



# DON'T GO ALONE

## A POCKET DUNGEON QUEST EXPANSION

### Components

The Don't Go Alone Expansion adds three new tile types to Pocket Dungeon Quest; Gear, Keys and XP Counters.

### Gear

Gear are Items that are permanently equipped by your Hero and carry over between Sessions throughout a Campaign. Once the Campaign is complete any Gear collected is discarded back into the Treasure Pile. A Hero may equip a maximum of 3 pieces of Gear at any given time.

### Keys

Keys are easily found on the Dungeon Floor and are used, along with your XP, to open the Treasure Pile. Each time you Level Up the Treasure Pile becomes more difficult to unlock.

You may give away or trade Keys with another Hero for Items or Spells. A Hero may pick up a Key when it is within their circle of sight.

### XP Counters

XP Counters are used for keeping track of a Hero's Monster Kills, and are exchanged for a Level Up. Every time a Hero kills a Monster they collect 1 XP.

### Setup

Set the XP Counters aside into a pile. Take 4 Key tiles and place them in the corners of the Dungeon Floor and three tiles in from each edge.

Create a Treasure Pile accessible to all Heroes for the Gear tiles.

### Earning Gear

Gear is earned by Leveling Up your Hero and unlocking the Treasure Pile with Keys. A Hero Levels Up by collecting enough XP.

Each Level Up becomes progressively more difficult to achieve. Below is listed how much XP a Hero needs to Level Up, along with how many Keys it takes to unlock the Treasure Pile.

**Level 1** - 3 XP and 1 Key

**Level 2** - 5 XP and 2 Keys

**Level 3** - 7 XP and 2 Keys

When a Hero Levels Up and has collected enough Keys they may choose a pieces of Gear from the Treasure Pile as their reward. Once equipped, Gear cannot be discarded, traded or sold.



Warrior Hat



Archer Hat



Wizard Hat



Rogue Knife



Torch



Bedroll



Massive Sword



Boomerang



Grapple Shot



Spell Tome



Music Harp



Hero Cape



Shield



Magic Ring



Holy Water



Bow & Arrow



Winged Shrieking Eel



Red Beholder



Acid Slimer

### New Terms

Don't Go Alone introduces some new concepts that require clarification of certain terms, these are listed below.

**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.

**Campaign** - A collection of Sessions that end when the victory conditions have been met.

### PDQ Campaigns

The Don't Go Alone Expansion introduces the concept of Sessions and Campaigns. This allows the Heroes to carry over Gear they have aquired during one Session, into the next. Only Gear, XP and Keys are carried over between Sessions. Discard and shuffle everything else and deal a new Dungeon Floor for the next Session.

### Out of Turn

Some pieces of Gear may be used Out of Turn as specified.

Out of Turn means any other Hero's turn besides yours.

Gear can only be used once Out of Turn, and resets when specified.

### Cool Down

Some Gear requires a Cool Down of one or more turns before it may be used again. This will be listed in the description for each piece of Gear. If not mentioned, than no cool down for that piece of Gear is required.

### Hero Hats

Hero Hats are unique pieces of Gear that allow the wearer to use the ability of that Hero.

For example, a Wizard Hero could wear the Warrior Hat and also use the ability of the Warrior.

A Hero may only wear one Hat in addition to their built in ability.

Hero abilities from Hats do not stack. For example, there would be no additional benefit for a Wizard to wear the Wizard Hat.

- **Warrior Hat** - Gives the wearer the Ability of the Warrior.
- **Archer Hat** - Gives the wearer the Ability of the Archer.
- **Wizard Hat** - Gives the wearer the Ability of the Wizard.
- **Rogue Knife** - Gives the bearer the Ability of the Rogue.

### New Monsters

Don't Go Alone includes three new Monster types.

These new Monsters may be swapped out with any Monsters included in the Base Set for added difficulty, or variation.

Remember to remove the same number of Monster tiles from the Base Set that you replace with these new Monster tiles from the expansion. There should never be more than 100 tiles that make up the Dungeon Floor.

The new Monsters and abilities when revealed are listed below:

### Red Beholder

Any Hero within a direct line of sight (The four cardinal directions) across entire Dungeon Floor needs to make a saving dice roll.

**Swords** = Safe

**Otherwise** = Lose 1 HP

### Acid Slimer

Hero is Poisoned. Take Poison Effect Token.

While Poisoned, each Turn Hero makes a saving dice roll.

**Critical Miss** = Lose 1 HP

**Yellow Flash** = No effect, but Hero remains Poisoned

**Swords** = Cures Poisoned Effect

Drinking a Health Potion also Cures Poisoned Effect.

### Winged Shrieking Eel

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

\*Unless you're in a Library. Don't shriek like an underwater 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.

### The Gear

Below is the list of Gear included in the Don't Go Alone expansion and their attributes.

#### • Torch

Allows the Hero to peek at any 1 tile that is 1 space beyond their normal Circle of Sight. After peeking that tile returns to a facedown position.

#### • Bedroll

To use the Bedroll, begin your turn by moving one space.

The rest of the Hero's turn is now forfeit.

Upon Waking on their next turn, reveal one tile. If it is a Monster it must be fought and the Hero's rest was unsuccessful.

The Hero sleeps successfully if the tile revealed is anything other than a Monster or Trap.

After a successful rest that Hero regains 1 Health Point.

Has a Cool Down time of 1 Round.

#### • Massive Sword

The Massive Sword has a chance to follow through on a swing and Hit up to two Monsters in a single turn.

Declare the first and second Monsters you are aiming for.

Roll the Attack die, if you Hit the first Monster it is defeated. Roll again and fight the second Monster as normal.

If you missed the first Monster then your chance at attacking the second Monster is forfeit.

#### • Boomerang

May Stun one Monster for a single turn.

Stunned Monsters don't hit back when Attacked.

Stunned Monsters still require 2 Swords to Hit.

If a Hero Misses a Stunned Monster it will Wake from its stupor and must immediately be fought as normal.

#### • Grapple Shot

May snatch an Item or Spell from the Dungeon Floor and Hold it until room opens in your Inventory.

Held Items may not be used. Only Items in your Inventory may be used.

If the Grapple Shot was not used during your turn it may then be used once Out of Turn.

May not be used again until the Held Item has been placed in the Hero's Inventory.

#### • Spell Tome

Spells kept in the Tome become memorized, Maximum of 2.

A Memorized Spell is not discarded when used.

Neither do they count towards your inventory limit.

One Memorized Spell may be used Out of Turn, only if it was not already used during your Turn.

Has a Cool Down time of 2 Rounds.

#### • Harp

May only be used Out of Turn.

Makes a Monster sleep for 1 Round, and then Wakes up.

A Hero may move past a Sleeping Monster without engaging it in battle.

When a Sleeping Monster Wakes, any Hero within its circle of sight must Attack it on their turn.

If there are no Heroes within the Monster's circle of sight upon Waking then place that Monster in the Monster Pile.

#### • Hero Cape

Permanently gives the Hero 1 additional Health Point.

#### • Shield

May absorb 1 point of Damage during Combat.

Has a Cool Down of 2 Rounds.

#### • Magic Ring

May reclaim 1 Item or Spell from the Discard Pile in exchange for 20 gems.

Cool Down time of 2 Rounds.

#### • Holy Water

Once per Round, Holy Water may be used before a battle to nullify the effects of a Critical Miss. May be used Out of Turn on another Hero.

#### • Bow & Arrow

May only be used Out of Turn.

Once per Round you may Attack a Monster outside of your circle of sight.

Missing a Monster with the Bow & Arrow does not inflict damage to the Hero.

However, Critical Misses still take effect, including damage.

### Selling Items

Items may now be Sold to the Merchant for a portion of Gems.

The Merchant must be revealed to Sell an Item, and must have at least 10 Gems in the Discard Pile.

Place the Item you wish to sell into the Merchant Pile and reclaim 10 Gems from the Discard Pile.

Each Hero may Sell a maximum of 1 Item per turn.

You may make change with the Discard Pile to facilitate a Sale.

Gear is bound to the Hero may not be Sold.

### Variant Rules

• Hardcore players may choose to earn Gear randomly from the Treasure Pile.

• Try playing Don't Go Alone with two combined Base Sets!

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