MINIQUEST ADVENTURES

RULEBOOK

MiniQuest Adventures

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GAME SUMMARY

MiniQuest Adventures is a dungeon crawler game for 1 to 4 players in book format in the purest 16-bit video game style. Each game will generate a random dungeon that players must clear in the hopes of reaching and defeating the final Boss. The Heroes will receive rewards, such as weapons or equipment, at the end of each dungeon that they clear. These rewards will help them to defeat the enemies they encounter, and increase their chances of survival against the dungeon bosses.

GAME SEQUENCE

1. Set up the game (page 10)
2. Resolve 1 encounter
3. Maintenance phase (page 19)
4. Repeat steps 2 & 3 to complete a round of 5 encounters.
5. Compete more rounds at higher difficulties

VICTORY AND DEFEAT

To win the game, players must clear all of the dungeons successfully, and slay the Final Boss. A player is completely eliminated after reaching zero Life points left while having already accumulated three Death Markers. If all players die in the same room, the room may be re-attempted with any Heroes with lives left. Spawn new Monsters. The adventure is over when all Heroes have received too many Death Markers.

COMPONENTS

- 8 x Hero Cards
- 8 x Elite Cards
- 8 x Hero Round Cards
- 6 x Epic Loot Cards
- 8 x Hero Skills Cards
- 4 x Character Sheets
- 1 x Numbered Dice
- 212 x Marker
- 4 x Rulebooks

- 5 x Boss Cards
- 53 x Monster Cards
- 67 x Loot Cards
- 6 x Threat Cards
- 33 x Boss and Elite Skills Cards
- 2 x Combat Dice
- 76 x Tokens
- 2 x Dungeon Book

2x Dungeon Books

Each book has 30 different levels divided into five groups of six levels each.

1. Level number: I, II, III, IV, Boss.

2. Level versions numbered: 1-6.

3. Types of Enemies:

Bosses Elites Monsters

3

4x Character Sheets

1. **Bag**. Two slots to store Loot Cards.

2. **Character**. Place a Hero Card of the same color Here.

Equipment.
3. 2 hand slots to carry 2 one-handed Loot Cards, or 1 two-handed Loot Card.

4. Place Armor here.

5.Place Hero Skill Cards here.

6. **Death**. Place RIP markers here when you die.

2x Combat Dice

Used for Attacks.

1x Numerical Dice

Roll to choose which version your next level of dungeon will be, to determine the success or failure of certain characteristics, and roll for random targets.

8x Hero Cards

There are four Hero colors: green, red, blue, and yellow. 2 of each color.

1. Hero symbol and color.

2. Hero picture.

3. Hero name.

4.Life, Power and Movement.

5x Boss Cards

1. Boss symbol.

2. Boss picture.

3. Boss name.

4.Life, Defense and Movement.

8x Elite Cards

1. Elite symbol.

2. Elite picture.

3. Elite name.

4. Life, Defense and Movement.

53x Monster Cards

1. Monster symbol.

2. Monster picture.

3. Monster name.

4. Life, Defense and Movement.

8x Turn Cards

Used in the Initiative Queue. Every hero has their own Turn Card.

67x Loot Cards

1. Back of item.

2. Item picture.

3. Item name.

4. Characteristics.

6x Epic Loot Cards

1. Back of Epic items.

2. Epic item's image.

3. Epic item's name.

4. Epic item's characteristics.

8x Hero Skills

1. Back of Hero Skills.

2. Skill picture.

3. Skill name.

4. Characteristics.

33x Boss and Elite Skills

1. Back of Enemy Skills

2. Image of the Skill

3. Name of the Skill

4. Skill's characteristics
 the most common characteristics.

6x Threat Cards

At the end of each round, uncover one card. Apply the new characteristics to the new round.

76x Tokens

8x Hero Tokens	5x Boss Tokens
8x Elite Tokens	53xMonster Tokens
1x Lider Token	1x Logo Token

Note: Monster token are numbered

212x Markers

|	
70x Life.	12x Time.
70x Defense.	6x Burn.
30x Power.	6x Frost.
12x Death.	6x Knockdown.

Note: There are markers of 1, 2, 3, 5, and 10 for the most common characteristics. The numbered markers are reversible with a value of 1 on the back.

HEROES

The Heroes are the protagonists of the adventure. Players must embody one or more of them to play. The game must always be played with four Heroes, regardless of the number of players.

Each Hero has their Initial Set of starting items that must be taken from the Loot Deck in addition to taking their listed Skill. **REMOVE ALL UN-USED START-ING ITEMS & SKILLS FROM THE GAME.** Then suffle the remaining non-skills to form your loot deck. You cannot use two Heroes of the same color.
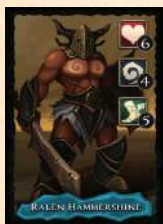
RALEN HAMMERSHINE
Life: 6 Power: 4 Movement: 5

Starting Equipment: "Sword, Hardened Leather"

Skill: "Whirlwind"

MOLOG GRAYBLADE
Life: 6 Power: 3 Movement: 6

Starting Equipment: "Sword, Hardened Leather"

Skill: "Bloodlust"

MARTINA BOULDERHILL
Life: 4 Power: 6 Movement: 5

Starting Equipment: "Wand, Arcane Shot, Cloth"

Skill: "Drain"

TATIANA EARTHROCK
Life: 5 Power: 6 Movement: 4

Starting Equipment: "Wand, Arcane Shot, Cloth"

Skill: "Funnel"

Faenala Earthrock

Life: 7 Power: 4 Movement: 4

Starting Equipment: "Short Sword, Light Shield, Armor"

Skill: "Onslaught"

Rose Starwind

Life: 7 Power: 3 Movement: 5

Starting Equipment: "Short Sword, Light Shield, Armor"

Skill: "Block"

Durlan Undertree

Life: 5 Power: 3 Movement: 7

Starting Equipment: "CrossBow, Leather Armor"

Skill: "Accurate Blow"

Bilbo Silenthand

Life: 5 Power: 4 Movement: 6

Starting Equipment: "CrossBow, Leather Armor"

Skill: "Gloomy Blow"

Example Set-up

Before starting, players must decide which difficulty, and which Dungeon Book to use to complete this Adventure. Harder difficulty, more rounds & more threats.

DIFFICULTIES

Quick Adventure
Highly recommended for the first game.
One Round - No Threat Cards.
One Final Boss.
Heroes play with active skills from the first level.

Adventure
For a fun afternoon.
Three Rounds - Two Threat Cards.
Two Elites and One Final Boss.
Unlock Hero Skills at the end of the first round.

Difficult Adventure
A challenge for demanding players.
Five Rounds - Four Threat Cards.
Four Elites and One Final Boss.
Unlock Hero Skills at the end of the third round.

Nightmare Adventure
Not recommended if you don't like to suffer.
Five Rounds - Six Threat Cards.
Start round 1 with 2 threat cards.
3 Elites and 2 Bosses. "First Boss" on the third round, "Second Boss" on the fifth round, the rest of the rounds have Elites.
Unlock Hero Skills at the end of the third round.

A Round consists of five Encounters. One of each level of difficulty. The last level of the round will always have an Elite. The Elite of the Last encounter on the last round, you will draw a Boss card instead of an Elite.

Each Level of Encounter is identified by a color and its symbol.

I   II   III   IV   💀

For a high degree of randomization, the **Dungeon Books** contain 6 different versions of each level of Encounter. Each with unique room design and Monsters. At the beginning of each Encounter, roll a Numerical Die to determine which version your next Encounter will be. New games and new rounds start at level 1 Encounter. The result indicates the version of the encounter about to be played. Open the book at the corresponding page.

Example: If the players must generate the third level and the result of the dice is a two they will open page III-2.

Each time players complete a full Round of Encounters, the difficulty level will be increased by drawing a Threat Card and applying its new characteristics to Enemies for all further rounds.

PREPARATION

1. Players choose a Character Sheet and 1 Hero of each corresponding color. Then distribute the Characters evenly. Always playing 4 Heroes.

2. Set up each Hero's Initial Set of objects from the Loot decks and the remaining cards are shuffled to form decks.

3. Set up game components as shown on pg 3. Shuffle all decks separately into their piles. Pick one Dungeon Book and place it in the middle of the table.

4. The youngest player starts with the Leader Token.

5. Decided a desired difficulty to determine how many rounds, and game length

6. The player with the Leader Token rolls a Numerical Die to determine which version your level of dungeon will be. New games and new rounds start at level 1 encounter. Open your chosen Dungeon book that page.

7. Draw one Monster Card for each marked tile in your Dungeon, in order, from left to right and top to bottom. Place the Enemy Tokens corresponding to the cards that have been drawn on the marked tiles, in the same order. The Monster Tokens are numbered to easily identify each enemy in the case that they are the same. In the 5th encounter of every round are Elite Monsters. On your Last round, you will draw a Boss Monster instead of this Elite.

8. Set up the Initiative Queue.(next page)

9. Add The corresponding Life, Defense, and Power Markers to both the Hero and the Enemy Cards. (Keeping Threat cards in mind in later rounds)

Initiative Queue

The Hero Turn Cards are placed next to the Monsters in a row in the following order to form a queue:

First in queue you will put the Turn Card of the player who has the Leader Token for this encounter

Second will be the first Monster Card that was initially uncovered, i.e., the monster placed in the top left marked tile.

Next will be the player who is left to the player with the Leader Token, so that turns progress clockwise.

The process will be repeated between players and Monsters until all the drawn Monster cards and the Hero Turn Cards are placed into the queue.

After you have set up your Hero's Items, Chosen a difficulty and an encounter. With Monster and Heroes set up in an Initiative Queue;

Players may Now exchange objects, items, and spells from their Bags & Equipment or each other freely. This may be done each time you make a new queue

If they do not have space, they must discard the remaining cards. You may only carry so much into glorious battle!

When this is all done
YOU ARE READY TO PLAY
Players and Monsters take turns according to the Initiative Queue
from left to right. Use the Leader Token. (Monster turns/A.I. Page 17)

Your Turn

On Your turn, you can perform one set of **actions.**
Move and Attack OR **Attack and Move** OR **Move and Move** OR
Only Attack. You cannot Attack twice (exception fast equipment) You may choose to use a skill before attacking.

Movement

Range and Movement are calculated horizontally and vertically, never diagonally.

Characters can move up to the number of spaces indicated by their Character Sheet or Monster card. You can not move, Attack, then Continue moving. This would make 3 separated actions.

Players cannot pass through a square occupied by another token.
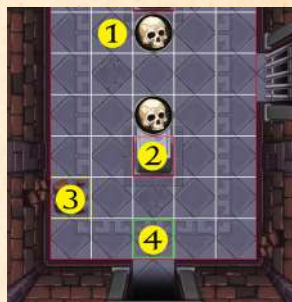

Range

The Dungeon Book is divided by squares to help the player calculate each character's range, movement, and line of sight. In the example the Monster is at a Range of 5

Squares

1. **White outline**: common squares. Players can move freely through these cost 1 movement

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2. **Red outline**: impassable squares. Characters cannot move or have vision through these squares.

3. **Yellow outline**: difficult terrain squares. Characters can move through these squares, but costs two movement. Characters cannot stop on a yellow square.

4. **Green outline**: Starting square. Heroes start on this square. Heroes can attack from this square and move off of after attacking.

Line of Sight

To determine line of sight for ranged attack, **draw a straight line from one of the four corners of the attacker's square** to one of the corners of the target's square. This must be done **without the line touching a corner or going through a red square, or a square occupied** by another character either ally or enemy.

EQUIPMENT

If a Hero has more than one Weapon or Spell equipped, the player can choose which one to use

A card is considered equipped when it is placed on one of the Equipment squares. Not in the bag

Spells are placed on top of items such as wands and Spell Books. Like the example on page 8. Spells can also be placed in the Bag, but cannot be cast from the bag

Items in the Bag cannot equip Spells.

In the same way as Skills, Secondary Items combine their effects with the equipped Weapon or Spell. They differ because a (+) appears in the Damage points, as in the Sorcerer Tome.

Secondary Items cannot attack or counterattack.

Destroyed Equipment or Item cards may not be used.

ATTACK

To attack, the attacker rolls two Combat Dice and chooses one. Monsters, like Heroes, roll both Combat Dice and **always choose to favor themselves**.

The attacker's target must be within their Weapon or Spell Range. In addition, for a ranged attack, the characters must have clear line of sight.

The target cannot be attacked through any character token even if the Weapon or Spell Range allows it.

An attack is considered Melee when carried out with a Range 1 or 2 Weapon.

An attack is considered to be Ranged when carried out with a Weapon or Spell at a range of 3 or more.

Spells are considered Ranged attacks that consume Power. In the case of a **beneficial Spell** like "Barrier", an ally or oneself can be chosen as the target, and they are **automatically successful**.

Characters that attack hand-to-hand will cause damage when they roll a Strike or Critical Hit result. (next page)

Characters attacking at Range cause damage when they roll a Shot or Critical Hit result. (next page)

Strike (two sides of the dice)
Successful Attack for a Melee attempt

Shot (two sides of the dice)
Successful Attack for a Ranged attempt

Critical Hit (one side of the dice)
Apply damage of any kind, then **the attacker will roll a dice** and the new result will continue to a new attack..

Counterattack (one side of the dice)
If this attack is Melee and the opponent is within Melee range, **the opponent will roll a dice** and the new result will be an attack against you. If the attack is at a distance, nothing happens On the first roll of an attack, when two dice are used, both dice need to land on Counterattack for this to happen. Heroes targeted by counterattacks will only be able to counterattack if they have at least one Melee Weapon with sufficient range.

On some occasions there may be a chain of strikes between the attacker and the target. A back and forth of Critical Hits and Counter attacks. In this case, the chain is broken when one of the two is defeated or the result of the dice does not result in one of these two face.

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Example: Ralen approaches a healthy Skeleton three squares away. Ralen has a move five, so can move onto the square adjacent to the Skeleton. Ralen decides to attack and then rolls two Combat Dice, obtaining a Strike result and a Critical Impact result. The player chooses the Critical Hit Dice and applies their weapon damage to the Skeleton. Next, they roll a single Combat Die to represent the Critical Hit and rolls a Shot result. As the weapon they are equipped with is the "Great Sword", they take advantage of the Accuracy characteristic and roll the Combat Dice again, obtaining the Counterattack result. The player is obliged to accept the new result regardless of the previous one, so the Skeleton gets to make a Counterattack, rolling a single Combat Die. The result is a Critical Hit, so they deal their damage to Ralen and roll the die again. The new result is another Counterattack, so now it's Ralen who gets to rolls a die again. The result is another Shot, but since they have already used the Accuracy Skill this turn and have no other items with Accuracy, the chain of blows ends with both sides haven taken damage.

Damage

Damage value is indicated on the weapon, spell, and skill cards you have equipped

The total damage of the attack will be the sum of the Equipment Cards and Skills involved in the strike, then remove that many tokens.

When dealing damage the targets defense takes the damage first.(exception Piercing) When a Hero is being deal damage, **the player can choose which equipment receives the damage**.

When an Items Defense points reach zero it is destroyed and flipped over. It can no longer be used for the remainder of the encounter. Any leftover damage not absorbed by defense will be inflict on Life points.

When a Hero's Life points reach zero, they die. Place a R.I.P. token on your characters death section to mark your death. Remove that Hero token from the board and the Turn card from Queue for the remainder of the encounter. Heroes can die 3 times in an adventure..

When an Enemy's Life points reach zero, the token is removed from the board, and their Monster Card removed from Queue and discarded.

Hero Skills

Skills enhance attacks by combining their effects with any Weapon or Spell.

Players may declare to use the Skill as long as they have the Power to use it before carrying out their attack.

Example: Durlan activates his "Accurate Blow" and removes 1 Power marker to fire a shot with the "CrossBow". The ability adds "Accuracy" to his shot in addition to inflicting 6 points of damage

Additional Effects

There are certain cards that add unique Characteristics to the attack or allow them to be parried. Characteristics and Icons are labeled and detailed at the end of the rulebook. All weapons and shields require at least one hand to equip.

Piercing: successful attacks ignore Defense.

Accuracy: For Each item with the Accuracy characteristic you may re-roll one combat dice per turn.

Backstab: Gang up on a Monster with a teammate, double the damage of your Melee attack.

Lightweight: If all your equipment cards are Lightweight, you can attack twice during the same attack action. Hero Skills apply to both attacks. The player rolls two Combat Dice for each of the attacks, resolves them independently & must target the same enemy.

Knocked Down: When using an item with knockdown, roll 1 numerical die, if you roll 3-6 place knockdown on the target. If you roll a 1 or a 2, nothing happens. On their turn, a player or monster with knockdown skips their attack that turn, then removes knockdown. They can still move.

Burn: When using an item with Burn, inflict the target with Burn upon any successful damage. On their turn, a player or Monster with Burn Rolls 1 numerical die. If you roll a 1 or a 2, loose one Life Point. If you roll 3-6, remove the burn token.

Frost: When using an item with Frost, inflict the target with Frost upon any successful damage. On their turn, a player or Monster with Frost Rolls 1 numerical die. If you roll a 1 or a 2, that character looses their turn. If you roll 3-6, remove the Frost token and continue the turn normally.

Parry: For each Item with the Parry characteristic, you may block 1 attack per turn. To Parry, roll 1 numerical die, if the roll is equal to or greater than the number indicated on the item, the Parry is successful. A successful Parry prevents all damage and stop a critical hit from attacking again. Both Item and Skill Cards have Parry.

Effects

Enemy Behavior (A.I)

There are three types of behavior depending on whether the enemy attacks from a distance, hand-to-hand or is an Elite or Dungeon Boss. Enemies will always attack a single target if in range.

Common monsters

Hand-to-hand (Range 1-2)
1. "First Action": Move

> If it is in range of any targets, perform the next action, and do not move.
> If it is NOT in the range of any targets:
> Move it's indicated value to the nearest target and perform the next action.

2. "Second Action": Attack

> If it is in the range of any targets: Roll 1 numerical die for a random target & Attack. Then end their turn. If it is NOT in the range of any targets: End their turn

Distanced (Range 3 or +)
1. "First Action" Attack

> If it is in the range of any targets: Roll 1 numerical die for a random target & Attack. If it is NOT in the range of any targets: Either way perform the next action.

2. "Second Action" Move Away

> Move the character as far as possible from their closest enemy and then end their turn.

Bosses and Elites

Special rules and exceptions for Bosses and Elites on the next page
1. "First Action": Move

> If it is in range of any targets, perform the next action, and do not move.
> If it is NOT in the range of any targets:
> Move to the nearest target and perform the next action.

2. "Second Action": Attack

> Players reveal the top card of the Boss or Elite Skill deck, and If it is in range, Perform the Skill, targeting their enemies or themselves appropriately. Then end their turn. If it is NOT in the range of any targets: End their turn

Distanced

First Action

Second action

Bosses and Elites
Rules and setup

Bosses and Elites have their own deck of Skills that must be shuffled for the encounter. To set up a Boss or Elite's skill deck, see Bosses & Elites section (pages 20/21). The Skills of the Bosses and Elites automatically succeed as long as they have range to perform the action, no dice rolling. Except for targeting.

At the beginning of an Elite's/Boss' turn, skills with a Time Token must remove one. This process will be repeated each turn until there are no more tokens. At the end of a turn, Skill Cards which have depleted all their Time Tokens are discarded and if there are no Skill Cards left, they will be shuffled to form a new deck.

If a Boss or Elite is within **one square** of the Heroes when they are attacked, a counterattacks inflicts **three Damage**, no dice rolling. If they are two or more squares away, nothing happens.

While a Monster, Elite or Boss are inflicted with Knocked Down or Frost they will lose their attack action, but they will maintain their movement action and then remove the token as normal.

Maintenance Phase

1. Threat Card

When you clear the Final Encounter of a round, and slay the Elite, reveal a new Threat Card. All enemies for any further Rounds will have the new attributes / characteristics as described on the card. Threat Cards that are uncovered will permanently increase the stats of Monsters, Elites, and Bosses until the end of the game. Threat Cards stack up making Enemies stronger and stronger.

2. Rest

Players turn damaged Equipment Pieces face up.

Heroes regain all lost Life, Defense, and Power points.

Death markers are kept on the Character Sheet.

3. Loot

When players complete an Encounter they will receive Loot.

The player with the Leader Token will be the one to distribute the Loot to their teammates or themselves.

There are two types of Loot: Common and Epic.

Common Loot: Two Loot Cards are drawn and at least one is **discarded.** Received after completing Encounters I, II, III and IV.

Epic Loot: Three Loot Cards are drawn, and at least one of them is **discarded. One Epic Loot Card** is also drawn**.** It is received after completing the Final Encounter of the current Round when you slay an Elite

4. If either the Monster or Loot Decks are empty, shuffle the relevant discard pile to form a new deck.

5. Pass the Leader Token clockwise to the next player.

6. Your party is ready to roll for you next level of dungeon

ELITES

Note: "Autodestruction" At the beginning of the third Elite's turn the ability is executed, not before.

LICH
Skill: Raise Undead, Drain Life, Dark Barrier, Void

GUARDIAN
Skill: Lethal Ray, Slice, Repair, Autodestruction

WEREWOLF
Skill: Claws, Howl, Leap, Bite

GOLEM
Skills: Fortify, Throw Rock, Onrush, Thunderous Blow

CYCLOPS
Skill: Blow Club, Break Blow, Trap, Gob of Spit

ABYSSAL HORROR
Skill: Growl, Combustion, Dimensional Gap, Abyssal Gaze

ABOMINATION
Skill: Tentacle, Vomit, MoldExplosion, Regeneration

TROLL
Skill: Harden, Grab, BreaksBones, Savage

BOSSES

Note: "Mark of Death" places a Death Marker on the Character's Sheet and leaves him out of the combat. If it was the 4th marker, remove it from the game.

MARUN

Skills: Mark of Death, Raise Undead, Drain Life, Void, Onrush, Slice.

LEDIRA

Skills: Mark of Death, Raise Undead, Dark Barrier, Void, Trap, Slice, Leap

GRODOKK

Skills: Mark of Death, Blow Club, Break Blow, Leap, Thunderous Blow

NAKHTOSHENQ

Skills: Mark of Death, Growl, Abyssal Gaze, Claws, Vomit

SIG

Skills: Mark of Death, BreaksBones, Onrush, Break Blow, Mold Explosion

CHARACTERISTICS

MAIN

Life
Life points.
Remove the markers from the target card after each strike to represent the Life points lost.

Defense
Defense Points.
Remove the markers from the target card after each strike to represent Defense lost.

Power
Power points.
Power points are consumed when using Skills or Spells. The cost is shown on the upper left of the card. Loot items with this characteristic give you more starting power.

Movement
Maximum Movement Points of the character. Players can decide how many squares to move within their limit.

Damage
Damage points inflicted by Weapons, Spells, or Skills.

Range
Range of weapons, Spells, Skills and the attack range of the enemies.

Secondaries

One Hand
Occupies one hand square. You can use 2 One Hand items. All shield do requre 1 hand.

Two Hands
Occupies a special Two Hands slot.
Represents that it occupies 2 slots.

Lightweight
Can **strike twice** when attacking **if all equipped pieces** are Lightweight.

Heavyweight
The Hero **cannot move twice** in the same turn if **one or more pieces** of equipment are Heavyweight.

Piercing
Bypasses target's Defense points and applies the weapon's Damage directly to Life Points.

Accuracy
Allows the player **re-roll one Combat Dice per turn** when attacking and that result applies.

Knock Down
Roll 1 numerical die, if you roll 3-6 place knockdown on the target. If you roll a 1 or a 2, nothing happens. On their turn, a player or monster with knockdown **skips their attack that turn**, then removes knockdown. They can still move.

Backstab
When carrying out an attack, if the player has an ally adjacent to the target, the **damage of the primary weapon is doubled**.
Only valid with Melee attacks.

Parry
Roll 1 numerical die, if the roll equals or exceeds the number indicated in the characteristic, prevent all damage from the attack. This stops Critical hit and counter attacks from chaining to more attacks.

Spell
To cast, must be equiped to a SpellCaster or Spell Holder object. Can be stored in the Bag.

Spellcaster
An object with this characteristic is needed to use Spells.
Lets the player hold a Spell. The Spell is placed on top of this object Card.

Spell Holder
Each object with this characteristic lets the player hold 2 Spells. The Spells are placed on top of this object Card.

Death
Death markers. Placed on the character's sheet below their portrait.

Targets
The number of targets a Weapons, Skills or Spells with this characteristic can hit with in range. Deal full damage to each target.

Time
The effect lasts for the indicated number of turns.
Place the total markers on top of the Skill or Target card.
Remove a Time marker at the start of each turn until the effect wears off or triggers.

Random
The Target is randomly chosen by throwing the Numerical Dice.
2 Targets: (1-3) / (4-6).
3 Targets: (1-2) / (3-4) / (5-6).
4 Targets: 1/2/3/4 (5-6 roll again).

Burn

When using an item with Burn, inflict the target with Burn upon any successful damage. On their turn, a player or Monster with Burn Rolls 1 numerical die. If you roll a 1 or a 2, loose one Life Point. If you roll 3-6, remove the burn token.

Frost

When using an item with Frost, inflict the target with Frost upon any successful damage. On their turn, a player or Monster with Frost Rolls 1 numerical die. If you roll a 1 or a 2, that character looses their turn. If you roll 3-6, remove the Frost token and continue the turn normally.

Raising the Dead

A Skeleton is added to the encounter, the card is placed in the last Initiative position, and the remaining Monster deck is shuffled.

Note: A skeleton token is placed within the Skill Range in a location chosen by the player as long as it is a free white square. Add a skeleton card to the que from the discard pile if possible.

FAQS & ERRATAS

FAQS

Q: The "Drain" ability restores 1 Power point each time it is used or only when the ability hits?

A: It only restores 1 Power point in case the ability hits successfully.

Q: Can the "Block" ability block all attacks until the next turn once it's activated?

A: No. It can only try to block 1 hit that the player decides until the next turn.

Q: There are some Shields that don't have the 1 Hand characteristic. Are they special shields? Can I stack them with other items?

A: No. Regardless of it having the 1 Hand characteristic, it must take up one Equipment slot.

ERRATAS

1 Hand: Certain one Hand cards do not have the icon that represents it. Here is the list: "Rapier", "Runic Shield", "Herald Shield", "Metal Shield".

Card number 68 "Heavy Sword": The card was removed from the game after some testing rounds. We forgot to update the list of components from the manual.

THANKS TO ALL OUR BACKERS FOR MAKING THIS POSSIBLE!

A very special thanks to:

Derek Sheridan
Miri MakesMeow
Matthias Leo Webel
Julien Lhomme
Julien Gournay
Jordi Illas Medalla
Anna Amorós
Gokhan Kocaman
Tony Frenzy
Elisabetta Colombo
Andrea Tiberi
Riccardo Manara
Kevin M. Hul

spanish forum "www.darkstone.es" community

our kickstarter community

for helping us.

This project has been possible thanks to all of you, a huge hug to our entire community.
Víctor A., Jose Antonio A.

MINIQUEST ADVENTURES

CREATED BY VICTOR AMOROS

WWW.MINIQUESTADVENTURES.COM

Players
1-4

Time
45'

Ages
14+

0-3

CE