DungeonQuest

Revised Edition

Conversion Guide

This Conversion Guide is intended to allow players who already own a copy of FFG's **DungeonQuest 3rd Edition** printing to utilize some of the changes made to the latest **DungeonQuest Revised Edition** printing without having to purchase the Revised Edition.

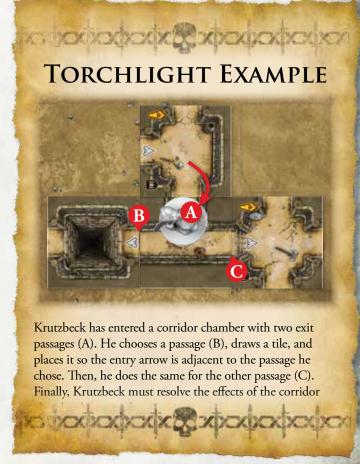**Players who own the Revised Edition do not need this document.**

Optional Rules

These optional rules may simply be added to the list of optional rules presented on page 24 of the 3rd Edition rulebook.

Torchlight Variant

This optional rule allows players to see a few chambers ahead after entering a chamber.

Immediately after a player enters a chamber, be it on an explored space or after placing a chamber tile when moving into an unexplored space, he chooses a passage on the chamber he entered that leads to an unexplored space and is not blocked by a door. Then, he draws one tile and places it so that its entry arrow is adjacent to the passage he chose. He does this for each passage in the chamber he occupies that is not blocked by a door. Then, he resolves the effects of the chamber he occupies.

When using this rule, at the end of setup each player places tiles adjacent to the tower chamber his hero figure occupies. The first hero to enter the treasure chamber places a chamber tile at each of the treasure chamber's passages that do not yet have an adjacent chamber tile.

Torchlight Example

Krutzbeck has entered a corridor chamber with two exit passages (A). He chooses a passage (B), draws a tile, and places it so the entry arrow is adjacent to the passage he chose. Then, he does the same for the other passage (C). Finally, Krutzbeck must resolve the effects of the corridor

Important Rule Changes

The following entries note important changes in the Revised Edition made to the 3rd Edition rules. Where necessary, additional rules are added here to help the new rules translate to the 3rd Edition game. To read detailed descriptions of the new rules, download the Rules Reference and Learn to Play Guide pdfs from the support page.

These rules are either used as a whole or not used at all. If the players wish to use any of these conversion rules, they must use **all** of the conversion rules.

Searching

Each chamber tile may now only be searched **once** per game. This is marked by placing a determination token from the available pool on the tile. Any tile with a determination token on it may not be searched again.

If the players ever run out of determination tokens, feel free to use any suitable substitute trinket, such as beads, coins, etc.

Combat

Combat is resolved using the Classic Combat Variant found on page 28 of the 3rd Edition rulebook, while also using the Combat Results chart listed on page 3 of this Conversion Guide **instead** of the Combat Results chart listed in the rulebook.

Escaping

Players now escape by making an Agility test at the end of a round of combat. The escape values listed on their Power cards are ignored.

At the end of each round of combat, the hero player can attempt to escape. If the hero player chooses to escape, he tests Agility.

If he succeeds, the encounter ends, and the monster player reveals monster token. Then, consulting the Monster Escape Penalties diagram on this page, the hero player suffers a number of wounds equal to escape penalty of the matching monster. To determine the escape penalty for the monster, simply compare the monster's type (the image on the front of the monster token) versus the monster's health (the value listed on the back of the token), and reference the escape penalty value listed in the right hand column.

Then, the hero player moves to an adjacent explored chamber ignoring any doors or portcullises.

If he fails, he must fight another round of combat with the monster.

If there are no adjacent explored chambers, the hero player cannot attempt to escape combat.

Monster Escape Penalties

The following diagram is used to determine the escape penalty for each monster encountered in the game. Compare the health value listed on the monster token with type of monster to determine that monster's escape penalty.

	Health	Escape Penalty
Skeleton	2	0
Skeleton	3	2

	Health	Escape Penalty
Sorcerer	2	1
Sorcerer	3	2
Sorcerer	4	3

	Health	Escape Penalty
Troll	3	4
Troll	4	2
Troll	5	0

	Health	Escape Penalty
Golem	4	2
Golem	5	3
Golem	6	4

	Health	Escape Penalty
Demon	5	2
Demon	6	4
Demon	8	6

Combat Results Diagram

This diagram explains which player suffers damage in combat, the hero player or the monster player, and how much damage he suffers.

1 (white box) The number in white boxes indicates how many wounds are suffered by the **hero** player.

1 (gray box) The number in gray boxes indicates how many wounds are suffered by the **monster** player.

1/1 (split box) Boxes that are split in half with a white side and a gray side indicate the number of wounds suffered by **both** the hero player and the monster player.

	MAGIC	MELEE	RANGED
MAGIC	1	1	1 / 1
MELEE	1	2 / 2	1
RANGED	1 / 1	2	1

(MONSTER PLAYER'S CARD across the top; HERO PLAYER'S CARD down the side)