

Dungeon Saga: Adventurer's Companion

Introduction:

The Adventurer's Companion is a sand box type of book where everyone brings their own expectations. It is impossible to fill all these as they are often directly opposed but an effort has been made to smooth out some of the issues. The information is broken into two parts. First, the Errata are direct text changes to the book that should in general be used. Many of the Errata are transfers from Errata from the Dungeon Saga Dwarf Kings Quest rulebook. Second, the Frequently Asked Question are there to provide more options that can be used for certain issues but are not formally required.

AC Errata:

Playing the Game:

Page 14: Feats: Replace "Instead of taking a normal Turn, a Hero may instead decide to use the Heroic Feat(s) detailed on their Hero Card" with "Instead of taking a normal Turn, a Hero may instead decide to use one of the Heroic Feats detailed on their Hero Card".

Page 15: Overlord Powers: Add additional text after second paragraph "Similarly anytime a model just appears on the board, it is considered to having made its Action and cannot do anything else in that turn unless the rule bringing the model on explicitly says otherwise. Examples of this for the Dwarf King's Quest are *Zombies* generated by the *Bleed* Spell or *Ghosts* from the *Faithful in Death* Spell.

Shooting:

Page 22: Line of Sight: Replace section with: "A model can only Shoot things it can see in front of it. To determine if a model is considered in front, take the line separating the Shooter's Front Arc from Rear Arc and extend it to the edges of the board. Any squares occupied by the target model on the Front Arc side of the dividing line are considered in front of the Shooter. For a model to then see another model, all that is needed is an unobstructed single straight line which connects one point inside the shooter's square with one point inside a target's square. The line must not touch or be blocked by the edge of any square containing another model or Wall (blank or black space not taken up by tiles). If no unblocked line of sight can be found, or the target is behind the shooter, then they cannot shoot that target."

Page 23: Step 1 Roll the Dice: Replace "-1 for the defender if the shooter is completely within its rear arc" to "-1 for the defender if the shooter is completely behind the defender".

Magic:

Page 25: After "As his Action within a Turn, instead of Fighting or Shooting, a Spellcaster can cast either 1 Major or up to 2 different Minor Spells." add the following text: "A Spellcaster can never cast the same Spell more than once in a Turn unless the rule allowing the casting specifically says the same spell can be cast multiple times."

Page 26: Magical Attacks: Replace first line with: “Offensive Spells and a few Abilities/Feats/Magic Items use a form of attack called a Magical Attack. Game rules that specifically influence Spells do not affect Magical Attacks from these other sources unless they specifically say Magical Attacks.”

Page 27: Items: First Column, Last Paragraph: Replace “but can have as much Paraphernalia as he can find.” with “but can have his level + 3 Paraphernalia items available. If the model does not have a lever threat normal Heroes as level 3 and Legendary heroes as level 6. Characters without the Spellcaster Ability cannot carry Energy Crystals.”

Dungeon Furniture

Page 28: “Bookcases also block Shooting and Magical Attacks that require line of sight” change to “Bookcases or similarly heighted Furniture and closed Doors also block Shooting and Magical Attacks that require line of sight”

Page 29: Lock Traps: Replace “Lock Traps are triggered the first time someone tries to pick the lock” to “Lock Traps are triggered the first time a Model interacts with the trapped lock either by Fighting, Picking, or Casting a Spell.”

Large Creatures

Page 30 Arcs: “The Large model will only get the bonus for attacking from behind if it is fully within its enemy’s rear arc” change to “The Large model will only get the bonus to Fights if it has at least one square in the defender’s Rear Arc and no squares in the defender’s Front Arc. For Shooting attacks, the Large model must have no squares in front of the defender (on the Front Arc side of the front/rear dividing line).”

We Can Be Heroes

Page 32 Hero or Boss?: Add paragraph at end: ”Many spells, abilities and items available to the Heroes often say that they last until the end of the round. For Bosses, this would often make them useless as the Heroes have for example already attacked for the round. If that is the case, the effects will last until the start of the next full Overlord Phase thus covering the Heroes side of the round.”

Page 33 Choose A Bonus: After the text “One additional spell at random. Draw from a deck of cards that includes all of the spells you don’t know from all the schools of magic that you do.” Add “Alternatively, a spellcaster with access to Petty Magic may select the Break Ward spell.”

Page 34 New Magic Schools: Replace “Choose a new school of magic from the list on page 66.” with “Choose a new school of magic from the list initially available at character creation on page 52.”

Races

Pages 35-42 Nimble is changed to a ranked ability. When it appears on the advancement tables it should have the crossed sword simple.

Page 38 Halfling: Add Nimble in Red Box as Racial Ability for Halflings. Text: “Nimble (1-2): If the model suffers one or more Hits in a Fight, roll the number of dice equal to rank before working out any damage. If at least one die rolls a 6 the model is not hurt. Instead it makes an immediate Break Away move. Assume all possible free strikes miss. If there is nowhere for the model to Break Away to then the model is damaged as normal.”

Page 39 Gladewalker: Earth Ability: Replace: “This attack counts as a minor geomancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Geomancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 40 Naiad: Water Ability: Replace: “This attack counts as a minor Hydromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Hydromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 41 Salamander: Starting Stats: Replace “Combat Dice:3” with “Combat Dice: 2”

Page 41 Salamander: Add Frenzy(1) in Red Box as Racial Ability for Salamanders: Text: The model is consumed by rage in battle. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender’s Armour.

Page 41 Salamander: Fire Ability: Replace “The Model also cannot be hurt by Lava” with “The Model only takes damage from Lava when ending its turn on it.” Replace: “This attack counts as a minor Pyromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Pyromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 42 Sylph: Air Ability: Replace: “This attack counts as a minor Aeromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Aeromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Professions

Page 46: Cleric: Other: Replace Section with:

“OTHER

Holy, Spell Caster, Divinity, Petty Magic

Three Spells (see below)

Two Power 1 Energy Crystals at the start of each Adventure.”

Page 46: Cleric: Replace the first 2 paragraphs for spell learning with:

“Shuffle the Divinity and Petty Magic Spell cards, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, sort the cards you did not select back between Divinity and Petty Magic. You can freely choose your third spell from any remaining Divinity cards.”

Page 47: Demon Hunter: Advancement Table: Exchange Level 3 “Speed of a Bullet” and Level 4 “Teller of Tales”.

Page 48: Druid: Stat Modifications:

Replace “+0 Armour” with “+1 Armour” and “+0 Clear Hearts” with “+1 Clear Hearts”

Page 48: Druid: Other: Replace Section with:

“OTHER

Elemental Mastery, Spell Caster, Druidism, Petty Magic

Three Spells (see below)

Two Power 1 Energy Crystals at the start of each Adventure.”

Page 48: Druid: Advancement Table: Replace all “or” with “and”. Thus Druids both gain access to the Elemental Schools of Magic and the Elemental Ability when chosen.

Page 48: Druid: Replace the first 2 paragraphs for spell learning with:

“Shuffle the Druidism and Petty Magic Spell cards, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, sort the cards you did not select back between Druidism and Petty Magic. You can freely choose your third spell from any remaining Divinity cards.”

Page 49: Fighter: Dervish Stat Modifications:

Replace “+1 Combat Dice” with “+2 Combat Dice”

Page 49: Fighter Dervish: Other:

Replace “Frenzy(2)” with “Frenzy(1)”

Page 50: Paladin: Stat Modifications:

Replace “+3 Armour” with “+2 Armour”

Page 52: Wizard: Other:

Add “at the start of each adventure.” after “Two Power 1 energy crystals”

Page 52: Wizard: Spell Learning: Replace first two paragraphs with:

“Once you have decided on which school of magic your wizard has studied, he must choose his three starting spells. Separate out the spell cards for the schools of magic your Hero chose and add in the Petty Magic cards, shuffle them, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, separate the cards back between the chosen school and Petty Magic. You can freely choose your third spell from any of these remaining spell cards from your chosen school.”

Page 53: Building a Hero: Profession: Replace Paragraphs 3 and 4 with:

“My Hero also gains the abilities Holy and Spellcaster, and learns the Divinity and Petty Magic family of spells.

The final part of becoming a Cleric is determining which 3 spells he has learned. Following the process described in the Cleric section on page 46, I shuffle the Divinity and Petty Magic spells and draw 6, from these 6, I select 2 which in this case are: Steady Recovery, and Cancel Magic. The I am free to pick one Divinity spell which I chose as Healing.”

Abilities

Page 61 Hammertime: Add additional text: “This ability does not stack with Smash!”

Page 62 Smash!: Add additional text: “This ability does not stack with Hammertime.”

Page 62 Air: Replace: “This attack counts as a minor Aeromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Aeromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 63 Earth: Replace: “This attack counts as a minor geomancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Geomancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 63 Elemental Mastery: Add Ability:

Elemental Mastery

A model with Elemental Mastery is in control of his material nature. As an action he can activate or deactivate any elemental ability that he has learned from his class progression: Air, Earth, Fire, and Water. When the model is placed on the map, it must declare which elemental abilities are active and which are inactive. Elemental Abilities granted by racial characteristics cannot be turned off unless it is also selected in the class progression.

Page 63 Fire: Replace “The Model also cannot be hurt by Lava” with “The Model only takes damage from Lava when ending its turn on it.”

Replace: “This attack counts as a minor Pyromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Pyromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 64 Nimble: Change Nimble to “Nimble (1-2): If the model suffers one or more Hits in a Fight, roll the number of dice equal to rank before working out any damage. If at least one die rolls a 6 the model is not hurt. Instead it makes an immediate Break Away move. Assume all possible free strikes miss. If there is nowhere for the model to Break Away to then the model is damaged as normal.”

Page 64 Null

Replace "for each spell they wish to cast" with "for each spell or magical attack they wish to use"

Replace “On a 1 the spell is disrupted and cannot be cast again that Round.” with “On a 1 the spell or magical attack is considered to have been cast but generates none of its effects.”

Page 64 Small: Replace text with “This model is so short that it is counted as non line of sight blocking scenery for shooting attacks which cross its square.”

Page 65 Water: Replace: “This attack counts as a minor Hydromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Hydromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 65 Disarm Traps: Second Paragraph First Sentence: Replace “open a lock (by any means)” with “open a lock or ward (by any means)”

Spells

Page 66 Magical Schools: Petty Magic: Replace text with “Simple Magic, known to most spellcasters.”

Campaigns

Page 69: Downtime: Step 2b. Replace text with: “If you were on the winning side in the last adventure you may keep 1 non single use magic item you found in the dungeon. The rest of the non single use items are returned to your patron.”

Page 69: Downtime: Step 2c: Replace text with: “If you lost the adventure then you do not keep any Non single use magic items. Your patron will need the little you escaped with to fund another attempt.”

Page 70: Bottom Red Box: Replace “Heroes can swap items between themselves as much as they like.” with “Heroes can swap items between themselves but must do so before starting step 3 of downtime, and cannot start again until completing step 5. During these times the Heroes have gone their own way so cannot trade items or gold. Players can talk to each other about future trades but cannot complete the trades until later.”

Page 72: Limits to Experience: Add Paragraph at end: “The Ranged attack Stat for a model is sort of a special case. It is two separate categories for Long and Short. If a model selects it as an advancement that does not already have it, they gain two dice to have a level of 2 for the Stat. If a model already has a value in that Range category they increase their dice by 1. Once a model reaches Legendary status (5th level or higher), they can select the same range category 1 additional time.“

Page 73: Earning Feats: First Paragraph Replace text with: “Earning a feat is a rare type of experience boost. The number of feats a Hero can know is based on the level they will reach in this downtime:”

Page 73: Focus: Replace “three Major spells” with “three different Major spells”

Page 73: In Tune with Nature: Replace “4 Minor spells” with “4 different Minor spells”

Uncharted Dungeons

Page 76: Locks: Replace text with: “When a door or chest is placed, draw an event card to determine the lock type and value. Place the appropriate counter next to the lock. Then draw a second event card to see if it is trapped. If so place a random trap counter under the door or chest without looking at it.”

Page 76: Winning: Replace First Paragraph with: “In random dungeons the Overlord wins by either crippling one of the Heroes or stalling them long enough to run the Heroes out of time. The Overlord places 3 Overlord Command cards per Uncharted Dungeon card used in a normal game into the Overlord Deck. If your Heroes are inexperienced or your Overlord very good, give the Overlord 4 Command cards per Uncharted Dungeon card used to form the Overlord Deck.“

Solo Play

Page 80: Setting Up a Solo Game: Add Additional Paragraph: “It is also helpful to set up the normal Overlord deck as it acts as the timer for the Adventure as the Invisible Overlord Cards are not used for timing the Adventure. Make a deck of normal Overlord cards of the same size as listed in the Adventure rules. Discard 3 at the start of the Adventure and 1 at the end of each round. When it is time to discard one and the deck is already empty, the adventure is over.”

Page 81: Threat: Quest: Replace Text with: “Any Hero that is either the object of the quest, required to progress to the next zone, or is carrying something required by it. For example, the Hero being escorted to safety, the Hero carrying the magic key for the final door, or the Hero with Break Ward spell required to open the Warded door to the next zone.”

Page 81: Order: Attack: Replace Text with: “An individual model with the strongest available attack (Most Dice) will choose to attack the Heroes. If multiple models have the same number of dice available, use all models that could cast a Spell before those that can Shoot, and finally those who can only Fight. Where there is a choice of model within a type of attack and dice value, choose the model which can attack the highest threat target. If this is still a tie then use the one that needs to Move furthest to perform the action. This brings models into the fray.”

Page 81: Order: Support: Add text at end: “When raising dead or bringing other models, use the highest level minions available as close to the Highest Threat hero as possible.”

Page 81: Order: Surround: Add Text at end: “Models with spells or Ranged Attacks will still use them if activated after their move. Target the highest threat Hero possible from the position moved to.”

Page 81: Order: Gang Up: Replace text with: “Move so that as many models as possible can Fight the Hero with the highest Threat. When there is no more room, do the same to the Hero with the next highest Threat. Move models with the highest fight value first preferably ones without ranged attacks (Shooting or Spells).”

Page 81: Order: Pin: Replace text with: “Move so that as many Heroes as possible are in the front arc of one or more of the Overlord’s models and then Fight the heroes. Target the Hero with Highest Threat not already in a model’s front arc, first. When all the Heroes are in at least one front arc, start doubling up. Spread the attention as evenly as possible to pin all the Heroes in Fights. This allows the Overlord to bring his (usually) greater numbers to bear. Activate models in an order to optimize fighting as many heroes as possible.”

Page 82: Which Models Act?: 1) Replace text with: “The Order usually provides a priority for the Models to select, after checking this pick models that are free to move without triggering free strikes to bring them into the action. Move higher level models first preferably models behind the action.”

Page 82: Which Models Act?: 2) Replace text with: “After moving models, use models that can do the Order without moving.”

Page 82: How to Move Models: Add New Section:

How to Move Models:

General models should not be moved in a way to generate free strikes. They also should always attempt to get at Heroes rear arcs if possible. They should also move in a way to allow further support from additional minions and to block Hero progress as much as possible.

Page 82: Calculating Threat: First Paragraph: Replace text with: “A Hero’s base Threat level is simply their level. For Heroes without specific Levels use a value of 3 for normal heroes and 6 for Legendary Heroes. This is modified by three things, in this order:”

Page 82: Calculating Threat: Proximity: This should be a diamond not a bullet point of The actings models character.

Bestiary

Page 84: Essence of Fire: Add text “The model never suffers any effects for interacting with lava. This ability takes precedence over the Fire ability if both exist on a single creature or Character.”

Page 84: Fire: Replace “The Model also cannot be hurt by Lava” with “The Model only takes damage from Lava when ending its turn on it.”

Replace: “This attack counts as a minor Pyromancy Spell that requires Line of Sight and is Short ranged.” with “This attack counts as a Pyromancy Magical Attack that requires an action to use. It requires Line of Sight and is Short Ranged.”

Page 84: Flamespitter: Replace all text with “The model can spit fire. As an action the model can generate a Long Range, 4 dice Pyromancy Magical Attack. This attack requires Line of Sight and cannot be used while in the Front Arc of an enemy model.”

Page 85: Hammertime: Add additional text: “This ability does not stack with Smash!.”

Page 87: Hammertime: Add additional text: “This ability does not stack with Smash!.”

Page 88: Hammertime: Add additional text: “This ability does not stack with Smash!.”

Page 88: Small: Replace text with “This model is so short that it is counted as non line of sight blocking scenery for shooting attacks which cross its square.”

Page 89: All Model Entries: Replace Nimble with Nimble(1).

Page 89: Nimble: Change Nimble to “Nimble (1-2): If the model suffers one or more Hits in a Fight, roll the number of dice equal to rank before working out any damage. If at least one die rolls a 6 the model is not hurt. Instead it makes an immediate Break Away move. Assume all possible free strikes miss. If there is nowhere for the model to Break Away to then the model is damaged as normal.”

Page 90: Smash!: Add additional text: “This ability does not stack with Hammertime.”

Page 92: Smash!: Add additional text: “This ability does not stack with Hammertime.”

Page 93: Hammertime: Add additional text: “This ability does not stack with Smash!.”

Page 93: Small: Replace text with “This model is so short that it is counted as non line of sight blocking scenery for shooting attacks which cross its square.”

Cards

Spell: Quick Recovery: Replace “caster” with “target within long range”.

Spell: Inferno: Replace Major Spell type with Minor Spell type.

Spell: Sea of Flame: Replace “enemy models” with “all models not the caster”.

Location: Stonebrewer’s Adventurer’s Academy: Replace “Deft Throw” with +1 Shooting Dice (short)

Replace “Marksman” with +1 Shooting Dice (long)

Add “*” to Nimble.

Adventurer's Companion FAQ:

Setting Up the Game:

Page 12: Out of the Box (FAQ): How do the level tables from Pre Made Quests for using Adventurer's Companion Heroes work?

The basic idea here is to make it easy to bring in the custom heroes without using all the rules for campaigns found in the Adventurer's Companion. As the Heroes make their way through the Quest, they just gain levels to be distributed between them under the limit that no Hero may be more than 1 level different from any other. This advancement is slightly faster than what would be found using the campaign rules but keeps the custom heroes close to the abilities of the premade ones as the campaign progresses. So for example custom heroes starting Dwarf King's Quest are all level 0. After successfully completing the first quest 3 levels are available allowing 3 characters to be level 1 while one remains level 0. It is up to the players to decide who gets the advancements.

Additionally the premade heroes are usually given equipment at the start of each mission. For simplicity give the custom heroes the same equipment at the start. Potions and crystals do not carry over between the missions as other less important events might be using them up. If an item is not usable by the heroes, for example Spidersilk Armor, either provide them with a similar item from the Adventurer's Companion magic item cards or change the restriction in some way. Spidersilk Armor could be changed from Elf to Max Initial Armor of 2 to maintain the general type of character who might use it.

Playing the Game:

Page 16: When the Overlord deck is exhausted, many of the Adventures say that the game ends. Are there other options for handling this? In a campaign, having to play a whole mission again when you were one round short sort of drains the momentum.

If you want to keep the campaign progressing there are several options to consider. First is to keep playing but give the Overlord a bonus each turn he cannot draw a card. In the first turn after not having a card to draw, then the Overlord gets to either place a normal sized minion model anywhere on the board that is beyond Short range from the Heroes and not in any of the Hero's line of sight or gets a bonus activation. In the second turn, he can make the choice twice, Third turn, 3 times, etc. So after 3 turns he could add for example 2 new minions and take 1 bonus activation. He cannot place more minions than available in the model.

Also if the Heroes manage to complete the mission after the timer has expired, they each have to discard one single usage magic item. Consider it expended as they try to get back on track with the adventure.

We Can Be Heroes:

Page 34: How are new spells learned after leveling up?

There is a little Red Box on the bottom of page 34 which highlights some of the advancement rules that is easy to miss when going through the book. When a Spellcaster learns a new spell, they shuffle all the spell that they do not know from the schools they have access to and then draw six. They then pick one of these six. Similarly learning new songs and schools of magic are noted here.

Campaigns:

What if I want to try the full Campaign rules with the published adventures? Going back to town between each mission does not really makes sense to the narrative?

The best way to handle this is to run the characters through a partial downtime between each adventure that omits steps 2 and 4 and saves those to the completion of the quest. The next time the Heroes go back to town they will receive 1 gold for each successful completed mission in the quest and be allowed to visit 1 different location per successful completed adventure in addition to the Market and Tavern. When dealing out the number of location cards, draw the number of completed adventures plus 3 additional cards worth of possible locations. If the Heroes visit a location that allows for a new advancement option. That advancement option is available for all levels gained until the visit town again.

What level are the premade characters on the cards if I want to use them in AC campaigns?

The premade characters vary in level. Here is a list of their levels as presented on the cards along with suggested initial Spells, Schools, and Items. These will not exactly match what is possible in the AC but it close enough to use with the AC.

Orlaf: Level 1

Rordin: Level 1

Madriga: Level 2

Danor: Level 2, Pyromancy, Geomancy, Petty Magic, Spells: Crystallise, Flamebolt, Break Ward, Burn, Feet of Stone, Items: 2 Power 1 Energy Crystals

Ragran: Level 1

Semential: Level 2, Aeromancy, Petty Magic, Spells: Crystallise, Break Ward, Push, Cancel Magic, Tornado, Items: 2 Power 1 Energy Crystals

Arianya: Level 2

Venetia: Level 1, Divinity, Petty Magic, Spells: Healing, Transfusion, Steady Recovery, Break Ward, Items: 2 Power 1 Energy Crystals

Guraf: Level 1

Hrrath: Level 1

Thesilar: Level 1

Kapoka: Level 1, Druidism, Petty Magic, Spells: Coat of Thorns, Root, Omniscience, Protection, Break Ward, Items: 2 Power 1 Energy Crystals

Ibrahim: Level 1, Divinity, Spells: Healing, Steady Recovery

Tharn: Level 1

Ally: Level 2

Brellin: Level 2, Sorcery, Hydromancy, Petty Magic, Spells: Crystallise, Break Ward, Tortured Steps, Death Surge, Slippery When Wet, Items: 2 Power 1 Energy Crystals.

Uncharted Dungeons:

Where do I get Bosses for the Uncharted Dungeons?

The first suggestion to to make Bosses whose levels as approximately the Heroes level but maybe 1 or 2 higher since there are maybe 2 of them but 4 Heroes. For Undead there are no templates for making Bosses other than Necromancers. There are the profiles for the Bosses in the base game and there are also additional profiles available in the various expansions that can be chosen. For example Eye of the Abyss has a Poltergeist (Undead Boss-page 29), Rat King (Dungeon Dweller Boss- page 33), Wight (Undead Boss-page 37). Similarly the Ogre and Goblin Heroes present in the Dungeon Journal make quick bosses for those races, A quick conversion from Living to undead Boss as Revenant would be reduce movement by 1 and replace all Red Hearts with Clear Hearts. For Zombie, reduce movement by 2, replace all Red Hearts with Clear, Add Mob Rule and Tough.

How do I scale the Uncharted with Hero Levels?

Uncharted has a few elements in it that can be used to scale for Hero levels. The activations available already scale. The key element is picking the right minion pool. Restricting the minion pool to levels similar to the Heroes provides a buffer for the large swing provided by the Event cards. For 0th Level heroes if only 0-2 level minions are available than a 15 card will only produce up to 8 levels of minions. For a 5th level set of heroes if the minion pool starts at 4th level and up them the 3 or 6 cards will force a second card to be drawn as only one minion would be placed.

What is meant by 1 random magic item for Treasure on the Event card?

This is a random draw from the item deck. It is best to limit it to one of each specific item but also not including items of higher level than the Heroes or items that are specifically used or given out in published campaigns. For example a model should not find the Book of Valendor in a 1st level random dungeon mission.

Solo Play:

How are the invisible overlord cards used and are they different from the normal Overlord cards?

These are two separate deck types and the cards do not get mixed. When you get an new expansion they often come with Overlord cards and Invisible Overlord cards specific to the Overlord Type. The Overlord cards are added to build the player overlord deck as described in the mission rules which may have certain cards added for certain missions. For the Invisible Overlord deck add the expansions IO cards to just the Adventures Companion Invisible Overlord Deck so remember to remove any other expansions IO cards. For the core game you can play with just the IO cards in the AC or mix in the IO cards found in the Return of Valandor expansion. These cards often raise a lot of dead and might be monsters not in your Raise Dead pool so I would probably keep them out at least for the first couple of missions.

The IO Turn Sequence is:

Hero Action 1

Draw IO Card, Check Interrupt

Hero Action 2

Draw IO Card, Check Interrupt

Hero Action 3

Draw IO Card, Check Interrupt

Hero Action 4

Overlord Turn, Draw IO Card, Follow Commands but use Quests Activations Number

*Draw IO Card, Follow Commands using Number of Activations listed on IO Card
End of Round Phase.*

The Invisible Overlord Cards are drawn between each hero action, and then twice during the Overlord turn for 5 times total so they are not the timer for the missions. When doing the solo play of the published missions it is still helpful to use the traditional overlord deck as the timer. You should make sure it has the proper number of cards for the mission (what is on the cards does not matter) move three over to a discard pile at the start and one over at the end of each round. If the deck runs out the Heroes have lost. For the Invisible Overlord deck, if it runs out than just reshuffle it and start using it again. Remember that the expansion provide additional Invisible Overlord cards to add in which are specific to the type of Overlord being used in the published missions.

The way the IO works does not really tell me exactly what to do?

Dungeon Saga is a pretty tactical game with an origin in table top skirmish. Movement and model placement is critical, and the Overlord is usually activation limited with more options than activations. This makes it troublesome to fully automate. The IO system is more of an attempt to guide the player in choosing what the Overlord models are trying to do than a specific take model A move it to point B and attack Hero C.

Each order has essentially a different group of priorities for the activations. The Attack Order prioritizes using the most powerful attacks. Once it has selected the model with the most powerful attack it looks for the highest threat model to apply that attack to. These can be summarized as from highest priority to lowest for who should act and what they should target:

*Attack: Overlord Model (Strongest Attack), Target Model (Highest Threat), Model Movement (Furthest)
Support: Model Movement (Furthest), Overlord Model (Highest Level), Target Model (Highest Threat)
Surround: Movement (Block Paths), Model Movement (Furthest), Overlord Model (Highest Level)
Gang-Up: Target Model (Highest Threat), Model Movement (Furthest), Overlord Model (Highest Level)
Pin: Model Movement (Optimize Coverage), Target Model (Highest Threat),*

When minions on the board have different character it makes it hard to figure out the threat and which model should attack or who should be targeted?

Using the priorities described above, if the threat is the first priority (like Gang Up) I would use the most common minion character to determine which Hero should be the target. If the minion who is being activated is already chosen by a higher priority then use its character to pick the target.

Invisible Overlords of Uncharted Dungeons

How do you combine the Solo rules with the random Dungeon rules?

This is actually not that bad. One issue I see is that the overlord in my formulation has even more choice for the minions. To build the initial minion pool I would choose 1 minion type of each level from Average Hero Level -1 to +2. So first level heroes (this is about the level of the basic hero cards) would have Minions from level 0 to level 3. If there are not at least 3 model types in the range increase the range one unit down then up to get to at least 3 different types. Then take up to 4 of each of those model types to fill in the pool. These minions also represent the raise dead pool for Necromancer Adventures.

When the Event card is drawn, the object is to maximize the levels placed at or under the limit on the card with single model type. If multiple model types use as close to the maximum as possible, choose the type which has the most models available.

For monster placement I would probably place models without ranged attacks or spell as close as possible to the Heroes while ranged attack or spell users go as far as possible from the Heroes.

The Boss placement should probably follow a similar rule that a combat boss should be placed such that he is within one of his moves from the newly opened door and shooter/spell bosses should be one of his moves from the newly appearing door.

Another thing to note is that Goblins and Orcs are on the same overlord card for Warlord so even if you just have base pledge I think you should be able to use all your green rage booster in one Uncharted dungeon. Just make your own overlord sheet by copying the digital rules to one page and printing them. Honestly you are probably going to need the AC on other pages as you learn to play.

Cards

What happens if in a random dungeon a trap is sprung that prevents the Heroes from completing the mission?

Basically the Heroes lose. Now if you do not want to be that harsh you can treat the trap as a 5/5 Door that they have to break through.

What happens if a character gets a result from a location when they lack the gold to pay for it?

Any positive outcome like +1 glory is negated and they start the next mission with 1 wound already taken after getting beat up as a dead beat. If they have any items, one random item is lost as well.

What type of items should show up in the random draws from locations?

This is a random draw from the item deck. It is best to limit it to one of each specific item but also not including items of higher level than the Heroes or items that are specifically used or given out in published campaigns. For example a model should not find the Book of Valendor in the tiny village market.