

# Dungeon Roll - FAQ / Errata v.131014

Answers are from official sources (Rulebook, Cards, Book of Heroes, or Developers.)

Note: {For future printings; Potion treasure tokens have been renamed Elixirs. FAQ will adopt this term.}

## **General:**

- Hey why do I have an extra Game Setup page and some item descriptions are missing?

Yeah. Oops. There has been an revised rulebook [made available HERE](#). There was actually nothing missing, as those item descriptions are also found on the included reference cards.

{For future printings; This has been fixed.}

## **Monster Phase:**

- Can the Bait/Ring combo be used to effectively bypass all monsters and the dragon on a level?

Absolutely. “[Treasures] may be used at any time during a delve.” Just remember, “This does not count as Defeating the dragon.”

## **Loot Phase:**

- Do you send a Party die to the graveyard to quaff Potions?
- Do thieves go to the graveyard when opening Chests?
- Do companions go to the graveyard when defeating a Dragon?

In each of these cases, the rules refer to *Using* a die to perform a task. The rules also say “When *used*, Party dice are placed into the graveyard, and then their effects are carried out.”

- Can the companion treasures (Vorpall Sword, etc) be used to quaff Potions?
- What about in conjunction with Hero abilities (Crusader, etc)?

Companion treasures say “use as one [Companion] die face”, so they perform any function a Party die with that Companion face could perform (including quaffing potions).

Yes, you can treat the Vorpall Sword as if it were a Fighter party die - so you can use it as a Cleric (Crusader's ability), you can use it to quaff potions, open chests, kill monsters (1 of any, or all Goblins), and fight the Dragon.<Dev>

- When quaffing Potions/Elixirs, can you return a Scroll from the graveyard?

Yes. Both Potions and Elixirs say "Revive 1 Party die and choose its face." They impose no restrictions on which face.

- So, can a Scroll Treasure token quaff a Potion?

You CAN spend a Scroll treasure, because that says "Use as one Scroll" and a Scroll is a Party die.<Dev>

- Does an Elixir (treasure potion) need a Party die to quaff it?

An [Elixir] does not need a [Party die] to drink it; it is the effect of a quaffed potion, not a potion to be quaffed.<Dev>

### **Regroup Phase:**

- If I have no active Party Dice can I still choose to *Seek Glory* in the next dungeon level?  
Absolutely, your hero can carry on alone.<Dev>

### **End of the Game:**

- When does treasure count as XP? What happens if my Hero drops below 5 XP?  
Treasure does not count as Experience until the End of the Game. Only XP from Retiring to the Tavern (or Stuff of Legends) and defeating Dragons adds up during play, and cannot be lost.

### **Treasure:**

- Can you use Dragon Bait on someone else's turn?  
[This] was once upon a time, the actual rule. We found it too powerful in completely hosing someone in their turn. [So, No.]<Dev>

### **Heroes:**

- Does it cost 5 XP to level up, or does my hero just level up automatically once 5 XP are earned? Is leveling up mandatory?  
There are no costs nor choices. "[The hero card] is flipped to the Master side once the Adventurer has collected enough experience tokens".  
You're never instructed to discard Experience to level up. Once you have reached a certain experience threshold, you automatically level up.<Dev>
- Do I level up immediately during a delve if I get my 5th XP defeating a Dragon? Can my hero use their new Ultimate ability if the hero had previously used their Ultimate ability?  
You level up, but are not refreshed. When a hero levels up, their card is simply "flipped to the Master side". Not until "the beginning of each delve the hero is turned upright again, refreshing the Ultimate ability."  
You do level up immediately, you do not get to refresh.<Dev>  
{For future printings; Contrary text found within Books of Heroes has been corrected/removed.}

### **Hero Specific Questions:**

#### Knight/DragonSlayer:

- Why does the Book of Heroes call him Crusader & Paladin in the descriptions?  
What? These aren't the droids you're looking for... move along. {For future printings; This has been fixed.}

#### Minstrel/Bard:

- I assume the Bard's ability "Champions defeat 1 extra monster" includes only one single additional die-face, not one additional type in a group? And, the extra target can't be a Chest?  
Correct on both counts!<Dev>

## ***Hero Specific Questions (Expansion Pack #1):***

### Archeologist/TombRaider:

- What if I don't have 6 treasures left to discard at the end of the game?

At the end of the game if you have fewer than 6 Treasures, you just discard all of your treasures.<Dev>

### Leprechaun/Clurichaun:

- If the Leprechaun discards all treasure tokens at the end of the game, does that mean he doesn't get xp for them?

Correct.<Dev>

- Are Treasure tokens returned to chest when *discarded* at end of game (available for others)?

Yes - put it back in the chest, as there's no reason to have treasure outside the chest that doesn't belong to a player.<Dev>

- Leprechaun card reads "Potions may be used as Chests", but the Book of Heroes says "All Potions BECOME Chests." What's Up?

The Book of Heroes is correct: "All Potions BECOME Chests."<Dev> {For future printings; This has been fixed.}

- What does the Leprechaun do with Elixirs (Potion Treasure tokens)?

The Leprechaun ability only affects Dungeon Dice. If the Leprechaun draws [an Elixir], he may use it to revive a party die.<Dev>

### Scout/Dungeoneer:

- Must dice be assigned in any particular way, or can I assign all six dice to level 3 for example?

The Scout encounters 1 die in the first level, 2 in the second, and 3 in the third - just like all Heroes.<Dev>

- What about Scroll re-rolls, and Dragons, and all that trixie stuff?

Here's an Errata that should clear up any ambiguities;

The Book of Heroes should have added "These dice replace the ones normally rolled during those levels of the dungeon, and do not count as having been rolled until that time. (So, cannot be affected by Scrolls, Items, or Hero Abilities, and Dragons do not go to the Dragon's Lair until that time.)" ["This is good errata text!" <Dev>]

- Can the scout use his Ultimate ability to avoid the dragon by returning to town?

You use the Scout's Ultimate ability during the Monster phase. The Monster phase comes before the Dragon phase... So, I believe the card text does answer this question.<Dev>

### ***Achievements:***

#### Magic Vortex ("Score 20+ points without using a Treasure Token")

- Do the unused Treasure Tokens count towards the endgame score, or do I need to ignore them in my count as well as not use a single one all game?

You may count the treasure tokens toward your score - you just cannot spend them for their ability if you want to qualify for this Achievement.<Dev>

#### Critical Hit ("Clear an entire dungeon level without using any companions, Paladin Ultimate, or BattleMage Ultimate")

- If I roll a Dragon on level 1 and don't need to use any companions to continue, does that count? I must be misinterpreting this one...

In the next printing of the rules we've clarified that to be "level 5 or higher." Otherwise, you're right... you could very easily achieve it on level 1 50% of the time!<Dev>

### ***Kickstarter Specific Questions:***

#### Extra Dungeon Dice:

- So, I got 2 extra Dungeon dice. Should I use them, even though it changes the game dynamics?

The official way to play it would be with 7 Dungeon Dice. KS backers will get 9, and can play with those as well if they prefer.<Dev>

#### GuildLeader/GuildMaster:

- If I have the extra Party Die, does every Hero now have 8 Party dice? If not, does the extra die start in the graveyard?

Normally an Adventurer only uses 7 Party dice. If you are using that Hero (Guild Leader), [only] then you would use the 8th die.<Dev>