

DUNGEON ALLIANCE

OFFICIAL FAQ 10/21/21

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DUNGEON ALLIANCE RESOURCES

1. What is the current availability of *Dungeon Alliance* games and accessories?

<i>Dungeon Alliance</i> (2nd printing)	In Retail Stores Now
<i>Dungeon Alliance: Champions</i> Expansion	In Retail Stores Now
Painted Miniature Sets	In Quixotic Games Store
Adventure Packs	In Quixotic Games Store
Dungeon Frame Playmats	Out of Print (See Below)

PDFs of the Dungeon Frame Playmats can be downloaded at Boardgamegeek.com at the following links:

SOLO / 2 PLAYER: <https://boardgamegeek.com/filepage/209078/dungeon-alliance-playmat-solo-2-player>

3 PLAYER / 4 PLAYER: <https://boardgamegeek.com/filepage/209079/dungeon-alliance-playmat-3-player-4-player>

2. How do I find out about the latest news and resources that are available for *Dungeon Alliance*?

Dungeon Alliance Official Website:

http://www.quixoticgames.com/dungeon_alliance/index.html

Quixotic Games Store:

https://core-worlds.backerkit.com/hosted_preorders

Dungeon Alliance Coalition (Facebook Group):

<https://www.facebook.com/groups/158565568134663/>

Dungeon Alliance: A Webcomic Adventure

http://www.quixoticgames.com/dungeon_alliance/webcomic/index.html

OBJECT OF THE GAME

1. What are the different modes for playing *Dungeon Alliance*?

Dungeon Alliance can be played **competitively**, **cooperatively**, or as a **solo game**. When playing competitively, you can decide whether or not to play with **PvP rules**.

There are also rules in the Rules Supplement for **quest mode**, **campaign mode** and **permadeath mode**, any or all of which can be applied to competitive, cooperative, or solo modes.

2. What is the Object of the Game when playing competitively?

When playing competitively, the Object of the Game is to be the player who acquires the most XP by the end of the game. It does not matter whether or not you spend your earned XP. You receive equal credit for XP Tokens that are face up or face down by the end of the game.

3. What is the Object of the Game when playing in solo or cooperative mode?

When playing in solo or cooperative mode, you may either play to achieve a record number of XP, or, if you are playing in quest mode, you may play with **win-loss** conditions. When playing with win-loss conditions, the players must complete a certain number of quests based on the level of difficulty chosen (see "Win-Loss Conditions for Solo & Cooperative Play" in the Rules Supplement, page 8).

When playing win-loss conditions with the Adventure Packs, you instead attempt to achieve a certain number of Campaign Tokens during each adventure (see "Winning and Losing a Campaign Adventure" on page 4 of each of the Adventure Pack Rulebooks).

COMPONENTS

1. What is the purpose of the 12 mysterious oversized cards with the Dungeon Alliance logo on them?

They are meant to be used as card dividers to ease in setting up and cleaning up your game.

2. Why don't the Dungeon Frame Segments use more complex jigsaw connections to better prevent jostling?

The printer for *Dungeon Alliance* informed us that, since we use both sides of the Dungeon Frame Segments interchangeably, jigsaw connections would not line up properly for several of the configurations. We have recently created Dungeon Frame Playmats to help players avoid this issue.

3. Why do the illustrations on the Monster Encounter Cards feature a different style of art than on the rest of the cards?

During our playtests, we discovered that players had a very difficult time recognizing the monochromatic monster icons on the Dungeon Tiles. Once we switched to a simpler art style, players no longer experienced this difficulty.

We plan to create alternate art Monster Cards in the future for experienced players who want more complex art. These cards would still display a small version of the monster's icon as it appears on the Dungeon Tiles.

4. Why is there a card called "Shield Block" in the main rulebook, even though the card doesn't exist in the base game?

"Shield Block" is included in the *Dungeon Alliance: Champions* expansion. The reason it is shown in the main rulebook is to display an example of a card with two different Class Icons separated by a dash, which means a hero using it may possess either of the two Class Icons shown.

5. Can effects that remove a hero's Wound Tokens also be used to remove Poison Wound Tokens, even if the effect doesn't specify Poison Wound Tokens?

Yes. Whenever you remove Wound Tokens, you can choose to remove any tokens of your choice, including Poison Wound Tokens.

6. What is the difference between the 1st and 2nd printings of the base game of *Dungeon Alliance*?

There are some tweaks to the rules that are mentioned here in the FAQ. Mysterios' "Flaming Weapon" was corrected to reflect that it lasts until the end of the current "round," not "turn." Four new Reference Cards were added to the game that include the Round Summary and the End Phase activities. These new cards were added to the Adventure Packs for those with the 1st printing.

SET UP

1. Although our group is new to the game, we are all experienced gamers. Do we need to bother with the Basic Game Rules when setting up the game?

Yes, it is strongly recommended that you play with the Basic Game Rules for your first game. *Dungeon Alliance* requires a unique deck-building strategy that takes at least one game to fully manage for most players, even if they are experienced gamers.

2. We are unsure if we are using all of the required Dungeon Frame Segments for our player count. How many total Dungeon Tile spaces are there for each set of players, including the Starting Tiles?

1 Player = 9 spaces	3 Players = 20 spaces
2 Players = 15 spaces	4 Players = 25 spaces

HERO ACTIVATION

1. What constitutes a hero's "turn"?

A single hero's activation during a game cycle is referred to as the hero's **turn**. A hero's turn includes choosing the hero, removing her hero Token, moving the hero, attacking with the hero, drafting 1 Upgrade Card, discarding cards, and drawing cards.

2. Some cards refer to "characters" and/or "creatures." Who is included in these terms?

All heroes, monsters, and final enemies are referred to collectively by these terms.

3. Do I advance the Draft Bonus Chart if I draft a card that is not actually added to my hand/deck (such as an Artifact, Trait, or Story Card)? What about if I discard a card from the Upgrade Draft Area but choose not to draft a card; will that advance the Draft Bonus Chart?

You always advance the Draft Bonus Chart when you draft a card from the Upgrade Draft Area or Upgrade Discard Pile, regardless of whether or not the card goes into your hand; this includes Artifacts, Traits, and Story Cards.

However, you do not advance the Draft Bonus Chart when you discard a card from the Upgrade Draft Area but choose not to draft a card afterwards. You also don't advance the Draft Bonus Chart when you receive a card from any other source, such as the Deck of Many Treasures or the Campaign Deck.

4. Am I required to discard cards at the end of my hero's activation if my hand size exceeds my hand limit?

No, you are never required to discard cards.

5. Can I play an Upgrade Card with two different card types beneath a hero if only one of those card types has been played previously during the same round?

No. You cannot play an Upgrade Card such as the "Iron Golem" if either of its card types has been played previously by that hero during the same round. A Burst of Strength will only allow you to play one of the card types again, not both card types.

6. If I play a Reaction Card with a text ability, does the text ability continue to trigger for the rest of the round?

No, only the ability bonus icon(s) remain in effect for the rest of the round. So Zelled's "Roll with the Blow" would only protect him from a single source of damage. If a Reaction Card features both an ability bonus and a text ability, such as Holgar's "Holy Shield," then only the ability bonus remains in effect for the rest of the round, not the text.

MOVEMENT

1. Is spinning in place considered a form of movement?

Yes. Therefore, you cannot spin in place after attacking since you are not allowed to move after attacking. However, because spinning in place does not cost any Speed points, doing so by itself does not prevent you from making two attacks against different enemies during your turn.

2. Can I open a normal Treasure Chest if there are monsters in the room? What if there is a monster standing on top of the Treasure Chest?

Yes, you can open it either by moving on top of it or by spending 1 Speed point when you are adjacent to it, even when there are monsters in the room. If a monster is on top of a Treasure Chest, then you can still open it by spending 1 Speed point when adjacent to it. If you have acquired the ability to move through monsters, you can actually scoop up the covered treasure for free while doing so.

3. What is the difference between opening a Locked Door and opening a Secret Door?

Opening a Locked Door and opening a Secret Door use the same formula for success, even though the circumstances for opening them are different depending on the placement of the tiles. The reason why they are presented as two different actions is that there are several cards that trigger their effects only if you are specifically attempting to open a "Locked Door" or a "Secret Door."

BATTLES

1. Can a hero initiate a melee attack diagonally into another room?

Yes.

2. Can a hero initiate a ranged attack against an enemy 2 - 3 spaces away even if there is *another* enemy adjacent to the hero?

Yes.

3. Does a weapon attack count as my hero's one attack for the turn? Can I use the bonus or base attack number from a Weapon Card more than once per turn?

Yes, a weapon attack is similar to a player's primary attack in that it counts as your one normal attack per turn. You can use either the bonus or base attack number from the weapon every time you make an attack during the same turn.

4. Can I use the base attack number on an Attack Spell more than once per turn? Can I add other bonuses to increase the base attack strength of an Attack Spell?

Unlike weapon attacks, an Attack Spell can only be used once per turn, even if a player has access to multiple attacks during that turn. However, you can use other bonuses to increase the base attack strength of your Attack Spell, even if the bonuses don't specify that they enhance or modify an Attack Spell, as long as they match the proper attack type (melee or ranged).

5. If something increases my overall damage when I attack, does it also affect my pet's damage when it attacks?

No, unless the effect specifically mentions that it increases the damage of Pet Attacks.

6. If I gain additional attacks during my turn, does my pet also gain extra attacks?

No.

END PHASE

1. Is it possible to advance the Upgrade Deck in the middle of the round, instead of waiting until the End Phase?

Yes, a new variant introduced in the second printing of *Dungeon Alliance* allows you to do so. When one of the XP Pools runs out, you may choose to *immediately* advance the Upgrade Deck to the next level instead of waiting until the End Phase. When playing competitively or cooperatively, *all* players must agree to do so.

HERO ABILITIES (STARTING DECK & UPGRADES)

1. When a card refers to “you,” is it referring to the actual player or the hero that the card is placed beneath?

Unless the context definitively suggests otherwise, the card is referring to the relevant hero herself.

2. If I play a card that requires me to discard additional cards as part of using that ability, do the cards go to the Alliance Discard Pile?

Yes, they are *not* placed in the column beneath your Hero Card.

3. When a card ability shows an XP Icon that grants a quantity of XP, is the XP awarded face up or face down?

All XP Tokens are received face up unless the text specifies otherwise.

4. Can I move, play a card (such as a Healing Spell), and then keep moving?

Yes, as long as the card does not initiate an attack on its own, such as an Attack Spell or a Pet Attack, since you cannot move after attacking.

5. If my hero is defeated, do I still draft, discard, and draw at the end of that hero’s turn?

Yes.

6. After my hero attacks, can I spend Speed points for non-movement-related actions, such as opening doors and disarming traps?

No, once you have attacked, you cannot move or spend Speed points for any purpose. You also cannot spin in place.

7. If a hero is knocked unconscious, do the hero’s ongoing card abilities (such as Holgar’s “Champion”, Petra’s “Force Shield,” or the “Sleep” spell) continue to affect the game?

No, the abilities will be suspended until the hero becomes conscious again. This changes a previous ruling.

8. Some cards feature an Hourglass Icon. What does this mean?

This is just a reminder that the card’s effect lasts until the end of the round, so you may want to keep the text for this card visible.

9. If I play a card or attack with a pet that features the “no line of sight required” icon, can I affect a target even if there is no open passage to the target?

No, when counting the number of spaces to the target, you cannot go through walls or closed doors, although you may bypass other characters without penalty.

10. When a card refers to attacking the target’s “side” or “back,” such as Bartholomew’s “Stealth Strike,” can I attack the enemy diagonally to reach those areas?

Yes.

11. Can Emanon use “Counter Strike” against a ranged attack?

Yes. He is redirecting the energy of the attack back at the attacker. In the case of an arrow, he is catching the arrow in mid-air and then using its momentum to hurl it back at the attacker.

12. Can I use the “Scroll of Teleportation” to move to a room that is diagonally adjacent to my current room? What about a blank tile space?

Although a diagonally adjacent room is not considered “connected” to your room, it *is* considered adjacent, which qualifies the room for the “Scroll of Teleportation.” You cannot, however, teleport to a blank tile space.

13. “Bestial Form” says I can make a 6 melee attack “as needed.” What does this mean?

“Bestial Form” is an Enhance Spell, not an Attack Spell, and so it doesn’t provide an attack on its own. Each time you attack while enhanced by this spell, you can use the 6 melee attack, including when you are entitled to multiple attacks.

14. When an enemy attacks a hero with “Retribution,” how much damage does the enemy take?

It receives the amount of damage that the hero received after the damage was reduced by the hero’s defenses. The monster’s defenses do not protect itself from this damage, however.

15. When using *Adjure* against a monster, can that monster use its special abilities against other monsters that are normally only usable against heroes (such as the abilities of the Ogre and Gargoyle)?

Yes.

16. Does “Adjure” cause a monster to trigger Challenge Tokens?

No.

17. Besides what is listed on the “Cloak of the Guardian” card, is there any type of damage that cannot be prevented by this artifact?

It works against all other forms of damage, including the Gargoyle’s “Swoop” attack and effects that cause you to add Wound Tokens (such as those found in Solo/Co-op “Otherwise” effects).

BURST OF STRENGTH

1. If I perform a Burst of Strength to add +1 to my melee or ranged strength, does this apply to all of my attacks of this type during the turn (assuming that I am entitled to multiple attacks)?

Yes, except for Pet Attacks.

2. Can I perform a Burst of Strength to allow myself to play two Attack Spells during the same turn?

Yes, but *only* if you are otherwise entitled to two attacks during your turn. For example, if you do not spend any Speed points, you may use a Burst a Strength to cast two Attack Spells as long as each spell targets a different enemy.

3. Can I perform a Burst of Strength to play more than 1 Enhance Spell on the same hero?

Yes, in this case the target of the Enhance Spell would receive the two face down cards. You could then play another Enhance spell (with or without a Burst of Strength) during the same turn, as long as it benefited a different Hero.

4. Can I perform a Burst of Strength to play more than 1 Reaction card on a hero during the same round, even if it isn't the defending hero's turn?

Yes, as long as the hero did not previously perform a Burst of Strength during that round. This ruling is an exception to the rule that you must play a Burst of Strength during the active player's turn.

5. If a hero falls unconscious in the middle of his turn (such as from a trap or a Mimic attack), can I immediately use a Burst of Strength to revive that hero?

No. Although you can normally use a Burst of Strength to heal your hero at any point during her turn, once a hero is knocked out, her turn moves immediately to the drafting, discarding, and drawing segments. You cannot use a Burst of Strength to revive that hero until her following turn.

6. During the End Phase, if I discard a face down card that was used in a Burst of Strength, does that trigger any text that occurs "when you discard this card from play," such as on the "Minor Scroll of Teleportation"?

No.

MONSTERS

1. If a monster's attack strength has been reduced to 0, such as from Jypzy's "Drain Vigor," can that monster still technically attack?

Yes. This is different from a monster that cannot move in range of a hero, or who has an effect that specifically says that it "cannot attack."

2. When an enemy's ability inflicts automatic damage or places a certain number of Wound Tokens, such as the Gargoyle's "Swoop" attack, does the ability ignore the hero's armor and dodge defense?

Yes, whenever an ability specifies that it inflicts automatic damage or places wound tokens, the target cannot deflect the attack with its Armor and/or Dodge Defense.

3. After making its "Swoop" attack, does the Gargoyle make a normal attack?

Yes, and he can even attack the target he just swooped through if the player controlling him wishes to.

4. When playing solo, can the Minotaur activate during every monster activation segment? If so, why is there text that specifies that it only attacks "once per cycle"?

Yes. The "once per cycle" text clarifies that during multiplayer games, the Minotaur cannot activate more than once per monster activation segment, even though multiple monsters can activate during each monster activation.

5. Following the spirit of the Monster Protocols, should the Lizard Men introduced in the Adventure Packs try to move into position such that they can attack with the maximum attack bonus possible?

Yes, but you may still choose any Lizard Man, even if he cannot achieve the same bonus as one of his brethren.

6. The Wyvern's card lists Dodge defense and its token lists Armor defense. Which is correct?

The Wyvern has Dodge defense, so the card is correct, not the token. We'll correct this in future printings, and also add a corrected version of the token to a future expansion.

TRAPS

1. If I reveal a "Pit Trap" in an adjacent room and then attempt (and fail) to disarm it, does the pit really appear in my space, even though I am outside the room?

Yes. Before being revealed, the token signifies that the pit is nearby, not necessarily in the actual destination room.

2. Are monsters affected by a Pit Trap that has been placed face up on the game board?

Yes, monsters must maneuver around the Pit Trap just as heroes do.

3. Can I always defend against a trap (such as the "Dart Trap" or the "Pendulum Trap") that specifies that it makes a melee or ranged attack?

Yes, you can defend against the trap as long as it doesn't inflict automatic damage (like the "Pit Trap").

4. If a trap specifies that it makes a melee or ranged attack, does my hero's proximity to the trap matter? For example, can a ranged trap affect a hero who is adjacent to the Trap Token?

The hero's proximity to the trap does not matter. Consider that you are in the target space of the attack, but the actual source of the attack does not necessarily correspond to the Challenge Token's original space; it can conceptually be coming from across the room, for example.

5. Can I attempt to reveal and/or disarm a Challenge Token from outside the room if there are no monsters in my room but there are monsters in the Challenge Token's room?

No, unless you have special card text that allows you to do so, both your room and the target room must be clear of monsters.

SOLO / COOPERATIVE RULES

1. Do the Monster Protocols described in the Rules Supplement force me to always choose the target who will receive the most damage during Solo and Cooperative play?

No. If both the top or bottom category of targets shown on Section II of the Solo/Co-op Card are valid, you may choose either category. Once you have chosen a category, and if that category has multiple possible targets, you may choose any of the targets as long as you conform to the Monster Protocols. For example, once you choose a category of targets for the Death Fairy, the fairy will choose the target from among those in that category that requires the least amount of movement, as per its protocols.

2. When following the rules for Section II of the Solo/Co-op Card, the middle example in the rulebook says that I only add +3 to the monster's attack strength if the monster's attack type matches the one indicated on the Solo/Co-op Card. Does this mean I am free to choose this option even if the monster does not have the indicated attack type?

Yes, even if you qualified for the first option in Section II, you may choose the second option instead regardless of the monster's attack type, which may be to your advantage.

3. If the Tile Draft Area is empty and all monsters have been defeated, can I choose to continue playing until the end of round 4 (or round 6 when playing with the Final Enemy Room)?

Yes, this option was introduced during the 2nd printing Solo/Co-op rules.

4. If I run out of cards in the Solo/Co-op Deck, do I shuffle the deck to create a new deck?

Yes.

5. If I am playing solo or co-op and there are no ready monsters left on the game board, does the Monster Activation segment immediately end?

No, this rule only applies to competitive play.

6. If we are playing co-op, do we still follow the rule that tells us to remove cards from the Upgrade Draft Area that are not usable by any heroes?

Yes, this rule is only ignored during solo play (not co-op).

7. If I am playing co-op, am I still forbidden from choosing a monster that is in the same room or an adjacent connected room to one of my heroes?

No, that rule only applies to competitive play. In fact, you completely ignore ownership of heroes during co-op Monster Activation.

8. If I am playing solo or co-op and the highest XP ready monster cannot attack any heroes, what do I do?

You do not activate or move the monster in this case. If there are no other ready monsters on the table, then you must perform the activities on the "Otherwise" section of the Solo/Co-op Card.

If, however, there are other ready monsters still on the table, then you may choose *either* to activate the next highest XP ready monster *or* to perform the "Otherwise" section of the Solo/Co-op Card. The choice is yours. This rule was updated during the second printing of *Dungeon Alliance* based on player feedback.

9. When playing with the new Solo/Co-op cards from the Adventure Packs, do I still receive -4 XP for each Dungeon Tile that remains in the Master Dungeon Stack and Tile Draft Area?

No, the general rules were adjusted during the 2nd printing so that you instead receive -4 XP for each **empty tile space** inside the dungeon frame. This is especially important if you are playing with the new Solo/Co-op cards, as it is possible to completely explore the dungeon and still have tiles left over.

10. When playing a solo game with Permadeath rules, if one of my heroes has died, do I still activate the Solo/Co-op Card when I must "pass" during that hero's activation?

Sadly, yes.

11. When playing solo/co-op games, should I feel free to remove the Rod of Nullification?

Yes, please feel free to do so.

12. When I am using the new Solo/Co-op Cards included in the Adventure Packs, X= "the current adventure number in the campaign." What if I am playing a single adventure only?

In this case, X = "1".

QUESTS

1. When spending XP to trigger a quest, is there a limit on the number of times I can trigger the quest in this way during the same turn?

No, you can trigger the quest by paying XP multiple times during the same turn if you prefer.

2. Do Treasures acquired from the Deck of Many Treasures count when triggering or resolving Tira's Caravan?

Yes.

3. When triggering Tira's Caravan, must I follow the normal restrictions for drafting Upgrades?

Yes, you can only draft 1 Upgrade per hero activation. Acquiring a Treasure from the Deck of Many Treasures will also help trigger the quest.

4. When resolving Tira's Caravan, must the active hero be adjacent to Tira's Caravan? May I discard multiple Treasures during the same turn? Where can they be discarded from? Am I required to draft a free Upgrade from the discard pile as a reward?

The active hero must be adjacent to Tira when you discard the Treasure Upgrades. You can discard multiple Treasure Cards during the same turn. The Treasure Cards can be discarded directly from your hand or from face up on the table if you acquired them from the Deck of Many Treasures. You do *not* have to draft a free Upgrade from the discard pile if you cannot or do not wish to.

5. Why would I spend XP to trigger a quest such as "Tira's Caravan," which might then be impossible to resolve?

Strategically, you might choose to spend XP to trigger Tira's Caravan early, hoping that more Treasure Cards will come up later in the game. If you wait too long, then it can become very expensive to spend XP to trigger the quest. However, it is certainly possible that you will be unable to complete the quest if more Treasure Cards don't appear in the Upgrade Draft Area.

6. When resolving the "Rescue Titania" Quest, can I cast more than 1 spell during the same hero activation to place multiple Wound Tokens beneath the Titania Token? Are my heroes still restricted from using these card types later in the round?

You can cast multiple spells during the same turn, as long as each is a different card type (Attack Spell, Healing Spell, etc). Even though these spells are being played sideways to show they have no other effect, the cards still restrict your hero from casting additional spells of these types during the same round.

7. Since "Mentor" only requires "one of my heroes" to be adjacent to the Quest Token on the Dungeon Map, does this have to be the active hero?

No, your active hero can help resolve "Mentor" if another one of your heroes is adjacent to "Mentor."

8. When triggering and resolving the "Mentor" Quest, do you still have to follow the normal restrictions for discarding a card from the Upgrade Draft Area or drafting discarded cards?

Yes, when triggering Mentor, you are still limited to 1 discard from the Upgrade Draft Area per hero activation, and you cannot draft any Upgrade Cards during that turn except for the new replacement card. When resolving Mentor, you are still limited to 1 drafted Upgrade Card per hero activation.

9. When a Quest such as "Lady Eleanor" refers to enemies who are Level II or higher, does this include Final Enemies?

Yes.

10. When resolving "Lady Eleanor," can I remove all 3 Artifacts during the same Hero Activation?

Yes, but the active hero must be adjacent to Lady Eleanor.

11. When triggering "Leopold & Alexander," what does it mean for Dungeon Tiles to be "connected" to a Starting Tile? How many rooms should separate the two dwarven brothers at a minimum?

A Dungeon Tile is considered "connected" to a Starting Tile if it is orthogonally adjacent to the Starting Tile and has an open passage to it. A Dungeon Tile that is only diagonally touching a Starting Tile is not considered connected to it. When placing the brothers, there must be at least 2 orthogonally adjacent tiles separating them (thus making them 3 rooms apart).

12. When resolving "Leopold & Alexander," what counts as moving from one brother's room to the other? Do I have to be physically adjacent to the Quest Tokens when entering or leaving their rooms?

To move from one brother's room to the other brother's room, you must move from any 1 space in one brother's room to any 1 space in the other brother's room during the same hero activation. You do not have to be adjacent to the Quest Tokens at any time during this process. If you are speedy enough, you can make more than 1 delivery during the same turn.

13. When resolving Guild Meeting, can a hero with 2 of the same icon count twice? Can this quest be resolved gradually like the other quests? How do you resolve it if heroes belonging to multiple players are in the room?

The active hero chooses which Race or Class Icon is being used to resolve the quest. A hero with 2 of the same icon counts twice for resolving this quest. Unlike other quests, this quest has to be resolved all at once. Each player with heroes in the Guild Meeting Room that contain any quantity of the Race or Class Icon that was chosen by the active hero places the corresponding number of Wound Tokens beneath the Quest Token. The active hero chooses the order in which the Wound Tokens are placed beneath the Guild Meeting Token.

14. When resolving "The Trapper's Plans," can I spend 4 Speed points multiple times during the same hero activation to place multiple Wound Tokens beneath the Plans during the same turn?

Yes. Also, you may choose whether or not to peek at any Challenge Tokens on the game board each time you place a Wound Token beneath this quest.

15. When triggering "The Dark Empress," do the spells I play against the enemies still have their full effects?

Yes.

16. When resolving the "Staff of the Spider Queen," does the active hero need to be adjacent to the Staff? Does the Burst of Strength provide any other benefits?

The active hero must be adjacent to the Staff. The Burst of Strength has no effect other than allowing you to place a Wound Token beneath the Staff.

17. When triggering the "Dread Orb," am I still restricted by the number of cards I can draft during the same hero activation?

Yes, you may only draft 1 Upgrade or Story Card during the same hero activation.

18. Does the "Dread Orb" really require the active hero to be adjacent to it while she acquires Campaign Tokens from the Campaign Deck?

No, this card should have been worded to say "While one of your heroes is adjacent to the Dread Orb..." So any of your heroes can be adjacent to the Orb while your active hero is acquiring Campaign Tokens in order to resolve this quest.

19. When resolving "A Monstrous Hunt," must I transport all 3 Enemy Tokens to the Gold Archon during the same turn?

No, you may transport 1 or 2 of them at a time if you prefer. However, the active hero must be the one to transport the Enemy Tokens that she herself has defeated and placed on her Hero Card. You can even transport defeated Final Enemy Tokens to the Archon to help resolve this quest.

FINAL ENEMIES

1. When playing *without* the Deep Dungeon Final Enemy Room, in which direction should the Final Enemy and his minions be facing?

You may place the Enemy Tokens however you like, as long as they are facing at least one hero in their current room. If there is a choice during competitive play, the initiative player decides each creature's facing.

2. Once a Final Enemy has been activated, does it attack at the end of *every* Hero Activation?

Yes.

3. When a Final Enemy Deck runs out of cards, do you shuffle it and draw from it again in the future?

Yes.

4. If a Final Enemy's special attack does not specify that it requires line of sight (such as the Dark Empress' "Dark Aura"), can it attack enemies around corners?

No, only attacks that specify they don't need line of sight can attack around corners.

5. If a Final Enemy's special ranged attack specifies that it affects "all Heroes within X spaces," such as the Dark Empress' "Aura of Terror," does it affect adjacent heroes?

Yes, even though it's a ranged attack, the text "vs. all Heroes within 3 spaces" allows it to affect adjacent heroes.

6. If a Final Enemy's special attack requires a hero to perform an immediate Burst of Strength to avoid some kind of effect (such as Gorthos' "Aura of Terror") and the hero has already performed a Burst of Strength this round, is the hero unable to avoid the attack?

Yes, the hero must suffer the consequences in this situation.

7. If a Final Enemy's special attack causes a nearby enemy to attack, even if exhausted (such as the Goblin King's "Goblin Hordes"), will an unexhausted enemy become exhausted after making this bonus attack?

Yes.

8. Kastrom's "Raise the Fallen" says that if a Zombie is adjacent to Kastrom, you should remove "his" bottom Wound Token. Is this referring to Kastrom or the Zombie?

Kastrom.

9. If a single player has multiple heroes in range of Kastrom's "Gaze of Terror," is it possible that the player will have to discard cards multiple times if they are unable or unwilling to perform Bursts of Strength on some or all of the affected heroes?

Yes.

10. While the Titan's "Elite Guardian" Defense is active, if a hero attacks the Titan from a distance, does he still suffer an attack from the Guardian?

Yes, the Guardian conceptually charges forward to attack the hero and then returns to his master's side.

CAMPAIGN PLAY

1. When recruiting a new hero, do you receive the Starting Deck Cards associated with that hero?

Yes.

2. Can a player draft more than 1 permanent Upgrade at the end of each adventure?

Yes.

3. Can you permanently draft an Artifact or Trait Upgrade? How does that work?

Yes. The card starts off face up on the table at the start of the next adventure and advances your Draft Bonus Chart appropriately. Trait Cards must remain with their originally assigned heroes.

4. Can a player ever remove a permanently drafted Upgrade from his deck?

Not under most circumstances. Exceptions include if a hero is replaced or permanently slain, or if the player performs an activity that removes the upgrade from the game (such as sacrificing it to help resolve a quest).

5. If I receive a treasure from the Deck of Many Treasures and do not use it, does it carry over to the next adventure?

Yes, and you don't have to spend any Campaign Tokens to do so.

THE DECK OF MANY TREASURES

1. If I draw a Spear Trap or a Gas Trap, do I have to spend 1 Speed Point to attempt to disarm it?

No, you get to attempt to disarm it for free, although you can spend Speed points to increase your chances of success if you wish.

2. If I draw a Mimic, the card specifies that it immediately attacks. Is it exhausted afterwards?

Yes, but it will become ready again at the end of the round like a normal monster.

DEEP DUNGEON FINAL ENEMY ROOM

1. Can a hero leave the Deep Dungeon by spending 1 Speed point when next to the hero entrance area to return to the Stairs token?

Yes, as long as there are no enemies on the Stairs token.

2. Do enemies ever enter or exit the Deep Dungeon under any circumstances?

No.

3. When the Deep Dungeon Final Enemy Room Deck runs out of cards, do you shuffle it and draw from it again in the future?

Yes.

4. After a new minion enters the Final Enemy Room and attacks a random hero using the Hero Selection Tokens, what does that enemy do afterwards?

After its initial entrance and attack, the minion acts like a normal Enemy Token controlled by the players.

5. If all three spaces adjacent to an enemy entrance (including diagonally) are blocked by Enemy Tokens, can minions still enter through that enemy entrance?

Yes, the Enemy Tokens can move through each other, including when they enter the Final Enemy Room, as long as they can end their movement on empty spaces. The enemy entrance is only considered blocked if there are three heroes blocking all the spaces adjacent to the enemy entrance (including diagonally).

6. When a minion follows the instructions on the Final Enemy Card Room, such as the Ogre during the "Ogre Rampage," does the minion use its normal text ability during that attack?

No, he only uses the ability specified on the card. For example, the Ogre would not target all heroes adjacent to him, but would instead, as per the "Ogre Rampage" card, attack the target hero and every hero adjacent to the target hero. *Exception:* During the "Goblin Ambush," the goblins *do* roll the attack die and add it to their total before each of their attacks.

7. If 2 minions enter the Final Enemy Room and are instructed to attack "separate" target heroes, what happens if there is only 1 hero in the room?

Only one of the minions will attack the target hero. The initiative player chooses which minion will attack the hero if both are eligible.

8. When a trap card (such as the "Chromatic Trap") is drawn, who is eligible to attempt to disarm it?

If the trap is drawn immediately as the first hero enters the Final Enemy Room, then only she is eligible to disarm it; this does not cost any Speed points to initiate but she is free to spend Speed Points to increase her chances of success if she wishes. If she fails, then the trap is considered sprung and cannot be disarmed.

If the trap is drawn where there are already 1 or more heroes in the room, then only those heroes may attempt to disarm the trap at the start of their turns; this does not cost any Speed points to initiate but each hero is free to spend Speed Points to increase her chances of success if she wishes. Until it is disarmed by one of these heroes, it affects every hero in the room, including new heroes who enter the room (who cannot attempt to disarm it).

9. If a trap card is not disarmed, what happens to the trap when the next Final Enemy Room Card is drawn?

The trap card is discarded and will no longer have any effect on the game unless the deck is shuffled and the card is drawn again.

ADVENTURE PACKS

1. How long is a full campaign? How often should I use the Deep Dungeon Final Enemy Room during the campaign?

When playing with the Adventure Packs, 4 adventures make up a full campaign. We recommend using the Deep Dungeon Final Enemy Room only during the final adventure of the campaign. This means that only the final adventure will allow you to run the game for 6 rounds, which will allow you to tie up many of your campaign's unresolved loose ends.

2. When playing a campaign, do I use the same Adventure Pack for all 4 adventures?

Yes, you should only use one Adventure Pack for the entire campaign. However, you should feel free to use the Bonus Cards from all of your Adventure Packs immediately if you wish.

3. Do the pack's Bonus Cards and Dungeon Tiles work in the normal game without the Adventure Packs? What about when playing just a single adventure outside of a campaign?

You are able to use all of the Bonus Cards and Dungeon Tiles (i.e. everything except for the Intro Card, Story Cards and Campaign Cards) during your normal games. The only cards we recommend not including during a single adventure are the Trait Cards, which are probably too weak for just a single adventure. They are meant to be carried over into future adventures (but see "Trait Cards Variant" in the "New Variants" section on page 11).

4. Some of the Enemy Tokens included with the Adventure Packs do not seem to have Encounter Cards associated with them. Where are these cards?

Some of these Encounter Cards are hidden in the Campaign Deck, and you will discover the cards as you experience the deck. If you discover an Enemy Token but there is no corresponding Encounter Card included in the Campaign Deck, then that Enemy is a Level I Monster with no special card text; use the statistics on its Enemy Token for reference.

5. My Story Cards don't seem to reference all of the cards in the Campaign Decks. Am I missing any Story Cards?

No, those Campaign Cards will only be revealed through decisions that you make during the campaign.

6. When a Trait Card refers to "you," is it referring to the player or the individual hero that the Trait is assigned to?

It is referring to the individual hero. For example, the "Resourceful" Trait provides its Upgrade discount only during the turn of the corresponding hero.

7. Can a single hero be assigned more than 1 Trait?

No, each hero is limited to 1 Trait.

8. When determining victory during a campaign adventure using the Adventure Packs, do the number of Campaign Tokens listed on the chart refer to the number you earned during the current adventure, or do they refer to the total number you've earned throughout the entire campaign so far? Do these victory conditions override the normal quest completion victory conditions listed in the Rules Supplement?

The number of Campaign Tokens on the chart refers only to the current adventure, so you will have to earn increasingly higher quantities of Campaign Tokens during each adventure of the campaign. However, if you earn more Campaign Tokens than are needed to complete a particular adventure, you may apply the surplus Campaign Tokens to the next adventure's requirements.

Fortunately, these victory conditions *do* override the quest completion victory conditions listed in the Rules Supplement.

9. If I fail to acquire the requisite number of Campaign Tokens for a particular adventure, must I replay that adventure until I succeed? Or should I move on?

That decision is ultimately up to you. In order to claim victory for the entire campaign, you need to win every adventure in the campaign. We recommend moving on to the next adventure without repeating failed games, just to see how well you continue to do with the current team. Some Alliances are more challenging to run than others, so we recommend seeing how much of the story you can discover and how many adventures you can win with that team. It is okay if you don't claim victory for the entire campaign. That requires an exceptional team and a bit of luck, so it feels great when it happens!

10. After completing a campaign, can I run the whole campaign again with a different team?

Definitely. Part of the fun of the Adventure Packs is seeing how the story works out for each different team you send into that particular campaign.

11. Are there updated rules for scoring victory during Solo or Cooperative play?

Yes. To win an individual adventure, you (or your team) must accumulate a number of CTs based on which adventure you just completed in the campaign (1 - 4), as shown on the chart below.

Normally, you only count CTs from the current adventure, but if you earn *extra* CTs during the current adventure, you may count them towards your goal for the next adventure. To claim absolute victory at the end of the campaign, you (or your team) must meet your goals every adventure of the campaign.

ADVENTURE #	1	2	3	4
SOLO	4	8	12	16
2 PLAYER CO-OP	6	12	18	24
3 PLAYER CO-OP	7	14	21	28
4 PLAYER CO-OP	8	16	28	32

NEW VARIANTS

Party Wipe Variant (Solo/Co-op)

If every hero in the game lies defeated at the same time, you lose the game. When playing a campaign, end the game immediately and consider it a loss. You may still spend Campaign Tokens at the end of the adventure, however.

Trait Cards Variant (Single Adventure)

Although we recommend only using the Trait Cards during a campaign (with or without the Adventure Packs), this variant makes the Traits useful during a single game. When playing a single game, include the Trait Cards but reduce their cost by 3 XP each. So the Traits will now cost 0 XP or 1 XP, which will make them cost effective when they appear at the end of the game.