

Dungeon Saga

Core Rules FAQ & Errata

Version 1.1

The Dungeon Guide

Welcome to the Dungeon Guide. In these pages you will find some clarifications to rules in the game and also some answers to some of the more frequently asked questions from players.

Core Rules Version 1.1

ERRATA FOR THE CORE RULEBOOK

Page 8: Feats

Replace “Instead of taking a normal Turn, a Hero may instead decide to use the Heroic Feat(s) de-tailed 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 9: Raising the Dead

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.

Page 16: 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.”

See diagram A for an example.

Page 17: Shooting Modifier Table

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”.



Diagram A: Madriga only has line of sight to the Skeleton Warrior to her right. Line of Sight to the Zombie is blocked by the bookcase, and she cannot see the Skeleton Warrior behind her. If the bookcase was replaced with a low table that granted cover, line of sight would not be considered to be blocked, but a cover modifier would apply to the dice roll when shooting the Zombie.

Page 19: Magic

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 20: 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 21: Bookcases

“Bookcases also block Shooting and Magical Attacks that require line of sight” change to

“Bookcases and closed Doors also block Shooting and Magical Attacks that require line of sight”

Page 22: 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).”

Character Cards: Elshara

Ethereal: Add the following additional text “The model does not need to stop moving when entering an enemy’s Front Arc and does not need to Break Away to move out of an enemy’s Front Arc.”

Spell Cards: Transfix

Replace first sentence with: “The target cannot do anything until the caster Moves, Fights, Shoots, Casts a Spell, uses a Feat or does something that counts as an Action.”



FAQ

Dungeon Saga has been a hugely popular game and is loved by thousands of players from round the world. Some situations and questions crop up frequently and the wise words you will find below will assist you in your quests.

Core Rules Version 1.1

MOVEMENT

Q: “A model may change its facing freely during movement. You may not change facing at any other time”. Can a move be just used to change a model’s facing?

A: Yes a model may use the Move part of its Activation to change its facing in its current square. However, when using a Feat, a model is often not allowed to move unless the Feat specifically allows movement.

Q: How do outnumbering modifiers work with Free Strikes?

A: When making a Free Strike against a model being raised from a pile of bones, the raised model is placed on the board and then attacked and it will contribute to any outnumbering consideration. For Break Away moves, any Free Strike is taken before the model is moved so all starting positions count for any outnumbering modifier.

ARCS

Q: Can a model fight any enemy that is around a corner or in a square to which the attacker’s diagonal movement would be blocked due to the other two shared adjacent squares being occupied?

A: Yes. See diagram B below for an example.



Diagram B: Madriga has both the Armoured Zombie and the Skeleton Archer in her Front Arc and so may attack either, regardless of the fact that she could not move into the Skeleton Archer’s square even if the Skeleton Archer was not there.

SHOOTING

Q: When shooting, if the rear of the target model can't be seen (up against the wall or an obstacle) and the attacker can only see the side but is behind the line, then it still counts as a rear shot?

A: Yes. If the shooting model is in the rear arc of the target the defender suffers the -1 dice modifier.

Q: Can a model shoot at an adjacent target?

A: A model in an adjacent enemy model's Front Arc is not allowed to shoot at all. If a model is in an enemy's Rear Arc it is allowed to shoot but not at any adjacent enemy models (i.e. it can only shoot targets that are further away).

MAGIC

Q: If a spell-caster is injured does this modify the dice rolled for his spells?

A: Magical Attacks are never modified by any standard modifiers (injury, outnumbering, rear arcs, or furniture). However, some game effects or magical items may affect the roll, such as Energy Crystals.

Q: Crystallise: are the numbers of cards for crystals intended to limit the number of each type of crystal? If so, if you roll a result for crystals you've already maxed out, can you take a lesser result?

A: If the extra crystal cards are not available, then the spell fails to generate those crystals. When using custom Heroes from the Adventurer's Companion expansion, crystals are more important, so the additional crystal cards from that expansion can be used.

Q: Do energy crystals allow a minor spell to be recharged and cast twice in the same turn?

A: No, the rule specifically states different spells without any reference to the spell's recharge state. The Errata on page 42 also clarifies this.

Q: Can a wizard use a crystal when casting crystallize?

A: No. The extra dice available for using a crystal with a spell only apply to a single Magical Attack dice test generated by the spell.

Q: The crystals say that they can be used to "to cast a spell of any level higher than the caster's own." I cannot find the rule about this in the rulebook?

A: The rules for spell levels and item levels are not used in the Dwarf King's Quest game when playing with the pre-designed Heroes. They do not have specifically assigned levels and are considered high enough to use any spells they know or items they find during the Adventures normally. If you use the Adventurer's Companion expansion to take them on custom adventures or an uncharted dungeon, use the table from page 12 of the Adventurer's Companion to find their approximate level based on what Adventure the profiles used are from.

Q: Shield Spell: If Danor casts "Shield" and is attacked while wounded does he roll -1 die?

A: Yes, wounded penalties are applied when Shield is cast.

ITEMS & PARAPHERNALIA

Q: When using a healing potion during an Overlord's turn in response to taking a wound, does the healing potion remove 1 wound and still prevent the incoming wound for a total of 2?

A: It only heals OR prevents 1 wound, not 2. For example, if used in the Overlords turn, it may be used to prevent a single wound from being suffered which could mean the Hero is crippled.

Q: "A Hero that moves adjacent to another Hero during his Turn can give, receive or swap eligible items with that Hero". Can trading be done without moving anywhere (or immediately when moving away from an adjacent Hero)?

A: Yes, so as long as one Hero is in the movement phase of their activation (beginning, middle, or end) when they are adjacent to another Hero, then they are permitted to trade, even if they don't actually move.

Q: Can Heroes change the item they are using in the middle of the adventure (e.g. one sword for another)?

A: This is unlikely to happen during the designed adventures within Dwarf King's Quest but as a general rule they cannot. If a Hero finds a new magic item (or already has a second) of a type that is limited to 1 active (weapon, armour, shield) then they cannot switch to the new item. Simply place the card under their current item to represent the item being quickly shoved into their belt or pack.

Whilst a Hero might choose to discard a non-magical sword so as to take up a new magical one they have found, they would certainly take care to properly stow it. Such time for re-equipping is not available when fighting for your life in the dungeons of Mantica!

Q: Can Heroes trade any other items that are not considered Paraphernalia?

A: No. However, as an Optional Rule, if the Overlord and Heroes agree, a Hero could trade a newly found non-Paraphernalia item by first declaring when it is found that they will not use it. They can then trade it with another Hero as normal, assuming the receiving Hero does not already have an item of that class. Finally, the receiving Hero can gain no benefit from the item until they spend an Action equipping it. This is a normal action which can be done after moving. Once equipped, the item cannot be traded again.

LOCKS & WARDS

Q: Can a mundane lock be affected by non-attack spells? The rules state mundane locks may not be smashed by Magical Attacks, and Magical Attacks are defined as requiring an attack and defence roll, so may non-attack spells such as corrode be used to weaken a mundane lock's defences?

A: Doors count as models for the purposes of abilities or Feats. They can be targeted by non-attack spells, abilities, Feats, and items. However, since mundane locks only have Combat Dice and Armour Values, only things that modify those two Stats will have any effect.

LARGE CREATURES

Q: Does being Large influence Line of Sight either to or from a Large creature?

A: No, there is no difference between normal models and large models for line of sight determinations outside the fact that large creatures have 4 squares to which line of sight can be drawn from and to (or block).

FEATS

Q: Focus Feat: *When using this Feat, is it possible to cast the same spell multiple times, can you cast minor instead of major spells, and what is the recharge status of spells cast that were not recharged?*

A: Minor spells cannot be substituted in place of Major spells and different spells must be cast. This initially means that Danor cannot take full advantage of the Feat. If the Feat is being used to cast a spell that is still recharging, first turn it to a recharged state then cast it and turn it the normal 180 degrees to begin recharging it.

Q: None Shall Pass Feat: *If a model ends up next to Rordin after he uses his Feat, would they normally be able to be activated again in that Round? For example, a model moving using an Interrupt or appearing on the board during an Interrupt. Also, does this feat block all wounds or only wounds caused in a fight?*

A: No, once the model is next to Rordin and the Feat is played, it is not eligible to be activated again during the Round for any reason regardless of being in position before or after the Feat was used. The Feat prevents all wounds regardless of source (fight, shoot, magic, item, ability, trap etc.).

Q: Whirlwind Feat: *The Feat says that the attacks are made with 4 dice and that the "attacks are not modified by anything". What exactly does this mean?*

A: It means that the attacks are always made with 4 dice regardless of any modifiers, equipment, spells or other rules. Special rules can still influence things like the Armor of any targets or rerolls but 4 dice are always rolled for the attacks.

DUNGEONS

Q: How much of a Dungeon should the Overlord build or reveal?

A. Unless you are told otherwise an Overlord should never build and reveal what lies behind a door or secret passage until the Heroes have successfully opened it.

Q: If I cannot find the exact tile shown to build the Dungeon displayed in an Adventure, what should I do?

A. The artwork on the tile is generally unimportant. It is the size and shape that matters so use a different tile that has the matching dimensions.

Q: When does the Overlord win for running out of Overlord Cards?

A. One of the major ways for the Overlord to win quests is to “time-out” the Heroes. Whether this is an option is listed in the victory conditions of an Adventure. This time-out is reached when the Overlord player attempts to draw a card at the end of the Round and cannot because the draw deck is empty.

Q: How much should the Overlord tell the Heroes in advance?

A. Generally, the Overlord should inform the Heroes of any Timed Goal information (for example, completing the adventure before cards run out or in a set number of turns) and this should be provided beforehand as the Heroes will often have to choose one or the other to attempt to complete. Otherwise, each adventure will detail if and when specific information may need to be revealed.

Q: Do the items the Heroes collect in Adventure 3 of the Core game, count as paraphernalia for purposes of trading?

A: Yes, the Heroes can trade the items as per the rules for trading paraphernalia. Just move the piece to the new player’s card so it is clear who has the pieces during the Adventure.

OVERLORD - NECROMANCER COMMAND CARDS

Q: Danse Macabre: *Do minions have to move from one square to another in order to make the free attack, or can all the minions that are already adjacent to an enemy make an attack as well?*

A: Only minions already adjacent to a Hero but not in a Hero’s Front Arc may attack without moving first. Minions already in a Hero’s Front Arc may not move or attack.

Q: There appears to be 3 ways to Raise Dead (Raise Dead Overlord Power, Raise Dead Overlord Command Card and Raise Dead Spell Card) - How are these different?

A: All three methods follow some basic rules. They are all limited by the specific adventure’s Raise Dead limit without any difference in how the model is raised. Raised model’s from all sources count as having taken an Action and can generate Free Strikes if Raised in an opponent’s Front Arc.

- ❖ The Overlord Raise Dead Power allows the Overlord to use 1 Command to Raise any 1 Pile of Bones on the board to a Skeletal type Minion.
- ❖ The Raise Dead Overlord Command Cards provide additional opportunities for the Overlord to raise Skeletal minions using the same rules as those outlined for the Raise Dead Power.
- ❖ The Raise Dead Spell card is used by models that are spell-casters as part of a Spell-casting Action. It has specific limits on what minions are available and at what ranges.

OVERLORD - RAISE DEAD

Q: What do the Raise Dead Limits in the Quest Book mean? Are these the maximum times I can raise this type of model?

A: No. The number represents the maximum number of that model type that the Overlord is allowed to have on the board at one time. So if the Overlord is only allowed to raise 2 Skeleton Archers and there are already 2 in play, no more can be raised until one of the models in play is removed.

Occasionally you might find when building a new section of the dungeon that you can’t place a particular model since you have already reached the Raise Dead limit for that model type. In this case, place a pile of bones instead.

OVERLORD - INTERRUPTS

Q: If the Overlord uses an Interrupt card between two Heroes’ turns to activate a Boss/minions, can they still activate those same Boss/minions again during the normal Overlord Turn? That makes a lot of spells per turn for Mortibris...

A: Yes, a model that has moved and acted by the use of an Interrupt Card can move and act again in the Overlord’s Turn. They can even move and act multiple times through the use of multiple Interrupts. This rule also applies to skeletal minions raised from piles of bone during an interrupt.

Q: The Overlord plays an Interrupt 2 Card, can both of these activations be used on the same model?

A: No. Interrupt Cards function as Turns and the same model cannot be activated twice in a single Turn.

OVERLORD - MINION ABILITIES

Q: Can a Pile of Bones be destroyed?

A: Piles of Bones cannot be destroyed by any means known by the Heroes.

Q: Walk Through Walls Ability: What does a "straight line" mean in this context?

A: The model must move continuously in one direction along the square grid, either straight forwards/backwards or left/right. No diagonal or mixed movement is permitted. The model enters the wall when the side of its square base touches the wall and must keep moving ONLY in that same direction until the model exits the wall.

There is a diagram on page 64 of the Adventurer's Companion book.

Q: If a Boss with the Regeneration Ability takes 2 hits from an attack would a successful roll still negate the wound?

A: Yes, the ability is rolled on the wound after the 2 hits have been converted to 1 wound due to the Hero/Boss wounding rule. So the successful roll prevents the wound.

OVERLORD - BOSSES

Q: Do Bosses get Free Activations or does the Overlord have to activate them using their commands for the Turn?

A: Bosses are activated the same way as minions using commands, either those allowed by the adventure being played, or commands from Overlord Cards.

Q: Can Bosses be injured?

A: Yes, if their character card includes any red hearts, then they can be injured in the same way as Heroes.

Q: Regarding Banshee's Wail: On a 6 a model takes a hit. Does this mean a wound for Heroes?

A: Yes, It is not a conventional attack such that you roll defence dice. That specific Hero would take a wound as a die is rolled for each target in range to determine the spell's effect on them.

Q: The Ethereal ability states that the model has no arcs. What about the arcs of the other models, is it free to ignore them? In particular, can it cast spells which

can't be cast when the model is in the front arc of the enemy?

A: Ethereal has been changed slightly in the Errata section such that the model ignores opponent's Front Arcs for movement purposes (no Break Away and no forced Movement stop) but has left the Front Arcs rule active for other things. To help the Heroes out in this challenging mission, Ethereal models can be prevented from casting certain spells if you can keep them in a Hero's Front Arc. Also, since the Ethereal model is on the board it can be influenced by non-attack abilities, Feats, and magic.

Q: How does the Runed Staff of Silibar work?

A: The Staff allows the model to cast an additional minor spell in addition to their normal allocation of spells. This is only when taking the normal Spell Casting action not when using a Feat. So a basic caster could cast 1 Major and 1 Minor spell or 3 Minor spells, while a more advanced caster like one with the Magister ability could cast 4 Minor spells. Remember that the spells must all be different.