

Dungeon Run Official FAQ

Plaid Hat Games

Version 2.14.12

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I. Artifacts/Treasure

Q: How are Artifacts obtained?

A: Artifacts are generated by specific events that can take place in the game. Bosses yield the Summoning Stone, The Well Room can yield the Sword of the Well Spirit, the Dwarf Artificer can yield the Doom Glaive, and the Mysterious Crone can yield the Forbidden Tome.

II. Assist/Sabotage

Q: If a hero is performing an action using the skill rating, does an assist for that action still use the brawn or magic ratings?

A: Yes.

Q: Can you assist one hero while also sabotaging another?

A: No. Assisting or sabotaging can only affect the hero whose action it is.

Q: At what point in a turn do you have to commit to an assist or sabotage? Can you tell another player that you will assist them or sabotage someone else, and then not follow through?

A: Assists and sabotages are announced after one player declares they are taking an action. This means other heroes can feel free to promise the world beforehand, yet deliver nothing.

Q: Is it possible to assist or sabotage the disarming of a trap?

A: Yes. It is very rare though, such as in the case of a Clingy Stabbins.

Q: Is there a reason for multiple players to sabotage the same roll?

A: As a general rule, no, but there are times when heroes sharing a tile need to sabotage the leader, but no one wants to be the only one to take the risk. This rule allows them to agree to perform the sabotage, and take equal risk.

III. Battle

Q: If a hero is defeated by the Boss during the same action in which the Boss is also defeated, is that hero killed?

A: No. The endgame does not begin until a hero equips the Summoning Stone, so a defeated player would still only be knocked out.

Q: When you encounter a new monster, do you battle the monster to the death, or do you take just one free battle action?

A: One free battle action, so if a hero or monster are not immediately killed as a result of that encounter, they can agree to start seeing other people.

IV. First Player

Q: When a hero equips the Summoning Stone, do they immediately take the First Player token?

A: No. The round continues as normal. After the round ends and monsters have roamed, the token passes to the summoner.

V. Monsters

Q: Can the Slime's Acidic ability affect artifacts?

A: No. Artifacts are not treasures.

Q: Uber monsters require 2 or more heroes to initiate battle. What happens when a lone hero reveals an Uber monster?

A: If a hero must battle a monster but is unable to attack due to special rules, the monster gets to make a free attack.

Q: Does the Colossus of Galnon's Mighty Blow ability occur after the battle is completed, or does the word 'after' mean immediately upon wounding a hero?

A: A hero and the Colossus swing at each other, then both receive damage if applicable. After damage has been assigned, and assuming the Colossus is still alive, Mighty Blow takes effect.

Q: Can you assist a hero against a monster, using a rating that monster is immune to?

A: Yes. Immunity only applies to the hero taking the battle action.

Q: Does a monster get a free attack against a hero, when that hero recovers from being knocked out?

A: No. The hero does not count as taking a turn, so no free attack is triggered.

Q: Does a Boss count as a Monster?

A: Yes. Absolutely.

VI. Rally

Q: Do you get to rally after defeating a hero in the endgame?

A: No. Defeating a hero is not a condition for rallying.

Q: Do you still rally when a hero you were assisting fails their roll?

A: Yes. It's not your fault they suck.

VII. Search

Q: Can you immediately equip an item after searching, even if you already have something equipped in the required slot for that item?

A: Yes. You may freely equip a Treasure or Artifact when you first gain it, even if it requires moving an already equipped item to your loot pile.

VIII. Summon/Summoner

Q: I just killed the Boss on my second action of my Turn. Does the Summoning Stone automatically equip and make my Character the new Boss?

A: No. The Summoning Stone is placed on your tile, and requires a search action to be obtained.

Q: If a hero tries to summon, and draws a stranger or trap card, what happens?

A: The stranger or trap is discarded, and the hero draws again. The hero keeps drawing until the deck is depleted or they draw a monster.

Q: Does the summoner have to interact with monsters on the board?

A: Yes. Just because the hero can summon monsters, doesn't mean the monsters are happy to be there.

IX. Tiles

Q: At the end of an action in which the last dungeon tile was drawn, the rules state that you place the Boss Lair. Does the tile get placed before or after free battle actions when new encounters occur?

A: After. The move or escape action that triggered the last tile to be placed, really isn't over until encounters are resolved.

Q: Does the Cursed Stone tile affect Summoner abilities or only 'normal' hero abilities?

A: Both. The Cursed Stone tile affects all hero abilities.

Q: If a character is stuck in the Portcullis Room with an Uber monster, what the heck happens?

A: Bistro messed up on this one. The following rule now applies to the Portcullis Room, in addition to the tile's printed rules:

If you are unable to make a battle action against a monster in the Portcullis Room, you can still roll to move away, but will suffer 2 wounds instead of 1 if you fail.

Q: The Cursed Stone tile references 'adjacent' tiles. What constitutes tiles being adjacent?

A: The glossary defines adjacent tiles as tiles connected by hallway exits.

Q: The Underground Channel tile says hero take 2 wounds. However on the back of the rulebook, it says the hero takes 1 wound. Which is correct?

A: The tile is correct. Curse those rulebook gremlins!

Q: When determining distance to place the Boss Lair, is the distance based on the longest path or absolute distance?

A: It is based on the path.

X. Traps

Q: Does the Acid Spray Trap affect artifacts?

A: No. Artifacts are not treasures.

Q: If a disarm attempt is failed, what happens to the trap encounter card?

A: The card brings shame to the hero's family for the next ten generations. It also causes the hero to suffer the damage listed on the card, after which the trap is discarded.

Q: If trap requires a number of successes that are impossible for a hero (like when a trap requires 2 successes using the skill rating, and a hero has a skill of 1) what happens?

A: The hero automatically fails the disarm attempt, then suffers the damage listed on the card.

XI. Addolgar Vayne

Q: Angelic Wings mentions the Pit Trap. Wuzzat?

A: The Pit Trap is an expansion item. Angelic Wings was written to ensure compatibility with the expansion.

XII. Birodin

Q: Birodin's summoner ability states he also roams monsters at the end of his turn. Does this mean that there will be 2 roaming actions?

A: Yes. Monsters will roam after Birodin's turn, and at the end of the round.

Q: Does Gore Attack apply to newly encountered monsters?

A: Yes.

XIII. Emma Goodluck

Q: Does Slow Time mean Emma rallies after any damage has been assigned? If so, and she kills the monster too, does that mean she can rally twice?

A: Yes. She rallies after damage has been assigned, and she gets a second rally if the monster is defeated.

XIV. The Fourth Vessel

Q: Does Infernal Pact get triggered when a monster is destroyed while the Fourth Vessel is assisting or sabotaging?

A: No.

Q: Does Demonic Visage prevent a hero from entering a tile that the Fourth Vessel is on during an escape action?

A: No. Demonic Visage only affects move actions.

XV. Palleall

Q: Are heroes sharing a tile with Palleall considered to be along the path for her Wrath of the Volcano ability?

A: Yes. It doesn't get any more on the path than that.

XVI. Stabbins

Q: When Stabbins successfully uses Pickpocket, is he allowed to look at the target's loot pile or does he have to choose a face-down card?

A: Stabbins can look at the cards.

Q: Can Dirty be used on another Hero's turn?

A: Yes. An attack is anytime a hero rolls dice in battle, regardless of who initiated it.

XVII. Vargagg

Q: Can Barrel Through be used to 'escape' from the Portcullis Room?

A: Yes. Vargagg can use Barrel Through if all other conditions are met.

Q: If you successfully Fury, can you roll again for Fury?

A: Yes.

Q: Power Surge says, "If a 6 is used to block, it can still only be used to block 1 hit." Huh?

A: If Vargagg assigns a 6 he rolled to block a potential hit, it only blocks 1 potential hit. This means Power Surge only works for Vargagg when he is assigning 6s to be potential hits against his enemies.

XVIII. All Heroes

Q: There are references to Undead heroes, but no there are no Undead heroes in the game. Are you messing with my head?

A: Not this time. There are plans for an Undead hero in an upcoming expansion, and the rules are written to ensure he is affected by 'holy' items and powers.