

Shades: A terrifying wail echoes through the halls – Vengeful Shades can sense your life force and are on your trail! Place this card beside your character sheet (discard when you exit the Catacombs).

- At the end of each turn (including this one) roll a D12. If you roll lower than the number of *Catacomb* cards in your pile (including this card and any Loot found), the Shades have caught up with you! If you ever reset your location (due to the Giant Worm or Mist *Catacomb* card) the Shades automatically catch up with you.
- Once caught (from the start of your next turn) lose D10 – Agility, Armour or Luck LPs at the start of each turn as the Shades swoop and shriek around you.

Torch Goes Out: See *Room* card reference sheet. Until the Torch is relit, do not draw any *Catacomb* cards.

Treasure Chest: See the Treasure Chest Counter rules on page 4.

Wight: You may discard this card if you discard all treasure cards and counters (you may keep any Loot). Otherwise, you must fight! Fight a normal combat against a Death Warrior, with the exceptions that:

- you should ignore the "Alarm" Monster Special Ability and;
- for each round you remain in combat, lose 1 LP, as the Wraith's icy presence chills your body and soul!

Zombies: One by one broken figures lurch out of the darkness... You must fight your way through the Zombies!

Roll D3+2 and place the black token on that space on the Monster Track.

Then roll D12 and D10.

- If the D12 is higher than your Agility and Armour, lose 1 LP.
- If the D10 is lower than or equal to your Strength, move the black token one space down the Monster Track. If you are using unarmed combat, roll D12 instead.

Repeat rolling the D12 and D10 until you have defeated all the Zombies (when the black token reaches 0).



HEROES FOR DUNGEONQUEST



Azoth the Faceless

You do not get a Magic Ring at the start of the game and cannot take the Holy Relic. Azoth uses unarmed combat.

You cannot have more than one spell active (face-up) at any one time. Reset your *Spell* cards at the start of each turn by flipping any face-up cards (with the exception of Fireball and Invisibility) face-down.

Dark Force: Flip the card face-up in combat against a Goblin, Troll, Orc or Champion of Chaos (Death Warriors are immune) when you inflict 1 LP of damage to inflict an additional 1 LP damage and regain 2 LPs. You may not regain LP above your starting level and may only use this spell once per combat.

Eyes of Doom: Flip the card face-up before combat against Goblins, Trolls, Orcs or Champions of Chaos (not Death Warriors - resolve any Sneak Attack first). Draw a *Monster* card and look under the Attack heading. If the monster does not flee, roll D10. If you score more than the LP value shown on the *Monster* card, it flees regardless of the listed reaction. Otherwise, you must fight the monster!

Fireball: Lose 1 LP to flip the card face-up before combat against a Goblin, Troll, Orc, Death Warrior or Champion of Chaos (you may not use this spell when Sneak Attacked), or when you draw a Giant Spider, Cave Troll, Wight or Zombies. The monster is instantly killed (discard the card - do not gain Loot or Treasure from the monster).

If your Fireball card is face-up at the start of your turn you must miss this turn to flip the card face-down. Flip the card face-down at the end of the missed turn, even if you draw a *Room* or *Catacomb* card during the turn that you have to resolve.

Fireball, Doors, Portcullises and Spider Webs: You may use Fireball to automatically pass through Doors and Portcullises or the Spider Web tile. Complete this turn as normal, but you must then miss your next turn as described above.

Invisibility: At the start of your turn (after resetting *Spell* cards), lose 1 LP to flip this card face-up.

You may ignore any Monsters as well as the Horde of Rats *Catacomb* card and the Giant Centipede and Surprise! *Search* cards.

If you choose not to ignore a Monster, immediately flip this card face-down.

If invisible in the Treasure Chamber, lose only D6 LPs if you (or someone else) draws the *Dragon Awakes* counter.

If the Invisibility card is face up at the start of your turn instead of flipping it face-down, if you roll your Luck or less on a D12, you may keep the Invisibility card face-up at no extra cost.

Stasis: Lose 1 LP to flip this card face-up at the end of your turn to stop time. Immediately take another turn. Draw *Room* and *Trap* cards for the tile you enter if required, or *Search* cards if you search, but do not resolve it unless instructed as everything but yourself is frozen in time, so cannot be picked up, opened or otherwise interacted with.

You must still resolve Bottomless Pit, Bridge, Cave-In and Chamber of Darkness tiles and may use Corridors as normal. You may not pass through Doors but treat Portcullis tiles drawn while you are in Stasis as normal Room tiles until the spell ends (you may pass back through these Portcullis exits until you flip the Stasis card face-down). You cannot enter a Spider Web tile or rotate a Rotating Room unless your final turn ends in one (if the Rotating Room tile does not rotate, place it face-down to remind you that it has not yet rotated).

At the end of each extra turn, if you roll your Luck or less on a D12, you may lose 1 further LP to take another turn. If so, discard any *Room*, *Search* or *Trap* card drawn without effect and immediately take another turn. If you roll higher than your Luck, or choose not to spend another LP, you must encounter any *Room*, *Search* or *Trap* card and may not take further turns (treat Sneak Attacks as a normal Monster card).

Warp Door: You may use Warp Door to gain the same benefit as if you had Searched and found a Secret Door *Search* card. Lose D6 LPs then discard the spell after use.



Fhyll Madaxe

Berserk: Any time you lose at least 1 LP, you may choose to go Berserk. If you ever take damage due to a Mighty Blow or a Trap, you must become Berserk!

Place the Berserk Card on your character sheet to cover up your normal characteristics and regain 4 LPs (you may not regain LP above your starting level).

While Berserk you:

- Cannot Search tiles, draw *Crypt* or *Corpse* cards or enter the Catacombs voluntarily. You may not draw *Door* cards but you may attempt to barge them open (see "Doors and Portcullises" on page 2). After rolling, draw a *Door* card. If it is a Trap, you must roll for the damage listed. If it is a Door Opens card, you may move to the next square even if you failed the roll.
- Must choose Attack when drawing a *Monster* card. Any time you inflict 1 or more LPs of damage, inflict 1 extra LP of damage.
- Cannot take any Loot or Treasure cards drawn, loot monsters or draw Treasure in the Treasure Chamber or use Rings or Potions.
- May take one extra turn if you did not fight a Monster this turn (if you are in the Catacombs draw an extra *Catacomb* card).

At the start of each turn (including any extra turns taken while Berserk) roll D6 and look up the result:

Helena the Swift

Dice Roll	Berserker Table
1	You remain Berserk. Roll D6 and you must move in the following direction this turn: 1-2: The exit with the entry arrow 3-4: The first exit clockwise from the entry arrow exit 5-6: The first exit anticlockwise from the entry arrow exit
2-4	You remain Berserk. Take your turn as normal.
5-6	You return to normal (remove the Berserk card and lose D3 LPs).



Running: When you draw one of the following *Room* cards (Empty, Bracelet or Jewelry, *Crypt*, Dead Adventurer, Potion, Curse of the Wizard or Doomshadow) and do not draw a *Corpse* or *Crypt* card or take any Loot or Treasure, you may move into an adjacent already placed tile and if required draw another *Room* card.

If you then draw a Sneak Attack card, roll D12 rather than D10 against your characteristic.

You may not Run

- in the Catacombs or
- if you have a Treasure Chest (counter or *Catacomb* card) or 6 or more Treasure cards or counters.

Slingshot: See "Ranged Weapons" on page 3 - roll D6 + Agility and refer to the Ranged Weapons Table. You may only use the Slingshot once per turn and may not use it if you have Run this turn. Your slingshot can never run out of ammo.



Ironhand the Mighty

You do not get a Magic Ring at the start of the game and cannot take Amulets, Potions or the Holy Relic.

Ironhand! You can never be Disarmed.

Mighty! Ironhand is Mighty! While you have 8 or more LPs, you:

- Cannot choose Wait or Escape when drawing a *Monster* card.
- Are immune to the Fear Monster Special Ability.
- May carry two Treasure Chests.
- May reroll any dice roll made against your Strength (if a single dice roll is made that compares Strength and another characteristic, you may still reroll, but only apply the new result to your Strength test).
- Inflict 2 damage against a Monster's Mighty Blow (instead of the usual 1 LP) if you also choose Mighty Blow.

Portcullises: You may attempt to lift a Portcullis! At the start of your turn, roll your Strength or less on a D12 to pass through a Portcullis exit. If you fail, miss your turn.



Rildo the Crafty

Pick Locks: When you take a *Door* card, draw two *Door* cards and choose one to resolve.

Search: When searching a tile you may draw two *Search* cards and choose one to resolve.

Daggers: See "Ranged Weapons" on page 3 – for each dagger thrown roll D6 + Agility and refer to the Ranged Weapons Table. Whenever you roll 1 or 6 on your attack roll, lose the dagger (move the marker one space up the Dagger Track).

If you have one or more daggers left on the Dagger Track, you may throw as many daggers as you currently have before fighting (unless the fight was due to a Sneak Attack). However, if you throw all your daggers you must fight using unarmed combat. If you have at least one dagger left to fight with (not thrown), fight using normal combat, but you cannot inflict more than 1 LP of damage.



Serellia of Zimendell

You do not get a Magic Ring at the start of the game. Serellia uses unarmed combat.

Bright Flame: Bright Flame cannot exit the dungeon without Serellia. Serellia however can abandon Bright Flame (for example, if he falls into a Trapdoor or misses more turns than Serellia due to a Poisonous Gas trap). If so, discard Bright Flame's character sheet. If Serellia is ever teleported, discard Bright Flame. Bright Flame cannot be disarmed, use Amulets, Potions or carry Treasure or Loot.

Sun Orb: Ignore Shades, Vampires and Torch Goes Out cards and treat Chamber of Darkness tiles as normal Room tiles. The Doomshadow will ignore you when moving and will not harm you if it enters your tile.

Healing Salve: Miss a turn to discard the Healing Salve card and restore your LP to maximum or regain 3 LPs to Bright Flame (he may not regain LP above his starting level).

Apothecary: You may decide to drink a Potion after learning of its effect (you may ignore the effect).

Bright Flame and Movement: When you draw a new tile (unless it has been drawn due to finding a Secret Door) show it to the player on your right without looking at it. That player rolls D10 behind their hand, so you cannot see the result.

If the tile is a Bottomless Pit, Rotating Room or a Trap and the roll was 2-10, the player warns you (says "Bright Flame warns you!"). On a 1, the player will not warn you (says "Bright Flame does not warn you..."). If the tile is any other type, on a 2-10 the player does not warn you, but will warn you on a 1 (on a 1, Bright Flame is always wrong).

If you choose not to enter the tile after hearing what Bright Flame has to say, place it face-down in the square and you may choose another empty square or existing tile to move to (or door to attempt to open). If you choose not to enter a second tile (or the door does not open) your turn ends in the tile you were on and you miss this turn.

Bright Flame will only warn you once per turn. If you choose a second empty square to enter (or need to draw one due to drawing a corridor as your first tile), you will not receive a warning.

Solo Rules: Before starting, create a separate pool of tiles that includes all 12 Bottomless Pit, Rotating Room and Trap tiles, plus 11 more random tiles (14 if you are using the Catacombs tiles). Then randomly choose two tiles from this new pool and return them to the main pool, leaving a Warning Pool of 21/24 tiles.

Before drawing a tile, roll a D6.

- If you roll 1, Bright Flame warns you! Draw the tile from the Warning Pool and, without looking at it, place it face-down in the square you nominated.
- If you roll 2-6, draw from the main pool and resolve as normal.

Bright Flame and Doors: Only Serellia can attempt to open a door by drawing a *Door* card. Bright Flame may not attempt to open a door but may attempt to barge a door open (see "Doors and Portcullises" on page 2) and may roll D10 rather than D12. After rolling, draw a *Door* card. If it is a Trap, roll for the damage listed on the card. If it says Door Opens, you may move to the next square even if you failed the roll.

Bottomless Pit, Bridge, Cave-In and Spider Web Tiles:

Serellia and Bright Flame must roll separately for the Bottomless Pit and Bridge tiles to see if either or both fall in.

If Serellia falls down a Bottomless Pit, Bright Flame jumps into the pit! Bright Flame will join Serellia if only she falls off a Bridge (do not take damage). If only Bright Flame falls off a Bridge, Serellia may miss a turn to join him in the Catacombs, or abandon him.

Only roll for Bright Flame's Agility in a Cave-In tile and Bright Flame's Strength in a Spider Web tile.

Hazards: Both Bright Flame and Serellia must roll for damage separately when encountering Horde of Rats and Shades or if the Dragon awakes in the Treasure Chamber. Only Serellia must roll for damage when encountering Vampire Bats.

Traps: Serellia must resolve all Traps and damage from *Crypt*, *Corpse*, *Door* or *Search* cards with the exceptions that Bright Flame will resolve Giant Centipede and Surprise! *Search* cards.

If you fail the Spear Trap, both Serellia and Bright Flame are killed.

For all other traps (Cave-In, Crossfire, Explosion, Poisonous Gas, Poisonous Snakes, Trapdoor) you must roll for both Serellia and Bright Flame separately. If Serellia has Rope, both Serellia and Bright Flame may automatically climb out of Trapdoors.

Combat: Bright Flame can never be surprised by a Sneak Attack (treat it as a normal monster card but you cannot choose Wait) and fights in place of Serellia against all Monsters - apply the following:

- While Bright Flame's LP is above 9 you may:
 - 1: Deduct 1 from the LP value showing on each *Monster* card when determining if the monster is killed. This reflects Bright Flame being able to finish off opponents when they are weak!
 - 2: Roll D10 instead of D6 when fighting a Giant Spider and roll D12 against Snotlings.
- While Bright Flame's LP is 4 or below, treat their combat as unarmed (see "Unarmed Combat" on page 2).
- Otherwise, resolve combat as normal.



Thargrim the Dark Lord

You do not get a Magic Ring at the start of the game and cannot take Potions or the Holy Relic.

The Helm of Terror: The Helm works exactly like Azoth the Faceless' *Eyes of Doom* spell.

Beseech: You have the ability to regain LPs by invoking your Dark Gods! Instead of taking your turn, you may roll D10 and if the score is higher than your current LPs, gain LP equal to your D10 result divided by two and rounded up (you may not regain LP above your starting level). If the result is lower than your current LPs, instead lose LP equal to your D10 result divided by two and rounded up.



Tori-Jima

Hide in Shadows: If you Wait or Escape before combat, draw two *Monster* cards and choose which to resolve.

Heightened Senses: You may reroll any roll made to resolve a Sneak Attack and choose either dice result.

Blowpipe: When you draw a *Monster Room* card (not Sneak Attack), you may use your Blowpipe before the combat begins. The Blowpipe does *not* work against Death Warriors, but inflicts 4 LPs of damage to Goblins, Trolls, Orcs and Champions of Chaos. Draw a *Monster* card and compare the monsters LPs shown to see if the monster is killed (if so, claim Loot if appropriate), and fight as normal if it is not killed outright. Discard the Blowpipe after use.

Rope: You always have rope. If you ever fall into a Trapdoor, you may use the rope to climb out automatically.

Shuriken: See "Ranged Weapons" on page 3 - roll D6 + Agility and refer to the Ranged Weapons Table. Move the marker one space up the Shuriken Track for each Shuriken thrown.

Original Heroes

All other adventurers (El-Adoran, Farendil, Sir Rohan, Sir Roland, Siegfried Goldenhair, Ulv Grimhand, Volrik the Brave, Vikas Swordmaster) may draw three Potion cards and keep one before entering Castle Dragonfire (reshuffle the *Potion* deck).



APPENDIX

Monster Special Abilities

Alarm: The monster decides to call for help! If you do not inflict damage on the monster this round, immediately draw a *Room* card.

If it is another monster that follows the normal combat procedure (Goblin, Mountain Troll, Death Warrior, Orc or Champion of Chaos including Sneak Attacks), you must fight this monster as well (discard any other card drawn without resolving it).

Resolve any Sneak Attack as normal. See "Fighting Two Monsters" on page 3 for how to manage the combat. If there is already a second monster in the fight, ignore the Alarm Special Ability of either monster.

Armour: The monster is heavily armoured. If any damage is inflicted on the monster this round, it takes 1 LP less damage than it would normally take (including from ranged weapons).

Crush: The monster uses all its strength to strike! If the monster inflicts damage on you this round, take 2 LPs of damage instead of the normal 1 LP.

Disarm: If the monster inflicts damage on you this round, you must fight with unarmed combat for each subsequent round until you finish a round where you do not take any damage.

Fear: The monster instils fear in you, making it hard to fight effectively against it. If you do not inflict damage on the monster this round the adventurer may not play the same Combat Counter next round. Do not pick the counter up at the end of the combat round - choose from the Combat Counters remaining in your hand.

Flee: The monster has had enough! If you do not inflict damage on the monster this round, the monster takes its chance to flee and the combat ends (you may attempt to pursue the monster - see "Monster Reactions" on page 2).

Reform: The monster regenerates! If you do not inflict damage on the monster this round move the black token on the Monster Track down by 1.

Stupid: This monster is not the brightest torch in the dungeon! If you inflict damage on the monster this round, the adventurer may play two Combat Counters during the next round of combat, then choose one to use after revealing the monster's tactic.

Teleportation

Roll D12 and apply the black result, unless you roll 9-12, in which case roll again and apply the red result. Use the directional arrow of the tile you are on when determining the orientation of your travel (go up in the direction of the arrow on your tile).

	1	2	3	
12	1	2	3	4
11	8		4	5
10	7	6	5	6
	9	8	7	

* 9-12 roll again and apply the **RED** result

* 9-12 roll again and apply the RED result

➤ Do not draw a *Room* card for the tile you are teleported to if you have already drawn a *Room* card this turn, but you must draw a *Trap* card.

➤ If the square is empty, draw a tile and place it in the square with the arrow orientated in the same direction as the arrow on the tile you teleported from.

➤ If you land on a Chasm, Bridge or Bottomless Pit, you fall down it (treat a Chasm as a Bottomless Pit). If you land in a Cave-In or Spider Web tile, you cannot retreat and must test your Agility/Strength next turn.

- If you are teleported outside the walls of the Castle, you are killed instantly!
- If you are teleported into the Treasure Chamber, you must draw a Dragon counter (but do not draw Treasure counters)

If you are still alive, your turn then ends.

Ranged Weapons Table

Dice Roll	Goblin	Troll	Death Warrior	Orc	Champion of Chaos
9	Missed	Missed	Missed	Missed	Missed
10	Missed	Missed	Missed	Missed	Missed
11	Missed	1 LP	Missed	Missed	Missed
12	Missed	1 LP	Missed	1 LP	Missed
13	1 LP	1 LP	Missed	2 LP	1 LP
14	2 LP	2 LP	1 LP	2 LP	1 LP
15	2 LP	2 LP	1 LP	3 LP	2 LP
16	3 LP	2 LP	1 LP	3 LP	2 LP
17	3 LP	3 LP	2 LP	4 LP	3 LP
18	4 LP	3 LP	2 LP	4 LP	3 LP
19	4 LP	4 LP	2 LP	5 LP	4 LP
20	4 LP	4 LP	3 LP	5 LP	4 LP

Roll D6 + Agility for Helena, Tori-Jima & Rildo

Roll D10 + Agility for El-Adoran

Roll D12 + Agility for Farendil

New Combat Displays

MONSTER

LEAP ASIDE			
SLASH			
MIGHTY BLOW			

KEY

- Monster loses 2LP
- Monster loses 1LP
- Adventurer loses 1LP
- Both lose 1LP

ADVENTURER

LEAP ASIDE	SLASH	MIGHTY BLOW
------------	-------	-------------

MONSTER

LEAP ASIDE			
SLASH			
MIGHTY BLOW			

KEY

- Monster loses 1LP
- Adventurer loses 1LP

ADVENTURER

LEAP ASIDE	SLASH	MIGHTY BLOW
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UNARMED COMBAT

POTION OF COURAGE

The drink seems to steel your resolve to face danger head on!

You must choose Attack when drawing a *Monster* card.

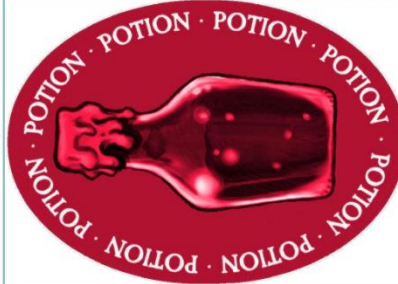
You cannot retreat from a Bridge, Cave-In or Spider Web tile.



WEAK POISON!

As soon as you down the liquid, the pain begins...

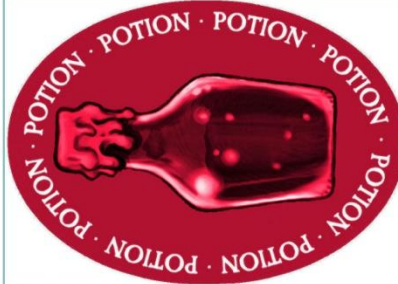
Lose 1 LP. At the start of each turn, roll D12. If result is higher than your Strength, lose 1LP. Otherwise, discard this Potion.



STRONG POISON!

At first you don't feel any effect, but then the pain begins...

At the start of each turn, lose D10 - Strength LPs. If you roll 1, discard this Potion.



MEDUSA'S BLOOD!

You panic as your joints begin to stiffen!

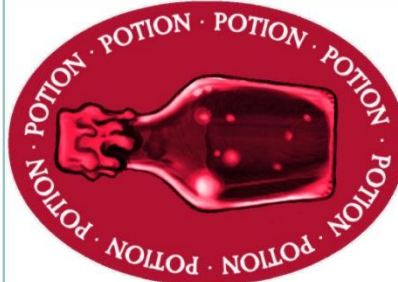
Miss this turn. At the start of each turn roll D12. If you roll higher than your Strength, miss the turn. Otherwise, discard this Potion.



POTION OF AGILITY

You feel your senses sharpen and a new spring in your step.

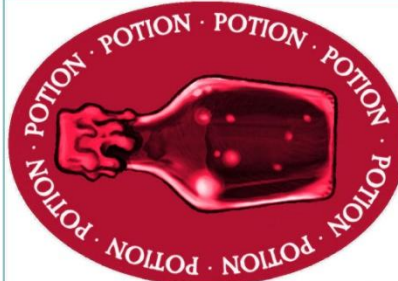
You may reroll any dice roll made against your Agility. If you drink a Potion of Torpor, discard both Potions.



POTION OF CURE POISON

The Potion sends a pleasant warmth through your whole body.

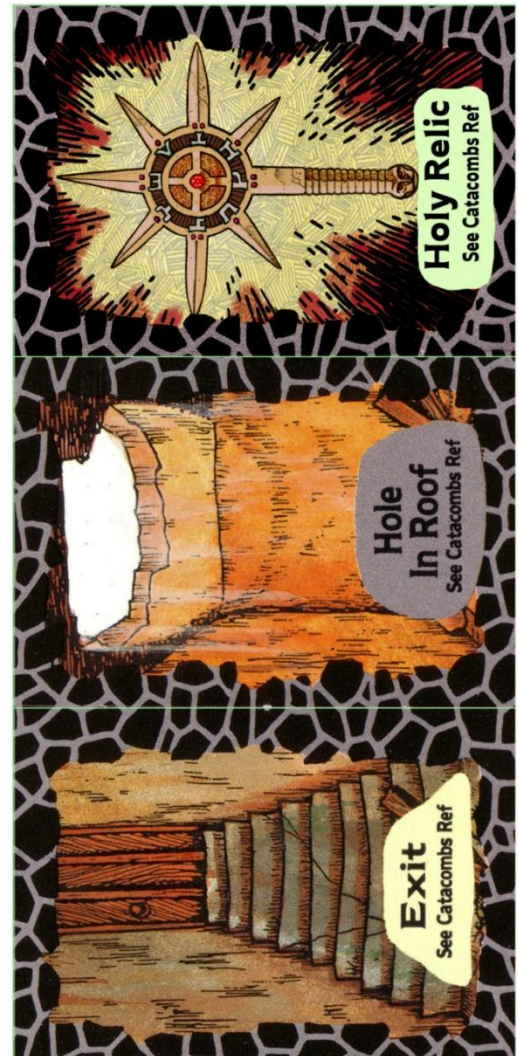
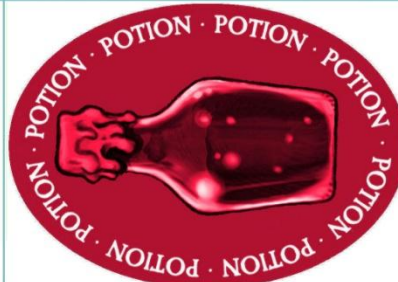
You may discard any face up Poison Potions and ignore any that you drink. Ignore the Scorpion Corpse card and Poisonous Gas and Poisonous Snakes Trap cards.



POTION OF CURE POISON

The Potion sends a pleasant warmth through your whole body.

You may discard any face up Poison Potions and ignore any that you drink. Ignore the Scorpion Corpse card and Poisonous Gas and Poisonous Snakes Trap cards.

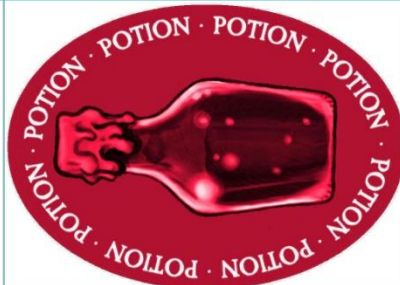


DARK FORCE	EYES OF DOOM
Flip this card when you inflict 1 LP of damage in a normal combat, (excluding Death Warriors) to inflict an additional 1 LP damage to the monster and regain 2 LPs.	Flip this card to draw a <i>Monster</i> card and look under the Attack heading. If the monster does not flee, roll D10. If you score more than the LP value shown on the <i>Monster</i> card, it flees regardless.
DARK FORCE	EYES OF DOOM

POTION OF VISION

Your vision sharpens, allowing you to see into the shadows with ease.

You may draw two Search cards and resolve one of your choice. You may reroll Torch Goes Out and Chamber of Darkness rolls (you must accept the second result).



POTION OF STRENGTH

You feel strength pulsing through your veins!

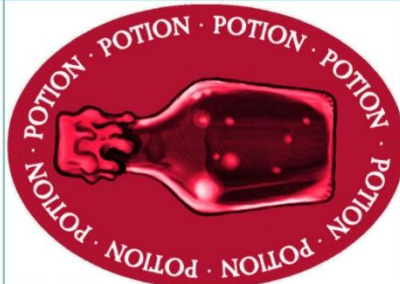
You may reroll any dice roll made against your Strength. If you drink a Potion of Weakness, discard both Potions.



POTION OF SPEED

You feel invigorated - Push on while you can!

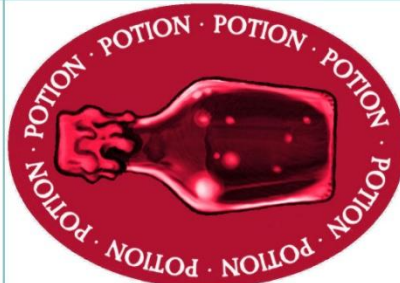
At the end of this turn, you must discard this Potion to immediately take another turn.



POTION OF REGENERATION

You feel your vigour slowly returning...

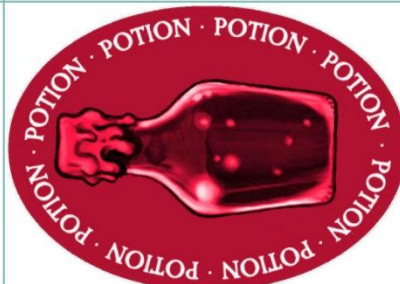
At the start of your turn, roll D10. If you roll higher than your remaining LPs, regain 1 LP (you may not regain LP above your starting level).



POTION OF INVISIBILITY

Incredibly, you fade from view!

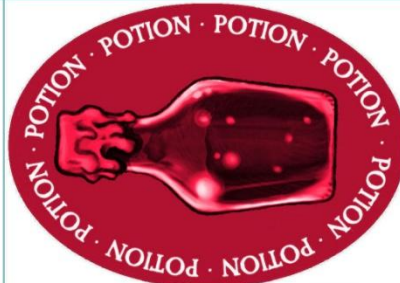
You may avoid or flee any combat (including Sneak Attacks), ignore any Monster or Creature cards (except Scorpion or Vampire Bats) and the Surprise! Search cards. Lose only D6 LPs if the Dragon awakes. Discard this Potion if you lose one or more LPs.



POTION OF INTANGIBILITY

Astoundingly, you become intangible!

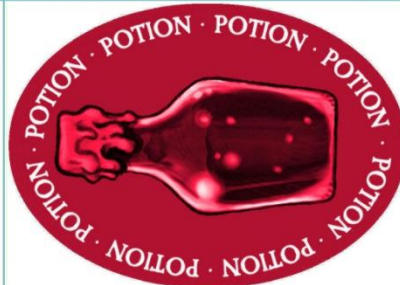
You ignore any Room or Catacomb cards this turn and may pass freely through doors, Portcullises or even walls (move as if you had drawn a Secret Door Search card). Discard this Potion at the end of this turn.



POTION OF HEALING

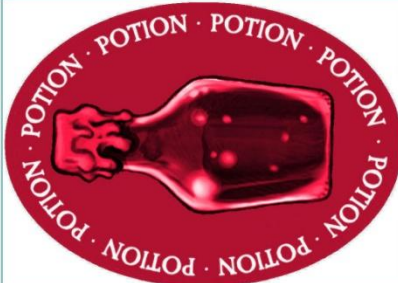
You immediately feel your wounds knitting back together...

Regain 4 LPs then discard this Potion (you may not regain LP above your starting level).



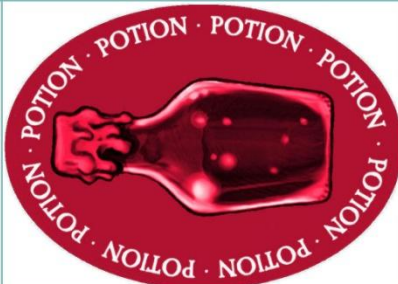
POTION OF HEALING

You immediately feel your wounds knitting back together...
Regain 4 LPs then discard this Potion (you may not regain LP above your starting level).



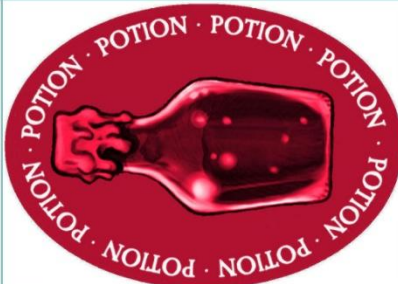
POTION OF CONFUSION

You feel lightheaded...
When exiting a room with 3 or 4 exits you must roll D12. If you roll higher than your Strength, you must take the first Clockwise exit on an even result or the first exit anti-clockwise on an odd result.
Discard this potion if you roll a 1.



POTION OF WEAKNESS!

You feel the strength drain from you...
Reduce your Strength by 2.
If you drink a Potion of Strength, discard both Potions



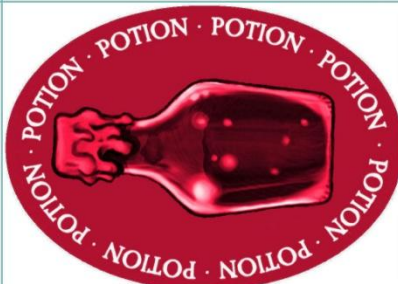
TROLLNIP

A sickening stench surrounds you!
Goblin, Orc or Troll cards (including Sneak Attacks) will always have a Combat result on their *Monster* card. When you draw an *Empty Room* card, draw again. If you draw a Goblin, Orc, Snotling or Troll card (including Sneak Attacks) you must resolve it.



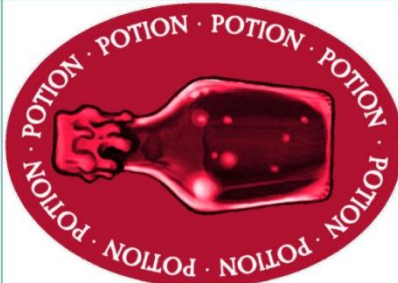
POTION OF TORPOR!

Your muscles begin to ache and your brain fog...
Reduce your Agility by 2.
If you drink a Potion of Agility, discard both Potions.



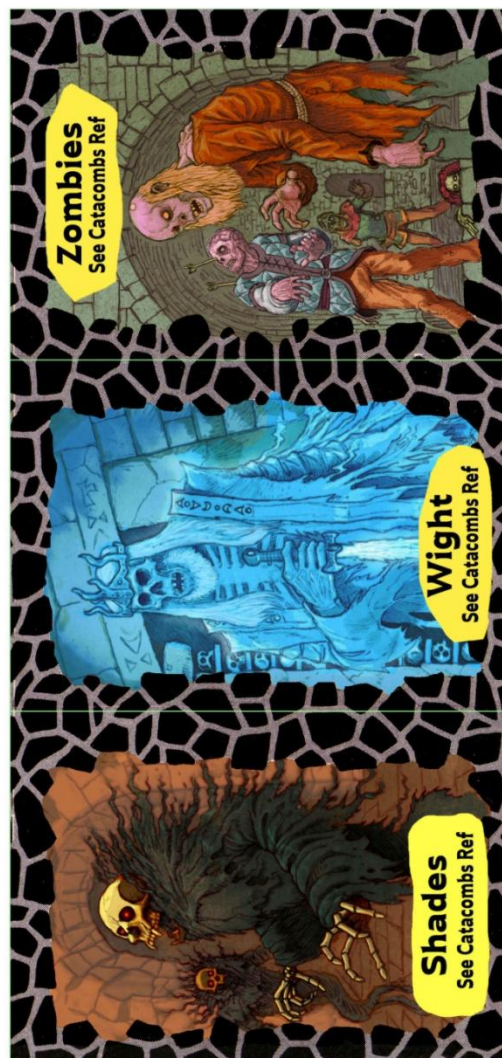
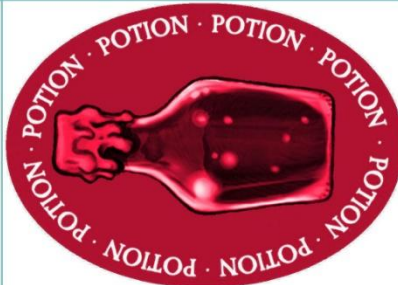
POTION OF PURITY

Even in this place of despair, a sense of wellbeing fills your soul...
Discard or ignore any Shades, Vampire or Wight cards.
The Doomshadow will never target you.



POTION OF HEALING

You immediately feel your wounds knitting back together...
Regain 4 LPs then discard this Potion (you may not regain LP above your starting level).



A circular illustration showing a green armored figure and a red-robed figure standing in a bright, circular light.

STASIS

A circular illustration showing a red-robed figure standing in a doorway made of stone blocks.

WARP DOOR

STASIS

Flip this card and lose 1 LP at the end of your turn to immediately take another turn and ignore any Monsters, Creatures, Traps or Loot drawn this turn. Roll your Luck or less on a D12 and lose 1 LP to take another turn.

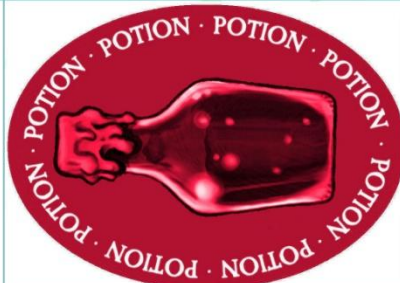
WARP DOOR

Flip this card to gain the same benefit as if you had searched and found a Secret Door Search card. Lose D6 LPs then discard the spell after use.

POTION OF REFLEXES

You sense your reactions are heightened!

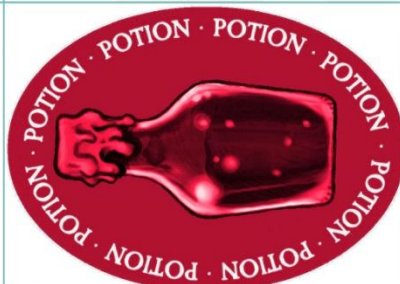
If both combatants choose the same tactic you may choose that neither combatant takes any damage.



WEAK POISON!

As soon as you down the liquid, the pain begins...

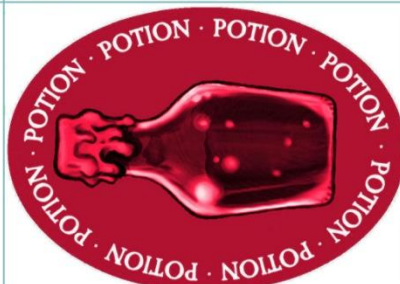
Lose 1 LP. At the start of each turn, roll D12. If result is higher than your Strength, lose 1LP. Otherwise, discard this Potion.



POTION OF RESTORATION

Your wounds miraculously begin to disappear!

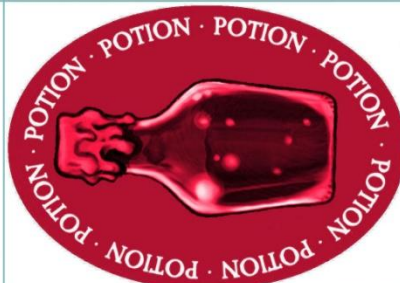
Regain 6 LPs then discard this Potion (you may not regain LP above your starting level).



POTION OF RESTORATION

Your wounds miraculously begin to disappear!

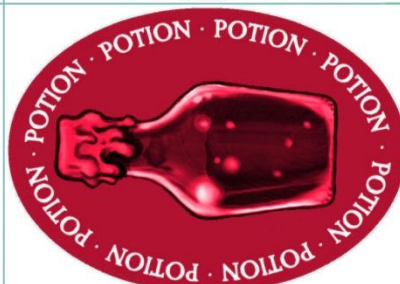
Regain 6 LPs then discard this Potion (you may not regain LP above your starting level).



WEAK POISON!

As soon as you down the liquid, the pain begins...

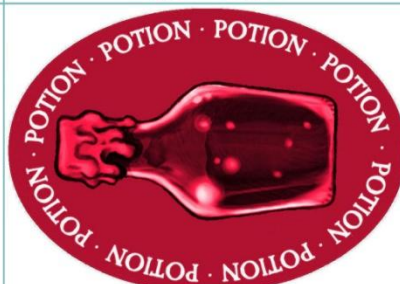
Lose 1 LP. At the start of each turn, roll D12. If result is higher than your Strength, lose 1LP. Otherwise, discard this Potion.



DRAGON'S BLOOD

As soon as you uncork the bottle the sulphurous smell hits you!

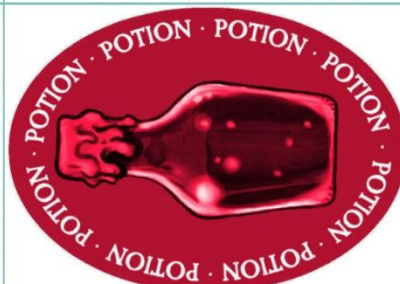
Keep the Potion. At any time you may throw the bottle at any Monster or Creature. Roll D12 up to three times. For each roll equal to or lower than your Agility inflict 1 LP of damage to the target then discard this Potion.



POTION OF HEALING

You immediately feel your wounds knitting back together!

Regain 4 LPs then discard this Potion (you may not regain LP above your starting level).



UNARMED COMBAT

MONSTER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

KEY
Monster loses 1LP
Adventurer loses 1LP

If you have the Jewelled Dagger card, fight using the normal combat display.

NORMAL COMBAT

MONSTER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

KEY
Monster loses 2LP
Adventurer loses 1LP
Both lose 1LP

If you are fighting with a Dagger (Rido or using the Jewelled Dagger) you cannot inflict more than 1 LP of damage.

UNARMED COMBAT

MONSTER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

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	ASIDE	ASIDE	ASIDE	ASIDE
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	ASIDE	ASIDE	ASIDE	ASIDE
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UNARMED COMBAT

MONSTER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

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	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
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	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

KEY
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Adventurer loses 1LP

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NORMAL COMBAT

MONSTER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
ADVENTURER	LEAP	SLASH	MIGHTY	BLOW
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE
	ASIDE	ASIDE	ASIDE	ASIDE

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Adventurer loses 1LP
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