

Chapter 1 : Digital adventure books? | Dungeon Saga: Dwarf King's Quest | BoardGameGeek

Dungeon Saga: The Dwarf King's Quest Adventure Pack Over a thousand years ago, Valendor, the greatest known hero fell in battle, fighting to protect the lives of those around him. From shore to shore, all owe thanks to his wondrous legacy.

This game was intended to represent fighting inside the ancient halls of an underground Dwarf city. One player controlled the forces of the necromancer Mortibris while the other controlled Dwarven adventurers attempting to reclaim their home. Six scenarios were included with the base game, but they were all standalone with no carry over of characters or items between them. Characters from this release, and the two future expansions, were also eventually added to Kings of War as living legends in the first edition supplements. Green Menace that had forces for Elves and Orcs fighting in Dwarven ruins. This too had six scenarios, but again no carry over between games. This added four new scenarios intended for three to five players using components from the other two sets and Mantic miniatures. It also included several new tiles for these scenarios, such as a series of ice caves. It also included points costs and army building tools for using any of the four warbands in any of the scenarios, as well as rules for new units released in Kings of War not included in the original release. Dungeon Saga[edit] In August Mantic launched a Kickstarter to redo the board game and incorporate more RPG elements and simulate more of a dungeon crawling experience. This relaunch was titled Dungeon Saga: Several modules and supplements were produced in accordance with the Kickstarter stretch goals. Instead of being a skirmish game, now the game has one to six players take the roles of heroes in a dungeon while one player takes the role of overlord and tries to stop them in pursuing their goals. The hero players work cooperatively to complete the tasks set by the scenarios while the overlord is often tasked with either killing the heroes or running out the game turn clock to win. Instead of a warband of dwarfs from the Golloch Empire , now it is a party of four adventurers that are seeking to stop Mortibras from looting the ruins of Dolgarth. Mortibras seeks to seize the body of Valendor the Great and the Tome of Valendor in order to enact the will of a mystical voice he has heard his entire life. This module includes a selection of undead minions, tile sets to represent the ruins Dolgarth, and a bunch of cards representing gear, spells, and abilities for the heroes and enemies. This is also where you get the "Necromancer Overlord" deck for running undead enemies. There are also four heroes and four bosses included in this module: Danor the Human Wizard: A pre made human wizard from Basilea. He is a pretty standard squishy spell caster. Madriga the Elven Ranger: A pre made elven ranger of the Sea Kindred. She specializes in ranged attacks. A pre made human barbarian. He is built as a melee damage dealer. Rordin the Dwarf Fighter: A pre made dwarf fighter. He is built as a tank. Elshara the Elven Banshee: A spell casting ghost boss who cannot be damaged except through scenario victory conditions. Grund the Undead Dwarf King: A dwarf revenant boss who focuses on melee. Hoggar the Undead Zombie Troll Shaman: An undead troll boss with both melee and spell abilities. A human necromancer boss. Return of Valendor[edit] The second quest module continues off of the first. This module includes an additional miniature of each undead enemy type, as well as more cards to supplement the heroes from the first module, though it does not contain any new overlord cards. Also included are a new hero and a new boss: The legendary hero who defeated Winter returned. It also includes monster stats and advice for overlords to make their own dungeons and quest lines. Includes no miniatures, but about a hundred cards for items, spells, abilities, and what not. The Kickstarter release was notably marred by typographical errors, including several instances of the book directing you to page XX to find needed information. Backers were offered a replacement book fixing these errors, which is also the version of the book included in the commercial release. Infernal Crypts[edit] Following on the story of Return of Valendor, although featuring some new heroes, the third quest module takes the party to the Abyss in order to retrieve a fire lotus. This rare flower grows near lava flows in the Abyss and is needed by Furial of the Order of the Shrouded Sceptre. As with other modules, numerous new cards are included. Two new heroes and a new boss are included as well: Arianya the Naiad Demon Hunter: A Naiad demon hunter. Specializes in close combat against the forces of the Abyss. Venetia the Human Cleric: A human cleric from Basilea. She is built like a swordmage. Warlord of

Galahir[edit] The fourth quest module takes place in the Forest of Galahir and finds a party of heroes pursuing the orc warlord Thundrak Skullsplitter and his horde. The set includes a set of orc and goblin enemy miniatures and a bunch of cards. This is also where you get the "Orc Overlord" deck of cards. Two new heroes and a boss miniature are also included: Kapoka the Gladewalker Druid: A pre made Gladewalker druid. His race makes him very defensive, while his class has a mix of offensive and defensive spells. Hrrath the Salamander Fighter: A pre made Salamander fighter. He is built more for offense then for defense. An orc barbarian boss. He is something of a boss equivalent to Orlaf from the base game. Tyrant of Halpi[edit] The fifth quest module and the last of those promised by the Kickstarter. This one takes place north of Basilea in the Halpi Mountains. This module has the Hegemon sending a party of adventurers to defeat a dragon that is terrorizing the region. As usual this set includes a host of new item, spell, and ability cards. It also has the "Dragon Overlord" deck. Two new heroes and a large monster boss are included as well: Ally the Halfling Thief: A pre made rogue character. She is the first halfling model produced by Mantic. Ibrahim the Human Paladin: A pre made paladin character. He is built to fight monsters, such as the one included in this module. The titular "Tyrant of Halpi.

Chapter 2 : Dungeon Saga: The Dwarf King's Quest | Mantic Games

Dungeon Saga: The Dwarf King's Quest is the Classic Dungeon Crawler of Swords and Sorcery. Embark on a fantasy adventure for up to 5 players in the Dungeon Saga board game!

Likewise, being able to unleash a powerful swing attack that kills all of the minions around you and your friends is just as satisfying. Welcome to Dungeon Saga: Offering a story rich campaign, easy to learn rules and detailed models and board pieces just how epic is Dungeon Saga: And does the idea of five on one really work? Not only do you get the rulebook, quest book and a quick start guide, but 26 plastic miniatures, 33 double-sided dungeon tiles, 32 plastic doors and dungeon furniture, counts and more. There are even cards for heroes, boss monsters and a larger one for the dungeon overlord so that they can quickly refer to any minions stats. The dungeon furniture is one of the best things as you find yourself with tiny little treasure chests, barrels and even tables to help bring your adventures to life. The models themselves, though not painted, are highly detailed and ready to be used right away. If you do fancy painting them then there is a lot of images throughout the rule book with the models fully painted to give you some ideas of what you could do. Each model, furniture included is fully detailed to the point where it is almost mind blowing at just how good each piece looks. The miniatures might not be painted but that does not take away from the quality of them and just how good they look. As a matter of fact, the booklets included even advise you on how to repose the models should they have become damaged during transport which is really helpful and easy to do. Everything else from the tiles to the counters are made for a nice thick card which ensures they will hold up throughout most everyday related impacts and such with the hero and boss cards being thicker than you would expect as well. As a whole the level of detail and quality of Dungeon Saga: Lets not forget as well that the box itself for Dungeon Saga: A game is broken up into a few key steps along with the setup for each adventure. This breaks down into setting up the dungeon, selecting heroes and necessary cards, setting up the overlord with cards and minions and then stating the victory conditions and setting the scene by reading the story text. Once you get into the swing of how to set up for a game you find that you will be able to do this whole process in under 15 minutes which is a good time. From here you then step into the meat of the game where the heroes must battle through the dungeon as the overlord does everything they can to stop them. It means that you are not limited to just one hero if you only have two players as one player can, if they want to, control all four of the included heroes. This also means that you can play with up to five people in total and each game last around about the hour mark with some of the bigger dungeons taking over that, in some cases. Each hero card states the movement, fighting and armour amounts that players need to use when playing an adventure. To move your hero you simply need to look at the number and then move these spaces one at a time through the dungeon avoid objects that block their path. If a hero ends up next to a minion though then they become locked in combat and that need to be resolved. A good strategy for the overlord can be to block a tunnel with minions as this will force the heroes to engage in combat or take another route, if available. This action can be fighting, shooting, casting a spell or something else as stated by the adventure rules. The remaining dice are put in order of highest to lowest for both characters and then face off. The following round Hoggar might attack back so you would do the same but simply have Rordin defending against Hoggar. The combat in Dungeon Saga: The most important rule you need to remember is that you must order the dice in highest to lowest and then face them off like that. A hero can also only ever take one damage no matter how many hits a minion lands on them. Additionally, there are some rules that affect how many dice you can roll such as being outnumbered or injured. Refer to the rulebook for a more detailed list of each of the effects. Now unlike the heroes the overlord plays out a bit differently. For starters each adventure states how many commands the overlord can give in any one turn to help keep things fair and balanced. For example this might be a two which means that the overlord can take control and play two minions, in a similar manner to the heroes, this turn. Additionally each turn the overlord may play one overlord command card to aid them this turn. These can give additional actions for a turn, raise new minions from the dead and much more. If the overlord chooses to do nothing then they can simply raise one minion from the dead once per turn in exchange of no commanding

their minions. This requires piles of bones to do however so you need to think about what would be best to do and when so you can manage your resources, in a sense. For each adventure the overlord is able to use a different set of cards with later adventures letting you use all of them. They really help to mix things up and always come as a surprise to the heroes and if played at the right time can really help you deal pain to those annoying heroes. The overlord player needs to think differently to the heroes and plan ahead, looking at the adventure, the dungeon, the available minions and work to ensure that the heroes suffer a fate worse than death. Personally, I enjoy breaking the hero party up and forcing them to fight alone. Being outnumbered also means they get one less dice on some of their rolls which help to cause panic and pain. End of Round During the end of the round a few things happen to just finish up the round and to act as a reminder to check a that players and the overlord have done the correct thing ready for next round. When your done with these then you have finished a round of your adventure and you move on to the next round. It is worth noting as well that in some adventures there will be rules that state if the overlord rules out of command cards when they draw then that marks victory for the heroes so keep an eye out for that. A round in *Dungeon Saga: The epic story-driven campaign* as well really helps to bring the world and the adventure to life as you and friends battle through each adventure on your journey to the end. The characters develop as the campaign pushes on and your find hours of fun to be had as you play through *Dungeon Saga*: Though some of the rules are a little bit confusing at first they are very easy to understand once you give them a bit of time and really, as a whole, *Dungeon Saga*: Even the overlord player will find that it is fairly easy and quick to understand all the rules and mechanics available to them during a game. To be honest with you I could happily play *Dungeon Saga*: You find a stunning amount of content, value for money and generally just brilliant fun to be had within the stunning book designed book of *Dungeon Saga*: It goes without saying that this is a must have for any fan of tabletop games and for those looking to have a dungeon crawling experience with friends. This review is based on a copy of the product provided by Esdevium Games.

Chapter 3 : Dungeon Saga - 1d4chan

These are digital 'choose your own adventure' books, like the old fighting fantasy books and books like Sorcery. The author is doing these for free and has written one which is in the editing stages. He's currently writing the second one.

A lot of them! The Return of Valandor: Valandor The Warlord of Galahir: Arianya, the Naiad Demonhunter, and Venetia, human cleric. The Tyrant of Halpi: Ibrahim, human paladin and Ally, Halfling Thief. Q2 How will the Dungeon Critters offered as a Kickstarter addon work? A2 Please check out the post here on the Bestiary, it includes the rules for using critters in your adventures. Q3 What is the schedule to release the expansions? A3 The current plan is that they are all out by the end of December I think it would make sense as if you choose to buy the miniature, more than likely you will be interested in the advanced legendary version. I think that experienced hobbyists would be ok with a combination of plastic miniatures and metal alternatives. For beginners who are looking at this as a board game, the metal legendary figure may put them off and prevent them from being able to get one of the plastic heroes they might want. With Decent 2nd edition having more complexity and higher production values, what DS have that will pull the Decent players in? They are intentionally simplistic, and as you progress through the story, the scenarios get more complex, with new mechanics, enemies and bosses introduced. Having them all with the same back seem both confusing and cheap. Q3 Also the names of the overlord cards being so generic 3 Raise Dead for ex. It takes you away from the immersion and looks prototype-y. Raising the Dead is absolutely a power that a Necromancer will use. Q4 With the campaign looking like a set up for an RPG especially with the description at the start of the entry could DS evolve into it? Like climbing a sheer wall, or traversing a lake of lava on a narrow beam. It will not be advanced enough to include those kind of skills challenges however. Q5 Also will the Overlord have any traps to spring on the heroes, or is it all monsters? A1 Never say never! Q2 so doing the KS there were several new heroes added, can you tell us a bit about how they are different to the 4 in the box, and maybe a bit of lore on them? A2 Well, each of the heroes have different racial traits and different classes, and these impact on how they play in a game. The paladin for example has different abilities to a thief for example. Q4 Will there be AI for the heroes? A4 The AI system applies to the heroes as well. The bestiary includes rules for Elf, Dwarf and human minions. From Mark Saville Q1 Do all the add on characters that KS backers got get those hero placemat card thingies that the retail four have too? A1 No "any of the characters in the expansions do, but miniatures like Gunn and Ravenna do not come with character sheets. Q2 Could we have news of the dedicated Dungeon Saga website please? Q3 Rules for tavern exploration- and the inevitable subsequent brawl- would be awesome. The temple too of course. Sounds great and a possible future expansion maybe? These locations exist, but it may take a little imagination to make these happen "of course, why not create your own rules for a tavern brawl?!" Q1 Are the Different coloured boxes, for each expansion, going to be available to purchase separately A1 Probably not, no. Q2 Are there going to be some inserts for the boxes to store our painted miniatures A2 If Ronnie gets his way, then yes! Q3 Will there be points costs for items received by heroes in dungeon adventures so that these could be brought into games of KOW along with the heroes that go dungeon delving. A3 There is not included, no. Q4 Can you give us a date of when the KS will ship. A5 In subsequent updates, we will do this yes. Can you give us a teaser of these plans, if any. Q2 How do you play with the bad guys? Is that a solo game? A2 On a basic level, playing as the Overlord player sets you up with playing as the bad guys. From Seb this looks great, and so awesome! Q1 For example, Gargoyle and Obsidian Golem are abyssal dwarves? A1 The Abyssal Dwarf terms relates to the type of army the unit entries are included in, not so much the race of every type. The Abyssal Dwarves are affiliated with dark creatures such as Gargoyles, and their Ironcasters power the Obsidian Golems. Q2 Ogre and dwarf have the same armor? A2 The stats you can see for the bosses represents the hero before they have chosen a profession such as fighter or equipment. These choices will have a material effect on these basics stats, it changes them. From Patrick Stacey Q1 Is there any chance that the text that is read out pre and post scenario might be able to be professionally voice acted. It would be nice to be able to buy an addon that contains mp3s or an App. Then at the press of a button, at a appropriate time in a scenario, the text would play with a little bit of theme music.

A1 Unlikely for the foreseeable future, but maybe one day " who knows! You guys have done so much! I have kinda got lost in exactly what I am receiving! Is this box look different from the others? Is it different from the one we are getting with just the Dungeon Master Pack? One for the main game, and one that is totally unique and different from the expansions. What it includes and how they differ from the standard tiles in the base game? From Mike Laaper Q1 One question. I am unclear on how the raise undead tokens work. Are these free actions? Does the skeleton have to be raised on or next to the token? A1 Each turn a Necromancer gets a number of commands, these can be used to move a model, or raise skeleton from a pile of bones. In this instance you replace the token with a miniature. The Necromancer also can draw Raise Dead cards, which can be used in addition to commands to raise the dead! From Hasnul Q1 What about werewolves, mummies, war trombones, etc the one sold as add ons during ks campaign? What Undead really need are a series of templates that can be utilised in conjunction with normal creature profiles so you have Zombie Template, Skeleton Template, Vampire Template, Embalmed Template and Spectral Templates for example. Then it would be a simple matter of picking a creature and applying its form of Undeath. The vast majority of that list is included, would be great to see who comes up with rules for the Zombie Dragon first. From Seb Q1 will we find new items and locations cards in the expansion? A3 Each expansion pack is a new story-driven set of quests. Q4 Do you have plan after all the expansions from the KS? Is this just the beginning for this game? Some dungeons maps using another system of tiles? With our system, you can place tiles anywhere. Q6 I- am a bit worried that the wizard has more stuff to do in his turn card management than other heroes. Barbarian, for example seems pretty limited: And again this game looks great! I hope we will see more things for this game. It begins shipping in October.

Chapter 4 : Dungeon Saga: Dwarf King's Quest Boxed Game | at Mighty Ape Australia

Product Description where the adventures in the Dungeon Saga core set left off, this quest.

My pledge was missing the dungeon critters and the resin traps were awful which I knew before Christmas I also had 1 miscut tile sheet and 1 with minor damage during printing. It took ages to sort out all the components but ended up buying an extra storage solution which I will take photos of and post when I get to it for all the miniatures and tokens to divide them for easy access instead of digging through them all. Played the intro quests with the family and they went pretty well. The only real issues for my girls was being able to move diagonally and also the whole having to stop as soon as you enter the front arc of an enemy. Not being able to move through each other also was an issue in the 1st quest with the 4 characters. We all liked rolling all your dice together and I really liked the combat mechanics with rolling above armour and then still having to beat the defenders dice to score a hit. I really really like that a hero can only take a single wound from each attack rather than a lucky roll from a gargoyle or 2 goblins Insta killing the poor wizard in hero quest. The balance of the game is heaps more even than heroquest. They failed the first real quest in DS 2 times by timing out and once by elf bashing the door as last hero and then me as overlord destroying her with a swarm of zombies I blame playing too much zombicide along side DS! The spell system seems robust and the sheer number of spells in the Kickstarter is crazy. It is a little disappointing that the Mage Dranor uses the same spell set in the base game and the expansions that he is in but I guess that is no different to hero quest. Of course the adventures companion provides all the rules to customise your characters and control your spells and equipment in a similar fashion to hero quest. But it is also that full of errors and is quite unclear on exactly how to apply these rules to the base quests rather than your own. The invisible overlord also needs work as it needs some heavy house ruling or atleast clarification to stop him issuing stupid orders So it means for now my family is playing 4 heroes between the 3 of them and I am playing the overlord and trying not to kill them I am going to add an extra 6 or so cards to the overlord deck and see how that goes to stop the time out victories. But it turns out so far that they would prefer continuing hero quest given the choice. Overall it was a very worth while Kickstarter investment and Dungeon Saga is now one of the top 3 games we play. Hero quest with all my modular tiles and the coloured combat dice and my custom cards. Oh also despite all the issues in the Kickstarter comments I have found mantic very good with customer service. I have recieved good communication and refunds for missing or poor components. It will be a while before mantic sorts out all the issues with the missing quests and adventurers companion but it seems like they are trying hard from my experience to do the best by all their REASONABLE customers.

Chapter 5 : Dungeon Saga – The Dwarf King’s Quest by John Roberts

Embark on a fantasy adventure for up to five players with Dungeon Saga: Dwarf King's Quest. With highly detailed game-pieces and learn-as-you-play rules, this set contains everything you need to transform your tabletop into a deep and immersive world of heroes and monsters.

Thank you for stopping by and supporting Dungeon Saga - your help will allow us to create an awesome dungeon adventure board game and help bring it to clubs and stores next year! To get all of the great game experience, including everything you need to play plus a great selection of stretch goals, bonus extras and goodies, we recommend a pledge of Dungeon Master! In return for pledging your support and helping to make this a reality, we are offering one great-value-for-money pledge level. With further funding, we hope to unlock many more FREE extras in your pledge level too. These adventurers can be split between up to 4 players, or led by just one. The game is designed for both beginners, who are exploring their first dungeon, all the way up to veteran adventurers with many quests completed. All figures supplied unpainted, painted examples for reference only. Watch how to play the Dungeon Saga: Alpha Core Rules Gameplay Features: Battle against an opponent or band together with your family or local club members and fight the forces of darkness together! Play against the game or team up with the kids to take on an A. Coloured plastic miniatures like you would find in Mars Attacks - The Miniatures Game or the Gears of War Board Game come ready-built so that you can get gaming straight away. All of the stats and rules you need to play are immediately available on simple character mats and the deck of equipment cards. Quest through Dolgarth in awesome detail using the full colour, gridded dungeon tiles. There is also dungeon furniture such as chests where you can acquire magical potions, scrolls and more. Follow our simple maps or create your own! Fight through swathes of Zombies or control the necromatic powers of Mortibris and empower your minions to victory, combat and magic is based on a very simple system that uses six-sided dice. Enhance your game and wield magical items, cast powerful spells and perform incredible heroic feats as you combat the magic of the Necromancer and their deadly Dungeon Master deck. Want to take your game further? Use the Advanced Rules to build your own epic Dungeon Saga! No quest need ever be the same. Just some of the different examples of the tiles you will get. Each modular dungeon tile is made of durable thick card to withstand the rigors of gaming and the fury of battle. Add-ons are extras you can pledge for in addition to a pledge level to really sweeten the deal! When the campaign has finished, we will send you access to a shiny automated PledgeManager. On here you will input your choices and let us know what you would like for your pledge.

Chapter 6 : Dungeon Saga | Mantic Games

The Dwarf King's Quest Core Game is packaged in a box designed to look like an ancient magical artefact, and includes: All of the rules to play Dungeon Saga: 8-Page Step-by-step Quick Start guide Page Dungeon Saga Rulebook Page Dungeon Saga Quest Book 26 Battle-ready Coloured Plastic Miniatures - no assembly required!

Chapter 7 : Dungeon Saga: Questions and Answers – Mantic Blog

Hero, your quest begins here! Embark on a fantasy adventure for up to 5 players in the Dungeon Saga board game! With highly detailed game-pieces and learn-as-you-play rules, this set contains everything you need to transform your table-top into a magical world of heroes and monsters.

Chapter 8 : Ye Olde Inn – View topic - Dungeon Saga: Dwarf King's Quest

Dungeon Saga: The Dwarf King's Quest is the dungeon adventure board game for players, ages 13 and up, written by Jake Thornton and produced by Mantic Games. Dungeon Saga: The Dwarf King's Quest Prototype.

Chapter 9 : Dungeon Saga: The Dwarf King's Quest Review: Dungeon Fun - n3rdabl3

Dungeon Saga: The Dwarf King's Quest £ Dungeon Saga: The Dwarf King's Quest is the Classic Dungeon Crawler of Swords and Sorcery. Embark on a fantasy adventure for up to 5 players in the Dungeon Saga board game!