

Dungeon Saga

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Version 1.0 - August 2017

The Expanded Dungeon Guide

Welcome to the Expanded Dungeon Guide. In these pages you will find clarifications to some of the rules in each of the Dungeon Saga Story Expansions as well as some answers to a collection of the most frequently asked questions from players.

Story Expansions Version 1.0 – August 2017

Return of Valandor Errata



ERRATA FOR THE QUESTBOOK

Page 24: Mortibris

The title of the Mortibris lore paragraph is wrongly spelt Morbibris.

The Valandor lore paragraph also features a misspelling of the name here: "...as well as help prevent Mortbris from bringing..."

Both should be correctly spelt Mortibris.

ERRATA FOR THE CARD DECK

Item Card: Spellbane

This card is incorrectly labelled as a Paraphernalia item. It should have the Shield icon.


Item Card: Holy Water

Replace: "Hero's Fight Action" with "Hero's next Fight Action"

Location Card: Rattlepratt's Weaponeers

Replace: "Deft Throw(*)" with "+1 Ranged Attack (Short)"

Replace: "Marksman(*)" with "+1 Ranged Attack (Long)"



Return of Valandor FAQ



SPIRIT OF VALANDOR

Q: Does the Hero from Adventure 4 who becomes Valandor have to be him in Adventure 5 too?

A: Yes, the Hero chosen to be Valandor in Adventure 4 continues as Valandor in Adventure 5 if the campaign is being run as a series. For one-off plays of this adventure, different Heroes can be used for players to experience how it changes the adventure.

Q: What happens if the Heroes choose Danor to use the Spirit of Valandor amulet?

A: Danor's Break Ward spell is required to navigate successfully through Adventure 4 so he cannot be chosen to use the amulet. If the Heroes choose Danor, read this text aloud:

Danor places the amulet around his neck and feels the purity & strength of Valandor flow into him, then shudders and immediately removes it. "He told me it cannot be me. Someone else must take up this mantle."

Then choose a different Hero to use the amulet.



Warlord of Galahir Errata

ERRATA FOR THE OVERLORD SHEET

Ability: Green Rage

Add the word Combat to the +1 dice phrase: "The Green Rage gives the model +1 Combat Dice and +2 Movement".

Ability: Small

Replace "it does not block Shooting Attacks" with "it does not block Line of Sight. It may provide cover though."

ERRATA FOR THE CHARACTER SHEETS

Character Sheet: Hratth, Salamander Fighter

Ability: Fire

Replace all references of "spell/s" with "Magical Attack/s".

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."

ERRATA FOR THE CARD DECK

Item Card: Lightning Blades

Remove "One Use" and add the following text to the card: "Only one additional Short Range attack can be generated from a successful hit in a Turn. Both Attacks are made at -1 Short Range Dice."

Warlord of Galahir FAQ

OVERLORD – MINIONS

Q: Irrepressible allows an Orcling swarm to be placed anywhere. If they are placed in the front arc of a Hero do they suffer a Free Strike?

A: The general rule is that anytime a model is placed onto the board in an enemy's front arc it generates a Free Strike against it.

OVERLORD – INTERRUPTS

Q: Mission 6 has 5 Characters active on the Hero side. When playing with the Invisible Overlord (IO) does this mean that there are 4 checks for interrupts?

A: Yes, the extra model is acting as a Hero so there are 5 hero turns to check for interrupts between.

Infernal Crypts

Errata



ERRATA FOR THE QUESTBOOK

Page 9: Levels Table

The Level Table is incorrect. The proper table should read:

<u>Adventure</u>	<u>Levels Total</u>
1	8
2	10
3	12
4	14
5	16
6	18

ERRATA FOR THE CHARACTER SHEETS

Character Sheet: Arianya, Naiad Demon Hunter

Ability: 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."

Ability: Null

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

Character Sheet: Drech'nok, Lord of the Abyss

Ability: 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."

Ability: Essence of Fire

Add text "The model never suffers any effects for interacting with lava."

Add text "This ability takes precedence over the Fire ability if both exist on a single creature or character."

ERRATA FOR THE OVERLORD SHEET

Ability: Essence of Fire

Add text "The model never suffers any effects for interacting with lava."

Add text "This ability takes precedence over the Fire ability if both exist on a single creature or character."

Ability: Fire

Replace "The Model also cannot be hurt by Lava" with "The Model only takes damage from Lava when ending its turn on it."

Ability: 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."

ERRATA FOR THE CARD DECK

Spell Card: Back to the Pit

Replace "are at -1" with "suffer -1 dice".

Overlord Card: In Their Element

Replace "All friendly models with Fire may Move 2 squares as long as they start, move through, and end on lava squares."

with "All friendly models with Fire may Move 2 squares as long as they start, move through, or end on lava squares."



Infernal Crypts

FAQ



LAVA

Q: How are Large models affected by Lava?

A: Large Models are considered to be in the Lava if any square of their base is on the Lava. It does not matter whether it is one or many base squares. If they move through the lava or stop on it they are damaged as normal. Large Models with the Fire Ability still ignore the effects of Lava while moving through it, but suffer damage as per the rules if they end their turn on it.

Q: If a model is the target of a Slam Attack that moves them onto Lava, do they take a 3 dice attack for moving on to a Lava square and then a 6 dice attack for staying there?

A: The model will suffer the 3 dice attack from the Lava but since it's not the end of the target models Turn as per the rules on page 7, they don't also suffer the 6 dice attack.

FIRE LOTUS

Q: Can models stand on a Fire Lotus and does that prevent a model from picking it up?

A: Any space a Fire Lotus counter occupies counts as a Lava square as per the rules on page 8. This means that it can be moved on to and across following the normal rules for movement.

If another model occupies the square a Fire Lotus is on, it cannot be picked up until that square is no longer occupied by a model. They need to be move or killed before the Fire Lotus can be retrieved.

In addition a Fire Lotus can be collected by any Hero that moves adjacent to one and spends his last action to pick it. This can be completed even if the Hero is in an enemy front arc.

ITEMS & PARAPHERNALIA

Q: In Mission 2, it defines more items available than there are cards provided for those items? Which is correct, the number defined or the number of cards?

A: Normally the number of a certain type of item or card acts as restriction to their availability but since

this single adventure specifically defines the number available, then that is how many are permitted.

To correct this, just substitute another item card in its place but turn it upside down and place it under the real items cards as a placeholder until enough are used that only the actual cards are needed to show what is available.

OVERLORD – COMMAND CARDS

Q: Is the Overlord Command Card: Overcome supposed to be so powerful against armoured Heroes?

A: None of the Heroes defined in the published missions for infernal Crypts are heavily armoured but if played with other Heroes it could be troublesome. Heavily armoured Heroes are unlikely to take much damage otherwise so the Hero might decide to take the damage as opposed to losing several turns. This card only appears in the Overlord Command deck once and is likely to only show up every other game since most of the adventures involve only half the total available Overlord Command cards.

The Invisible Overlord version of this card is more dangerous. It should be listed with "Hero's Quest Threat value" replacing "Hero's Armour value" to determine who to target so that it doesn't automatically target the highest armoured hero.



Tyrant of Halpi Errata



ERRATA FOR THE QUESTBOOK

Page 10, Adventure 1: Heroes

Include the following additional item with Ibrahim, Human Paladin: "1 Haste Potion".

Page 11, Adventure 1: Special Rule - Actions

Replace: "On the first Overlord Turn after their models are put on the board, every Minion gets to act. After that, they get 2 actions per Turn."

with: "On the first Overlord Turn after the doors marked Y are opened and Minion models are placed on the board, every Minion previously hidden behind the doors marked Y are allowed to act this Round. After that, the Overlord gets 2 actions per Turn."

Page 11, Adventure 1: Map Layout

Replace: "Chest Z, Strength 4 / Armour 4 / Lock 2"
with: "Chest Z, Strength 3 / Armour 3 / Lock 1"

ERRATA FOR THE CARD DECK

Invisible Overlord Cards (ALL):

The Invisible Overlord cards were printed with an icon used in the Warlord of Galahir expansion instead of the Dragon icon used in the Tyrant of Halpi expansion. These cards should have a Dragon icon printed on them and are not compatible with the Warlord of Galahir expansion Invisible Overlord cards.



Tyrant of Halpi FAQ



ENTHRALL

Q: Can Enthral be used when the Dragon is not on the board. The fluff of the card mentions the Dragon but you get 3 of them in the deck and the Dragon is not on the board for the majority of the mission time.

A: Yes, the card can be used when the Dragon model is not on the board. It is his powerful presence more than his physical being there affecting the characters.

OVERLORD – COMMAND CARDS

Q: Do models have to move to get the bonus attack from the Shamble Overlord Card?

A: Yes, the models have to move into position to get the attack. Models in a Front Arc of enemies cannot move so cannot gain the attack.

Q: When the Tyrant of Halpi Overlord Cards states "Thrall", does this mean any Thrall or only the Basic level Thrall?

A: Any Thrall type for which the Tyrant Overlord is under his model limit may be placed.

OVERLORD – MODEL LIMITS

Q: Does the Tyrant have model limits like the Undead Overlord?

A: Yes, the Thralls available for the Tyrant Overlord to have on the board at any one time for all missions is as follows:

- 8 Thralls
- 3 Ancient Thralls
- 6 Armoured Thralls

If a new zone is revealed that requires a model that is not available, then nothing is placed in the square. If there are multiple possible squares that cannot be populated, the Overlord decides which squares will not have models placed on them.

LOCATION CARDS

Q: At the location Venerable Scribe location you can get a Promissory note worth 3 gold for spending 2 gold. Is it considered 3 gold pieces for all intents & purposes or is it a paraphernalia item worth 3 gold? Is it an item that is tied to your character or can you trade it when someone is making a purchase? If I buy an item with it that costs 1 or 2 gold do I get change?

A: It is essentially just a more interesting way of saying that the character gained 1 gold from his interaction with the Scribe provided he had 2 gold to start with. It can be traded or gifted to another Hero as normal as with any gold. When using the note on a lower cost item, the character will get change back.



If you've any further questions or notice any other miscellaneous issues with any of the Dungeon Saga products please do contact the Rules Committee via a post on any of the following resources:

Mantic Forums:

<https://www.mantic.club/forum/dwarf-king-s-hold/general-discussion-ac>

Fanatics Facebook group:

<https://www.facebook.com/groups/341230666042475/>

BoardGameGeek Forums:

<https://boardgamegeek.com/boardgame/160081/dungeon-saga-dwarf-kings-quest/forums/66>