

# POCKET DUNGEON QUEST



## RULES



For thousands of years the Boss has been imprisoned in the Dungeon while inhabitants of the land above have enjoyed prosperity and peace.

Slowly, and unnoticed, Henchmen have been scouring the world in search of the keys to their Boss' release, three **Master Relics!**



Finally, the Relics are in place and the Boss is nearly free. The only thing standing in his way are a few frail Heroes. Surely they will prove to be no match for him.

*Will the Boss break free of his chains and rule once more? Will you stand along side your fellow Heroes and keep the Monsters and their Boss trapped in the Dungeon once and for all? It all depends on you!*

## THE GOAL

All Heroes are working together to find the **3 Master Relic tiles and the Exit tile** without dying.

When a Hero dies, the remaining Heroes get one last turn to attempt to revive their fallen friend. If the dead Hero cannot be revived, the game is over, the Dungeon Floor is shuffled and the game starts over.

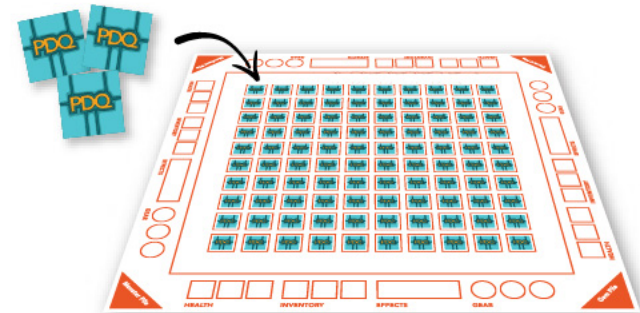


## SETUP

1 Find and set aside all of the **Hero tiles** and **Heart tiles**.



2 Turn the remaining **Dungeon tiles** face-down in a pile and shuffle them. Deal these tiles onto the 10 x 10 grid on the **Dungeon Floor Mat**.



Note the four corners of the Dungeon Floor Mat:

- ◆ The Discard Pile
- ◆ The Monster Pile
- ◆ The Gem Pile
- ◆ The Merchant Pile

As play goes on, the Dungeon will slowly disintegrate into these Piles.

3 Set the **Attack Die** within reach of all players.



4 Each player chooses their Hero tile and takes 3 Heart tiles and places them in the **Health Squares** on their side of the Dungeon Floor Mat.

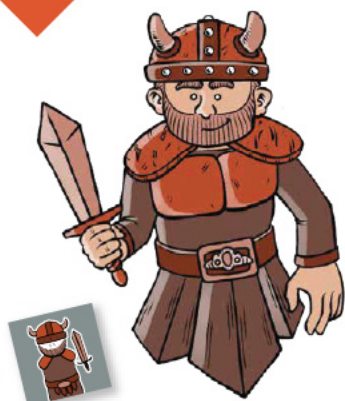
5 The player who had most recently been in a dungeon (basements count!) is the first player. If you're all in a dungeon right now, choose randomly.

## WHICH HERO SHOULD I CHOOSE?

Each Hero has a unique ability that will help the entire Party. Follow the Skelly Archer to discover the Hero within you!







### YOU ARE THE WARRIOR!

Your power is in your brute strength. Foes tremble before you, but the traps hidden within the dungeon's labyrinth could be your undoing.

Will you rise to the challenge and restore the world to its former glory?



### YOU ARE THE ROGUE!

Your cunning ability allows you to move swiftly without notice from the dungeon's menacing residents. Beware of the Boss. His presence looms overhead, watching your every move.

Will you brave the darkness and take back the Relics and bring light back into the world?



### YOU ARE THE WIZARD!

Your intellect has no equal. Wielding Spells and Items with ease, you have the potential to do harm to your enemies, and much good to your friends. Watch your back, the dungeon does not take kindly to you. Will you keep your mind sharp and unlock its mysteries?



### YOU ARE THE ARCHER!

Your eagle eye vision can mark an enemy from miles away. Your bow strikes hard and fast and has no equal. Monsters surely outnumber you within the cold caverns of the dungeon. Will you be fast enough to knock back your foes?

#### BRUTE STRENGTH:

When attacking, each roll gains +1 Sword.



#### SWIFT CUNNING:

You may take ONE Item or Spell from the Dungeon Floor before attacking.



#### SHARP MIND:

You may use TWO Spells/Items per turn.



#### EAGLE EYE VISION:

You may re-roll the Attack Die once on your turn.



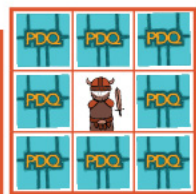
## TAKING TURNS

Each of your turns, do all of the following in this order:

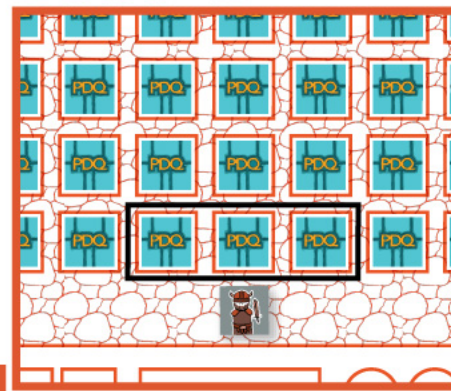
- A** Move one Space in any direction, including diagonally. On your first turn, this will be next to any one of the outermost tiles in the Dungeon.
- B** Reveal all tiles within your **Circle Of Sight**. (see below.)
- C** Once tiles are revealed, resolve them in this order:
  - ◆ Resolve Traps, and pick up any Effects in the order in which they were revealed.
  - ◆ Attack Monsters.
  - ◆ After attacking, stash any revealed Gems in the Gem Pile.
  - ◆ Lastly, you may pick up only 1 Item or Spell.

## WHAT IS CIRCLE OF SIGHT?

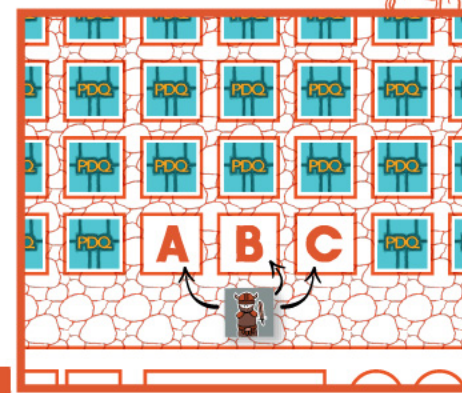
Each Hero has a Circle Of Sight that is each tile directly adjacent to their Hero, including diagonals. This is what they can 'see' each turn. Sight is not blocked by walls.



## MOVING & REVEALING EXAMPLE:



On the Warrior's **first** turn, they choose to enter the dungeon at this point, and can 'see' these three tiles. They will reveal these tiles and resolve them.



On the Warrior's **next** turn, they can move one space into A, B, or C. If they choose A or C, Circle Of Sight will be 4 tiles, but only 3 tiles if they choose B.

"Examples keep you from getting your mind flayed!"





# RESOLVING TILES

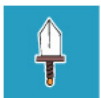
After moving and revealing tiles, resolve the revealed tiles in this order:

## 1 TRAPS & EFFECTS



Spike Trap

- ◆ When revealed, the Hero immediately loses 1 Heart. Discard the Trap.
- ◆ Traps can be disarmed with a Multitool. Disarmed Traps do no harm and are discarded immediately.



Sword



Broken Sword

- ◆ Effects can be thought of as Blessings or Curses upon your Hero, and are placed in your Effects area on your side of the Dungeon Floor Mat the moment they are revealed.
- ◆ Effects happen at the **next** opportunity to do so, then are discarded. One Effect (the most recent one) is resolved at a time.
- ◆ The Sword Effect gives +1 Sword to your next Attack Roll.
- ◆ The Broken Sword gives -1 Sword to your next Attack Roll.

## 2 ATTACK MONSTERS!

If 1 or more Monsters are revealed, you must fight each Monster one at a time. If there is more than 1 Monster, choose which order to fight them.



Slime



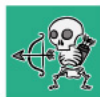
Goblin



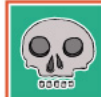
Flayer



Minotaur



Skelly Archer



The Boss\*

\*When The Boss is revealed, a Boss Fight happens immediately! (See Boss Fight!)

### ROLL TO HIT!

- ◆ A Hero must roll **2 or more** Swords to hit a Monster. 1 Sword misses.
- ◆ Hit Monsters are placed in the Monster Pile.
- ◆ Yellow flashes are misses, Red Skulls are **Critical Misses**.
- ◆ On a miss, the Hero loses 1 Heart, and the Monster runs off to the Monster Pile.

"Oi! Heroes in the Dungeon?! Better run and tell Boss!"



### CRITICAL MISS?!

In addition to losing a Heart, Critical Misses do different terrible things depending on the Monster being fought at the time:

#### Slimes

Steals (Discards) 1 Item from the Hero's Inventory. (Hero's Choice)

#### Goblins

Steals (Discards) 1 Gem randomly from the Gem Pile.

#### Flayers

Hero loses their next turn.

#### Minotaurs

Deals +1 point of damage to the Hero.

#### Skelly Archers

Stays on Dungeon Floor. Must be attacked before taking next turn.

#### The Boss

All Heroes lose 1 Heart.



## BOSS FIGHT!

"There they are, your Worshipfulness! Shall we handle them for you?"



\*Snort!\*

When the Boss tile is revealed, the **Boss Fight** begins. This is a **special event** in the game that will involve all of the players, but their Hero tiles remain where they are on the Dungeon Floor.

The Boss has a number of **Henchmen** (Monsters) to protect themselves from the party of Heroes. Roll the die to determine how many Henchmen help the Boss:



2 HENCHMEN  
(Any number of swords)



4 HENCHMEN



6 HENCHMEN?!

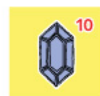
Select\* that many Henchmen from the Monster Pile, and place them in a stack on top of the Boss tile. \**Hardcore players may select Monsters randomly.*

*If there are not enough Henchmen in the Monster Pile, then each Hero in turn reveals 1 tile anywhere on the Dungeon Floor until enough Henchmen are found. (Any Items and Spells revealed during this time are placed in the Merchant Pile, Gems into the Gems Pile, and Traps into the Discard Pile.)*

Beginning with the Hero who revealed the Boss, players take turns attacking the stack, starting with the Monster on top.

- ◆ Henchmen do not run away to the Monster Pile when a Hero rolls a miss.
- ◆ The Boss Fight continues until the **stack** is defeated or all the Heroes die.
- ◆ When the Boss is defeated, you still need to find the 3 Relics and the Exit to win.

## 3 STASH GEMS



Gems

- ◆ Once all Monsters in your Circle Of Sight are either defeated or have run off, place all revealed Gems into the Gem Pile.
- ◆ The number in the top right denotes the value of the Gem.
- ◆ Each player may spend Gems from the Gem Pile on their turn if the Merchant tile is found, and the Merchant Pile is open.

## 4 TAKE AN ITEM OR SPELL



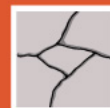
Item



Spell

- ◆ If an Item or Spell tile is in your Circle Of Sight, you may take **one**. Place the rest in the Merchant Pile face down.
- ◆ Unless otherwise stated, a Hero may only have **two** Items/Spells in their inventory.
- ◆ If a Hero's Inventory is full, they may place one of their Items/Spells in the Merchant Pile to pick up an Item/Spell.

## DUNGEON TILES



Floor



Wall

When revealed, Dungeon tiles **remain** on the Dungeon Floor Mat.

- ◆ Floor tiles are valid for movement.
- ◆ Wall tiles block a Hero's path.

\*If a Hero gets stuck by walls in their first 2 turns, that player may remove their Hero tile and choose a new entry point

# ITEMS & SPELLS

## USING AN ITEM OR SPELL

- ◆ Heroes may use **one** of the Items or Spells in their Inventory at any time on their turn.
- ◆ Used Items and Spells are placed face down in the **Merchant Pile**.
- ◆ A Hero may choose to **give** an Item or Spell to another Hero, but this counts as 'using' the Item or Spell. *The Hero receiving the Item or Spell does not need to be adjacent to be able to take it, but they can only take the item if they don't go above the two item limit in their inventory.*

## ITEMS



**Potion**

Discard to heal any Hero 1 Heart.



**Bomb**

Discard to defeat 1 Monster or remove a Dungeon Wall.



**Big Bag**

Does not take up space in a Hero's Inventory. Your Inventory limit is now **three**.



**Multi-Tool**

Disarm a Trap. Do not discard.

## SPELLS



**Teleport**

Move a Hero or Monster to any open Dungeon Floor space. Moved Monsters go to the Monster Pile. *Heroes moved this way reveal their Circle Of Sight on their next turn.*



**Swap Tiles**

Swap **any** 2 tiles on the Dungeon Floor. *If a tile swapped this way enters your Circle Of Sight, reveal and resolve it. Traps, Items, Spells, Monsters and Gems go to their respective Piles if they leave your Circle of Sight. If used on a Hero, this works like the Teleport Spell.*



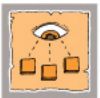
**Extra Move**

Take an additional turn.



**Phoenix Feather**

Revives a Dead Hero. That Hero refills all of their Hearts.



**Foresight**

Reveal any 3 tiles on the Dungeon Floor. Revealed tiles **are** resolved. *Gems are placed in the Gem Pile, Monsters in the Monster Pile, and Items/Spells in the Merchant Pile.*



**Confusion**

Any 2 Monsters in your Circle of Sight fight each other! Roll 2+ Swords and **both** monsters are sent to the Monster Pile. *Otherwise fight them normally.*



## YOU FOUND... THE MERCHANT!

"You have NO IDEA how tough it is to get business in a DUNGEON! Please buy something."



- When the Merchant tile is revealed, the **Merchant Pile** is open for business!
- ◆ The Merchant tile stays on the Dungeon Floor Mat where you revealed it.
  - ◆ Heroes may purchase **one** tile from the Merchant on their turn.
  - ◆ A Hero does **not** need to be next to the Merchant to purchase a tile.

## MAKE A PURCHASE

- ◆ To purchase a tile, discard 30 Gems from the Gem Pile.
- ◆ You may not 'make change' from the discard pile.
- ◆ Randomly reveal 2 tiles from the Merchant Pile: Choose 1 tile to keep. The other tile is placed face down to the Merchant Pile. *You may make a purchase even if you have 2 Items/Spells in you Inventory, but you must return one of the tiles in your Inventory to the Merchant Pile.*



## YOU FOUND... THE PEGASUS MOUNT!

- When the Pegasus Mount is revealed, immediately befriend it!
- ◆ The Pegasus Mount does not take up space in a Hero's Inventory.
  - ◆ The Pegasus Mount allows the Hero to use Wall tiles as valid movement spaces.
  - ◆ The Pegasus Mount is bound to the Hero that found it. It cannot be given or traded.



## YOU FOUND... A MASTER RELIC!

"NOOO!!! Don't touch them, they are in mint condition!"



- When a Master Relic is revealed, it is immediately collected by the Party!
- ◆ There are **THREE MASTER RELICS**. Find them all, then find the Exit!
  - ◆ The Master Relics do not take up space in any Hero's Inventory.
  - ◆ Relics are never lost or discarded if a Hero dies.



# THE EXIT



Once all 3 **Master Relic** tiles and the **Exit** tile have been found

# YOU WIN!



# DEATH



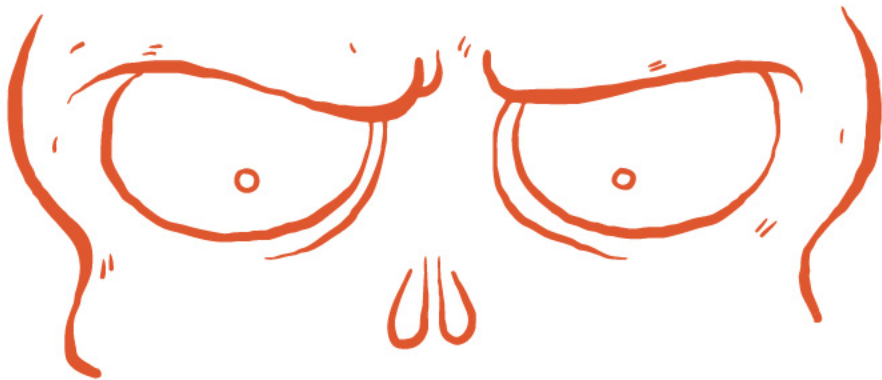
When a Hero loses all of their Hearts, they are **Dead**. The Hero tile remains in the space they died on the Dungeon Floor Mat. They lose all Items/Spells in their Inventory, as well as any Effects. Place lost Items/Spells in the Merchant Pile, and lost Effects in the Discard Pile.

- ◆ Any Monsters within the Dead Hero's Circle Of Sight are placed in the Monster Pile.
- ◆ Any Items/Spells are placed in the Merchant Pile.
- ◆ Traps, Gems and Effects are placed in the Discard pile.

## HELP!

When a Hero dies, the remaining Heroes each take one final turn. During that final turn, they must try to **revive** the Dead Hero by using a **Phoenix Feather**.

- ◆ A Hero does not need to be next to the Dead Hero to revive them.
- ◆ When a Hero is revived, they continue their next turn in the space where they died.
- ◆ If the Dead Hero is not revived, the Dungeon Floor Mat is reset, and the game starts over!



# GOOD LUCK HEROES!

# INDEX OF TILES

Here is a list of all the tiles in the base game, and how many of each there are.

 1	 1	 1	 1	 1	 16
Warrior	Rogue	Wizard	Archer	Merchant	Heart
 5	 4	 1	 1	 3	 3
Potion	Bomb	Big bag	Multitool	Sword	Broken sword
 2	 3	 2	 2	 1	 2
Swap tiles	Extra move	Foresight	Teleport	Phoenix Feather	Confusion
 4	 7	 6	 4	 3	 1
Slime	Goblin	Flayer	Minotaur	Skelly Archer	The Boss
 1	 1	 1	 7	 4	 3
Master Relic (Circle)	Master Relic (Square)	Master Relic (Triangle)	5 Gems	10 Gems	20 Gems
 8	 15	 1	 1	 4	
Floor	Wall	Exit	Pegasus Mount	Spike Trap	



# DON'T GO ALONE

## A POCKET DUNGEON QUEST EXPANSION

The Don't Go Alone Expansion introduces **Campaigns** and **Leveling Up!** There are also two new Heroes, different Monsters to fight, and special Gear! In a Campaign, Heroes carry over **Gear**, **XP** and **Keys** between Sessions.

### NEW TERMS

- ◆ **Turn** - A turn is any given Hero's turn of play.
- ◆ **Round** - A Round is when all Heroes have taken one turn.
- ◆ **Session** - One game of PDQ, no matter the outcome is called a Session. If The Heroes lose a Session, they lose the Campaign.
- ◆ **Campaign** - A collection of Sessions that lead to either a Campaign Win or Loss.

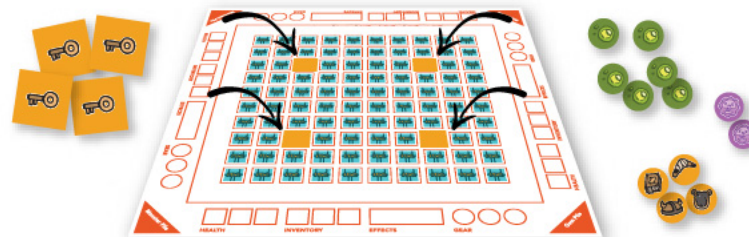
## THE GOAL

The Goal of a Session remains the same (find the three Master Relics and the Exit). However, the Goal of a **Campaign** is for each Hero to reach **Level 3**. To do this, Heroes need to collect enough **XP**, and **Keys** to spend to **Level Up!** This is going to take multiple Sessions to accomplish!



## SETUP

- 1 Set up the Dungeon Floor Mat with the base game tiles as normal.
  - ◆ You may swap in any of the **New Monsters** in place of any original Monsters for difficulty and variation, but don't swap out the Boss. (You should have 24 Monsters, plus the Boss)
- 2 Place 4 **Keys**, one in each corner three spaces away from the edges.



- 3 Place the **XP** tokens, **Poison** tokens and the **Gear** tokens within reach of all players. (Gear is a separate pile from the Merchant Pile.)
- 4 Each player takes a Hero and three Hearts. There are two **New Heroes!**



### YOU ARE THE ADVENTURER!

You've been in a dungeon or two. \*duck!\*  
You **KNOW** there are traps... \*jump!\*  
Your reflexes are honed, and Relics your goal.  
Are your reflexes quick enough for everything?

**QUICK AS A WHIP:**  
If the first revealed tile on your turn is a Trap or a Monster\*, discard it.



\*If it's the Boss, discard the top Henchman



### YOU ARE THE FARMER!

Swords were turned to plowshares at some point in your lineage, but the itch for adventure yearns for yesteryear!  
Will you bring honor to your Ancestry?

**ANCESTRAL TOKEN:**  
Begin the game with any one piece of Gear.





# LEVELING UP

During a Session, Heroes can earn enough **XP** and **Keys** to Level Up.

- ◆ At the beginning of a Campaign, all Heroes are **Level Zero**.
- ◆ XP and Keys are **spent** on your turn to gain the next Level. Discard spent Keys.
- ◆ You must gain Levels in order, you may not skip Levels.
- ◆ When you gain a Level, you earn 1 piece of **Gear**.
- ◆ When a Session ends, Heroes keep their current Level for the next Session.

**LEVEL 1**  
3 XP and 1 Key

**LEVEL 2**  
5 XP and 2 Keys

**LEVEL 3**  
7 XP and 2 Keys

## GAINING XP & KEYS



XP

To gain XP, you must defeat Monsters!

- ◆ 1 XP is awarded to the Hero who defeated\* the Monster.
- ◆ XP cannot be given or traded to other players, and do not take up Inventory slots.

*\*The Adventurer's Hero Ability is not "defeating a monster", so no XP is gained in this instance.*



Key

To gain Keys, move your Hero so that a Key is within your Hero's Circle Of Sight.

- ◆ Keys may be given or traded to other Heroes. This counts as using an Item for your turn.
- ◆ Keys do not take up inventory slots, and taking them does not count as taking an Item when you resolve tiles. They are taken automatically.

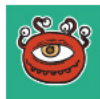
## NEW MONSTERS!



### Winged Shrieking Eel

When taking damage from the Winged Shrieking Eel, do your best impression\* of an underwater creature!

*\*Don't shriek like an Eel if you're in a Library, or similar 'noise sensitive' situation. In those cases, simply make a funny face, and utilize silly hand motions.*



### Red Beholder

When revealed, any Hero in direct line of sight across the **entire** Dungeon Floor (the four cardinal directions) needs to make a "saving roll".

**You are safe!**  
 or **Lose 1 Heart.**



### Acid Slimer

When revealed, the Hero is Poisoned. they take the Poison Effect Token.

**Poison! Roll on your turn:**

**Cure Poison Effect.**  
 **No result.**  
 **Lose 1 Heart.**

*A Potion can cure this Effect.*



# GEAR



When a Hero gains a Level, they may select\* a piece of Gear as their reward. Heroes can only have three pieces of Gear during a Campaign. Heroes keep Gear between Sessions. Gear is bound to the Hero that gained it, and it may never be traded, given, or sold. Some Gear requires a **Cool Down** of one or more Rounds before it may be used again.

*\* Hardcore players gain Gear randomly.*



### Torch

On Your turn, peek at any 1 tile that is 1 space beyond normal Circle Of Sight. After peeking return that tile face down.



### Shield

Prevents the loss of 1 Heart during combat.

- **Cooldown:** 2 Rounds



### Boomerang

Stun one Monster for a single turn. Stunned Monsters don't fight or run if you miss your attack. If you miss your attack, fight the Monster as normal.



### Grapple Shot

Snatch and hold an Item or Spell from the Dungeon Floor. Held items can be placed into Inventory if there is room. Grapple Shot may only hold 1 tile at a time.

- *May be used once per round.*



### Bed Roll

To use Bedroll, first move one space. The rest of your turn is forfeit. On your next turn, reveal 1 tile in your Circle Of Sight. If it is a Monster, it must be fought and your rest was not successful. The Hero rests successfully if the tile was anything but a Monster or a Trap. A successful rest restores 1 Heart.

- **Cooldown:** 1 Round



### Spell Tome

Keep up to 2 Memorized Spells in the Tome. Memorized Spells do not count towards Inventory limits. Do not discard Memorized Spells when used. One Memorized Spell may be used on another Hero's turn, only if it was not used during your turn.

- **Cooldown:** 2 Rounds



### Hero Cape

When gained, gain 1 Heart. Wearer has 1 additional Heart. (Max 4 Hearts)



### Magic Ring

Spend 20 Gems for 1 Item or Spell from the Discard Pile.

- **Cooldown:** 2 Rounds



### Holy Water

Use before fighting a Monster. Prevents the effects of a Critical Miss

- *May be used once per round, and on another Hero.*



### Harp

Makes a Monster sleep for 1 Round. Heroes may move past sleeping Monsters without engaging it in a fight. When the Monster wakes up, any Heroes in its Circle Of Sight must fight it on their turn, otherwise place it in the Monster Pile.

- *May be used once per round, and only on another Hero's turn.*



### Bow & Arrow

Attack a Monster outside of your Circle of Sight. Missing does not cause the loss of a Heart, however Critical Miss effects still take effect.

- *May be used once per round, and only on another Hero's turn.*



### Massive Sword

The Massive Sword has a chance to follow through on a swing and hit up to two Monsters in a single attack. Declare the first and second Monsters you are aiming for. If you roll more than two swords, both Monsters are defeated. If you don't, the second Monster must be fought as normal.



Warrior  
Helmet



Archer  
Cap



Wizard  
Hat



Rogue  
Hood

## HERO HATS

The wearer of a Hero Hat may also use the ability of that Hero. A Hero may only wear one Gear Hat. Abilities of Hero Hats don't stack. For example: An Archer wearing an Archer Cap may not reroll the die twice.



