

Underquest



Rulebook

Introduction

The world of Tasnalia is on the brink of a dark age. Rumors run wild in the local taverns and inns of dark creatures roaming wild in the world, bolder in their actions than has been seen in decades. Merchant caravans being attacked and robbed, farms on the outskirts of civilization being burned to the ground, and even a handful of clerics being assassinated.

You have been asked to meet the guild hall elder at the Lonely Troll Inn. She wants you to help investigate the matter in the region. The guild hall is desperate for new talent, and this is where you come in. Some of the locals have recommended you for the role. It is not clear whether they actually trust you, or if they are only protecting their own hides from having to assist. Time will tell, but in any case, it is a high honor to serve. After a day's travel, you arrive at the Lonely Troll Inn.

You open the old door and enter the inn. You are wearing only common clothing and carry with you a few coins and some meager items. The locals go silent as you enter and turn their heads to gaze in your direction. After a brief moment, the jolly innkeeper smiles and states that Isnella is waiting in the back room for you.



With a healthy level of hesitation, you make your way into the back room. A single dim lantern hangs from the rafters, making the room feel ominous. An elderly woman sits alone reading through some scrolls and sipping on wine. She holds up a single finger as you enter the room, as if to tell you to hush, as she continues to read. After a long moment, she looks up at you and asks you to have a seat.

She brings you up to speed on the current dire situation. She says she has been hiding at the Lonely Troll Inn and running the local guild hall from this back room. Seeming rushed for time, she instructs you to purchase some equipment from the merchant, Kaln, here at the inn. Then, she hands you a scroll giving you instructions to meet up with another operative of the guild hall who will be awaiting your arrival. Looking up at you one last time, she wishes you luck, and then returns to scouring her maps and scrolls.

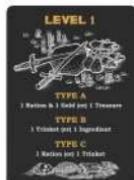
A mixture of pure panic and excitement pours over you as you walk out the door of the inn and into the unknown...



Components



Dungeon Deck
18 Cards



Level Trackers
6 Cards



Abominations
10 Cards



Bosses
3 Cards



Encounters
27 Cards



Enemies
18 Cards



Familiars
6 Cards



Incantations
12 Cards



Ingredients
15 Cards



Quest Deck
18 Cards



Race/Class Deck
6 Cards



Rewards
14 Cards



Scourges
7 Cards



Skills
18 Cards



Trappings
16 Cards



Treasures
23 Cards



Trinkets
16 Cards



Health
29 Tokens



5 Health
5 Tokens



Gold
10 Tokens

Grit
15 Tokens

Rations
10 Tokens

Experience
15 Tokens

Combat
Quest Token
6 Tokens

Mystic
Quest Token
6 Tokens

Nature
Quest Token
6 Tokens

Health
Quest Token
6 Tokens

Wealth
Quest Token
6 Tokens



Tracker Cards
4 Jumbo Cards



15 Tracking Cubes



6 Dice

Also included in the box is this rulebook and additional bags to help assist in organization and storage. NOTE: All cards will come from the manufacturer out of order and will need to be organized into their separate decks before play.

Game Setup

1) Shuffle the following decks and place them face-down in a row where they will be easily accessible (Rewards, Treasure, Ingredients, Trinkets, Encounters, Enemies, Abominations, & Scourges). These decks will be drawn from more often than other decks. Leave space for a discard pile for each of these decks.

2) The following decks do not require being shuffled and can be placed off to the side face down (Bosses, Trappings, Familiars, Incantations, & Skills). Typically you will be directed during the game to look through one of these decks and select a specific card.

3) Place the 5 Level cards in numerical order (1-5), with level 1 on top, in a place you can easily reach. On the bottom of this deck, place the card that reads "Time was your real enemy! You have failed your Quest!" If you do not defeat the dungeon boss by the end of the 5th level of the dungeon, you lose the game. Use the black side of the level cards for your first quest (normal difficulty). If you win and wish to go on a second adventure use the red side (hardcore difficulty).

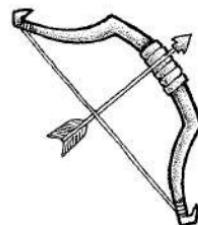
Now, locate the Quest cards. There are six phases to your quest. On the backs of these cards you will see these phases indicated. Shuffle each of these phases separately and pick one card at random from each phase without looking at it. Now, stack these six cards in numerical order (1-6), with phase 1 on top. Flip the top card, revealing the first phase of your quest.

4) You may track your character's stats using either the provided tokens, or with Tracker cards and cubes. Both options are available, but in the illustration on the previous page, we opted for Tracker cards and cubes. In either case, place these items within reach. Once you have created your character, you will know your starting stats.

You should place the two larger dice somewhere easy to grab, and the smaller die off to the side (used to track the morale of potential companions). The 3 smaller blue dice are for tracking your stats (Agility, Brawn, and Mind) during play. Additionally, you may stack the Quest Tokens off to the side, where they can be grabbed when needed.

5) Leave plenty of space for your Race, Class, Familiar, and additional equipment cards (Trappings, Ingredients, Trinkets, Treasure, and more).

6) Shuffle the Dungeon deck and place it face down. Leave room to the left for a discard pile. Leave room to the right for two cards for dungeon exploration. Additionally, leave space above the Dungeon deck to build a tableau of Dungeon cards that have been resolved during play.



Character Creation

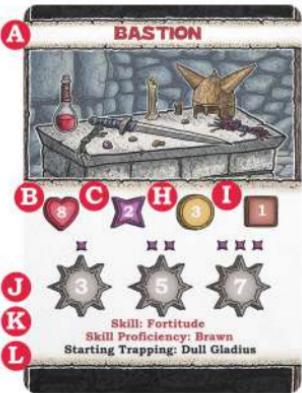
In order to go on an epic adventure, one must first create an epic adventurer! Locate the Race/Class deck. The side with the portrait is the race side and the back is the class. Look through the races and pick one. Once you have done this, flip the remaining cards and pick a class. Lastly, look through the Familiars deck and pick one. The combination of these three cards creates your unique adventurer.



A. This is the name of each card. In the example, we have a Celdorin Bastion with a Moon Rabbit familiar.

B. The heart icon indicates your starting health. Add the values shown on each card together. The sum is your starting health. In our example, we would start with 27 health ($15+8+4=27$). Set your starting health to this value. Your stats may never exceed their starting value; unless a skill or item allows for it.

NOTE: You may track your stats using either Tracker cards with cubes or by using the provided tokens.



C. The purple star icon indicates your starting grit. Add the values shown on each card together. The sum is your starting grit. In our example, we would start with 9 grit ($5+2+2=9$). Set your starting grit to this value.

D. The grey hexagon icon indicates your encumbrance. This is the total weight of items you may carry.

E. Each race has a unique ability that you will find described in this portion of the card.

F. Each race starts with a bonus item. In the example, we gain a random Trinket.



G. All characters have three stats. These include Agility, Brawn, and Mind. They are used for many things in the game, including stat checks and bonus combat damage. These are your base stats. However, your familiar will increase one stat by one point. In our example, we have 3 Agility, 2 Brawn, and 1 Mind. Use the three blue dice to keep track of your stats.

H. The yellow circle icon indicates your starting gold. This may be spent before your adventure on Trappings cards or may be saved to be used during gameplay.

Character Creation

I. The brown square icon indicates the starting number of rations that you have. One ration must be consumed in between each dungeon level. You may also eat a ration at any time, except during combat, to gain 1 health and 1 grit.

J. This section of the Class card indicates how much bonus damage you will deal based on how much grit you spend before rolling your attack dice. This will be covered in detail in the combat section of this rulebook.

K. Each character starts with a skill. Locate the Skill card shown on the Class card from the Skills deck and place it near your Character cards. Skills are powerful abilities that make your character unique. You will be able to learn new skills during the game by spending experience points that you have gained in various ways (page 12).

L. Skill proficiency indicates what type of skills are easiest for you to learn. All Skill cards are either an Agility, Brawn, or Mind skill. You may spend 6 experience points to learn a skill that you are proficient at. Our example character is proficient at Brawn-based skills. You may learn skills that you are not proficient at, but they will cost you 10 experience points (page 12).

Your class also indicates your starting weapon. Search the Trappings deck for the card shown and add it to your inventory.

M. The grey skull icon tells you your starting position on the morality tracker. Set the cube to the indicated position.

N. Every familiar has a special ability that triggers when you either move up or down on the morality tracker. Some familiars are good and some are evil, and they will reward you for following their moral desires.

O. Your familiar gives you a bonus item when they are chosen. Take the item shown. In our example, the Moon Rabbit gives you a bonus random ingredient card.

Buying Trappings for your adventure

The last action you can take before starting your adventure is to purchase Trappings at the inn. Kaln has a limited inventory. Shuffle the Trappings deck and draw 5 cards. These are the available items for sale. Make your final purchases. You are now ready to set out on your journey.



Exploration

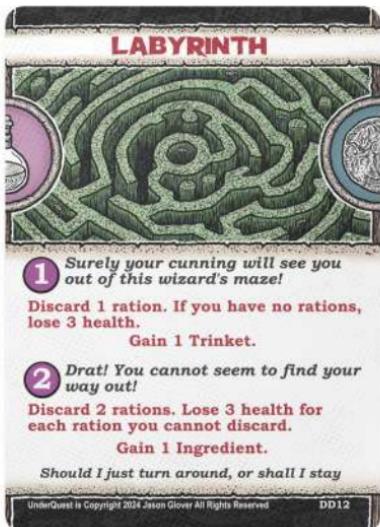
With your character created, you are now ready to begin your epic adventure! UnderQuest is played in rounds called "levels", which represent areas of the dungeon you are exploring. Each level is made up of nine turns. The end of the level is triggered when you resolve the ninth turn.

Turn Sequence

1. Draw two cards from the Dungeon deck, keeping them face-down.
2. Reveal one of the two Dungeon cards by flipping it face-up and reading it.
3. Choose to a) resolve the revealed card and discard the other without looking at it, or b) discard the revealed card face-down, forming a discard pile, then reveal and resolve the second dungeon card.

There are two basic types of Dungeon cards in UnderQuest. Type 1 is straightforward. It presents you with a narrative and you must either choose an option or perform an action (Altar, Archangel, Campsite, Exalted Foe, False Idol, and Merchant).

Type 2 will have you resolve an action based on whether you picked this card as the first card revealed or as the second. If you resolve this type as the first card you revealed, you resolve only the upper portion marked with a "1". If you discarded the first card and revealed this type as the second card, you must resolve the lower portion marked with a "2". (Ambush, Clearing, Labyrinth, Mushroom Cave, Skirmish, and Treasure Chest).



Type 1

Type 2

Exploration

During each turn, one Dungeon card will be resolved and one will be discarded face-down into a discard pile. The first Dungeon card that you resolve at the beginning of the level will be placed face-up to create a tableau. Each subsequent Dungeon card you resolve must be added to the tableau by placing it on either the left or right side of the cards currently in the tableau. Every Dungeon card has half of a Quest token icon on each side. Whenever you place a card to the tableau and the Quest icon matches, you gain that particular Quest token. If they do not match, you simply gain no Quest token.



In the example above, we have just completed the fifth turn of the level. Now we must place the resolved Dungeon card to either the left or right side of the tableau. If we place it on the left side, we will match both parts of a Mystic quest icon (potion) and will gain a Mystic quest token. If we place it to the right, we will match both parts of a Nature quest icon (tree) and will gain a Nature quest token. As you can see in the example, the icons do not have to match in order for you to place a card to a tableau. (Between the Clearing and the Skirmish and between the False Idol and the Ambush do not match)

Gaining Quest tokens is how you will resolve the Quest deck. The current active Quest card will indicate which Quest tokens are needed to be spent in order to resolve that particular card. You may also discard a Quest token at any time to gain 1 experience.



Exploration

FINISHING THE LEVEL

The end of the level is triggered once you have resolved the last set of cards in the Dungeon deck (nine total turns). You must then do the following in order.

1. Shuffle the Dungeon deck and place it face-down to set up the next level of the dungeon.
2. Feed your character by discarding one ration (gain 1 health and 1 grit). If you do not have a ration to spend, you must lower your health by 3. This could spell defeat, so make sure you have rations at all times. You must also feed your companion (not familiar) if you have one. They require one ration and if you cannot feed them, they will automatically leave. Discard their card.
3. For every two poison you currently have, you gain an additional one poison. If at any point your poison level is equal to or greater than your health level, you instantly die.
4. Discard the top Level Tracker card to reveal the next Level Tracker card. These cards should be in numerical order. If you have not defeated the final boss by the end of the fifth level, you automatically lose the game.



QUESTING IN UNDERQUEST

The Quest deck tells the story of your adventure. Each phase is represented by a single card in the Quest deck. There are 6 phases to your adventure. The Quest deck is constructed by selecting a random card for each phase without looking at them, and then stacking them in numerical order with phase one on top. Reveal the top card face-up to begin your adventure.

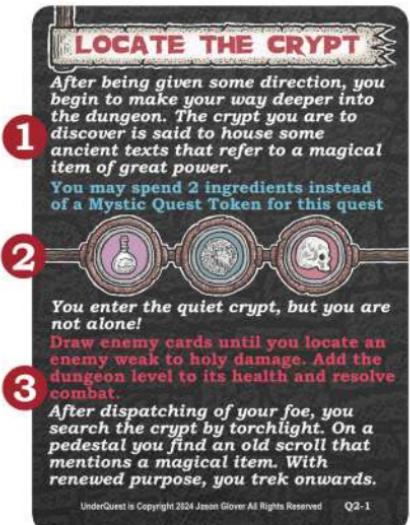
Exploration



At the beginning of the game, your Quest deck should look like the image above, but stacked in a single pile. When a new Quest card is revealed, this includes the beginning of the game, you read the top portion of the card above the Quest tokens. This narrates what your quest is.

In order to resolve the Quest card, you will need to spend/discard Quest tokens that match the ones shown. Doing this allows you to read and resolve the bottom portion of the card. Now, discard and reveal the next card in the Quest deck.

You will continue this process throughout gameplay until you resolve the final quest card, defeat the boss enemy, and win the game; or die trying.



1. The top portion of the Quest card is read when it is revealed. It will paint the picture of what your character is trying to do next on their adventure.

2. This section shows you what Quest tokens are required in order to unlock the bottom portion of the card. The blue text above gives special instructions.

3. The bottom portion of the card gives you the conclusion to this leg of your quest, and sets up the next. Often you will find someone or something here.

Stat Checks

During your adventure, you will often be asked to perform a stat check in order to overcome an obstacle. These will be referred to as Agility Check, Brawn Check, and Mind Check.

To perform a stat check, you will roll one 6-sided die (d6) and add the value of the stat in question. If the sum of the roll and the stat being tested is 7 or above, you succeed. You will always be attempting to reach 7 or higher.

Example: Your character runs into the Frost Trap Encounter card. It requires you to perform an Agility Check. If you succeed, you gain some loot. If you fail, you still gain the loot, but also take 3 ice damage. You have an agility stat value of 2, but you also have the Nimble Skill, which adds 1 to all Agility Checks, giving you a total of 3. You roll d6 and get the result of 4. $3+4=7$, so you have succeeded!

Inventory

You may never carry more weight than your Encumbrance trait allows. If you gain an item that puts you over your limit, you may discard another item to make room for the new item, or simply refuse the new item; in which case it is discarded. Also, if you reveal a consumable item, and you are already at maximum encumbrance, you may immediately use the consumable item without having to discard to make room for it.

Every item in the game is equipped to a specific location:

PH: Primary Hand. You may only have one item in your primary hand at any given time.

OH: Off Hand. You may only have one item in your off hand at any given time.

2H: Two-handed. Items of this type take up the slot of both your primary hand and off hand.

HD: Head. You may only have one item equipped to your head at any given time.

BD: Body. You may only have one item equipped to your body at any given time.

AS: Accessory. You may have as many accessories equipped as you like.

You do not need to equip an item to carry it. You can carry any number of non-equipped items as long as you do not exceed your encumbrance.

Two Ingredients/Trinkets carried equals 1 encumbrance. Example:
If you have 3 ingredients and 1 trinket, they will count as 2 encumbrance.

Inventory

You may attempt to swap weapons before combat under certain circumstances. If you are resolving a Skirmish or Exalted Foe card, you may attempt to swap weapons before initiative is determined by performing an Agility Check. If you pass, you may swap weapons. If you fail, you cannot and you must add 2 to the enemy's initiative. If resolving the Ambush card as the first card, you can swap weapons without a skill check. If resolving the Ambush card as the second card, you cannot swap weapons.

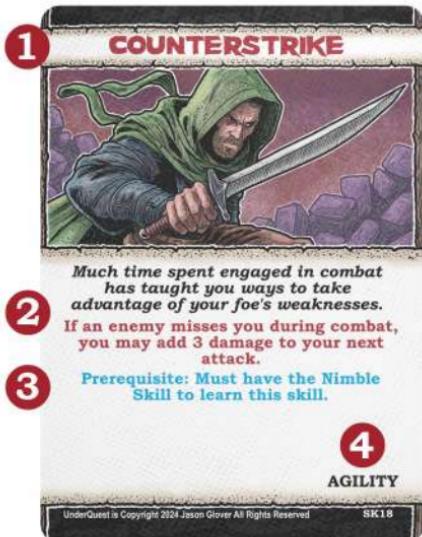
If you are in combat and your primary weapon is destroyed/breaks, you may immediately equip a new weapon from your inventory or move a weapon from your off hand to your primary hand.

Experience & Skills

You will gain experience on your adventure by defeating enemies and by resolving certain Quest and Encounter cards. You may spend experience in two different ways.

1. You may spend 1 experience to re-roll your die/dice. This could be an attack roll in combat, a stat check, a roll for initiative in combat, crafting a potion, or any other time the game asks you to roll a die/dice. Doing so will gain you 1 curse token.
2. You may also spend experience to learn new skills to advance your character. The cost of learning a new skill is based on your Skill Proficiency. All Skill cards tell you what stat they rely on in the bottom right corner. If this stat matches your Skill Proficiency, they are easier for you to learn, and only cost 6 experience. If the stat does not match your Skill Proficiency, they are more difficult for you to learn, and cost 10 experience.

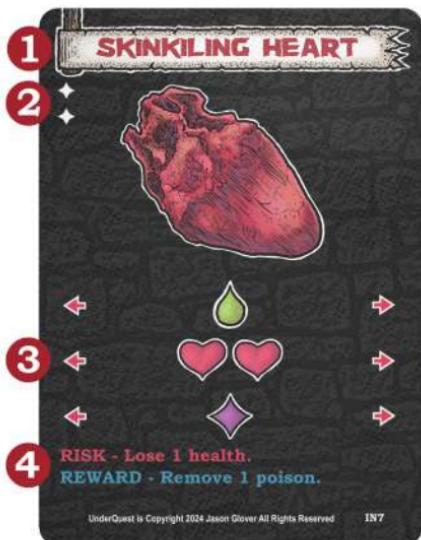
A new skill may only be learned in between turns.



1. Skill name.
2. Skill description.
3. Prerequisite. Some skills cannot be learned until you have learned another skill first. For example, you may not learn the Counterstrike skill (left) until you have first learned the Nimble skill.
4. The stat type listed here tells you what stat type the skill relies on. If the indicated stat matches your Skill Proficiency, it only costs 6 experience to learn. If it does not match, it will cost you 10 experience to learn.

Crafting Potions

You will gain Ingredient cards throughout your adventure. On their own, ingredients have no power, but they may be combined to create powerful potions! Let's examine an Ingredient card.



1. Ingredient name.

2. Crafting difficulty. The more powerful the ingredient, the more difficult it is to craft a potion with.

3. Crafting effects. These icons indicate the possible effects you may gain by crafting a potion with a particular ingredient.

4. Risk/Reward. There is a risk associated with each ingredient that you may suffer if you fail at crafting a potion with it. There is also a reward that you may gain if you happen to craft an exquisite variant of a potion with it.

Once you have two ingredients, you may attempt to craft a potion with them. Place both cards side by side so that the red arrows line up with each other. You are looking for icons to match in a row across both cards. Each icon offers you a particular effect. Let's look at those now.



Health: Each heart icon will heal your character for 1 health.



Grit: Each purple icon will restore 1 grit to your character.



Poison: Each drop icon will remove 1 poison from your character.



Bless: Each cross icon will remove 1 curse from your character.



Ration: Each mushroom icon will gain your character 1 ration.

If none of the icons match up across both cards, you may shift one of the cards up or down in an attempt to get a row of matching icons. Every space you shift the card increases the difficulty to craft the potion by 1 point. If by chance multiple rows have matching icons, you must choose which row of icons you want to use. You cannot gain the effects of icons from more than one row.

✿ Crafting Potions ✿

Let's look at a few examples of potion crafting in order to give you a better understanding.

Example 1



We want to craft a potion with a Dusk Beetle and some Fresh Blood. The first thing we do is place the cards side by side. The only row of icons that match up is the top row of hearts. For this example, we are not going to shift either of the cards and we are going to attempt to make a healing potion with the heart icons. If successful, we will restore health equal to the number of heart icons, which is 4.

Next we must determine the crafting difficulty of the potion. We add up all the white star icons in the top left corner of both cards. The sum in this case is 5. Since we didn't have to shift either card, we do not have to add any value to the crafting difficulty.

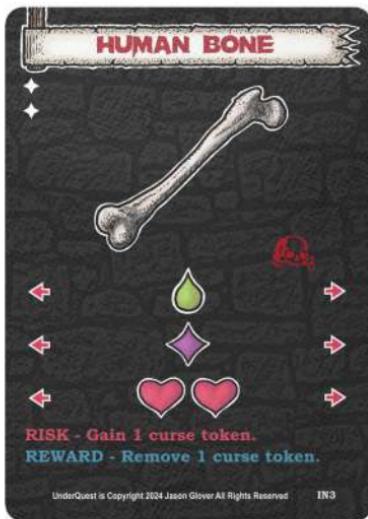
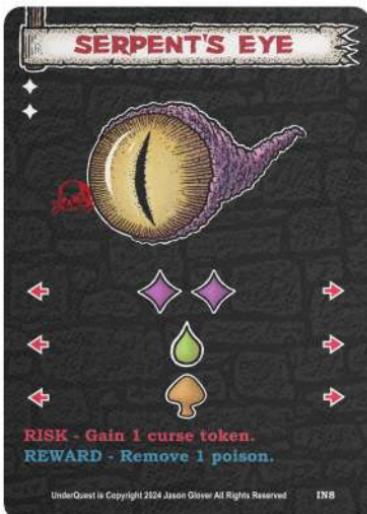
Crafting a potion is simple, just roll d6 and add your Mind stat to the result. If the sum is equal to or greater than the crafting difficulty (5 or higher in this example), you successfully make the potion and immediately gain 4 health. If the sum is less than the crafting difficulty, you fail at crafting the potion. In both cases, both cards are to be discarded.

If you ever roll a 6 when attempting to craft a potion, you automatically succeed and you create an exquisite version of the potion. You gain the regular effect but also may choose any one of the rewards shown on one of the cards used.

If you ever roll a 1 when attempting to craft a potion, you automatically fail and suffer the risk. Randomly select one of the cards used and then suffer the risk indicated on that card.

💀 Crafting Potions 💀

Example 2



In this example, we have a Serpent's Eye and a Human Bone. We are not able to craft a potion with these two ingredients without shifting one of the cards. For this example, we will shift one of the cards one space to create a potion that could potentially restore 3 grit. Each time we shift a card one space, we increase the crafting difficulty by one. Each ingredient has a crafting difficulty of 2, which makes the total crafting difficulty of this potion a 5 ($2+2+1=5$).

Note 1: Remember that every 2 ingredients that you have in your inventory count as 1 encumbrance.

Note 2: You may only craft a potion in between turns during the game and not while resolving a Dungeon card. This means that you may NOT craft a potion while engaged in combat, for example.



Treasures & Trappings

You will be equipping your character with trappings and treasures throughout the course of your adventure. These items may include weapons, armor, or powerful accessories. Let's take a look at an example card.



1. Item name.
2. The cost of the item. You may purchase using any combination of gold and trinkets.
3. Item weight in encumbrance.
4. Equip location.
5. Special ability.
6. Red text indicates a potential weakness.
7. Item type.
8. Weapons will indicate what stat they rely on. You will be able to add the corresponding stat's value to a successful attack in combat.

(MIMICS) Mimics are nasty foes that can be found in the Treasure deck, and when revealed, must be dealt with like a standard enemy. Mimics do not add the dungeon level to their health.

(TRAPS) Traps are another hazard found in the Treasure deck. They will require you to pass a stat check or suffer a consequence. Once resolved, you may draw the next card from the Treasure deck.

The Merchant Dungeon Card and Treasure Cards

When drawing cards from the Treasure deck, when resolving the Merchant Dungeon card, if you draw any card that does not have a gold value (Mimic, Trap, Hidden Stash), discard that card and draw a new one.



Trinkets

You will find trinkets during your adventure and they act as a form of currency. You may spend them at the merchant, to bribe enemies, or to purchase trappings in between adventures at the Lonely Troll Inn. Most also have a special ability. Let's take a look at an example card.

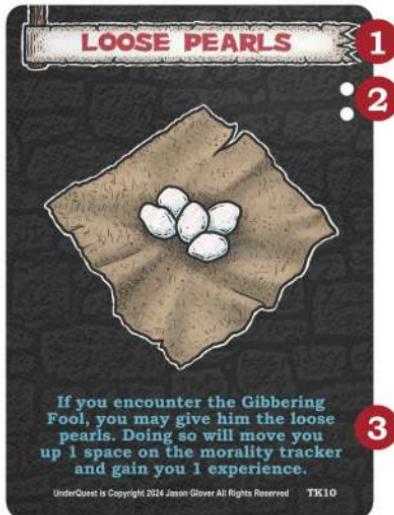
1. Item name.
2. The number of white circle icons equals the value of the trinket in gold. These Loose Pearls are worth 2 gold.
3. All trinkets have some sort of special use and these are written in text below the item's image. Some trinkets interact with cards in the Encounter deck or have a particular use during your adventure.

(MARBLES) Marbles introduce a set-collection mechanic. The more marbles you have, the more the set is worth. The core game of UnderQuest has 2 marbles in the Trinkets deck, but more will be added in future expansions.

(WANDS) In order to create a powerful wand, you must locate the Wand Shaft Trinket card and either the Amethyst or Raw Amber Trinket card. You will then have to discard both cards and then search the Rewards deck and take the appropriate card.

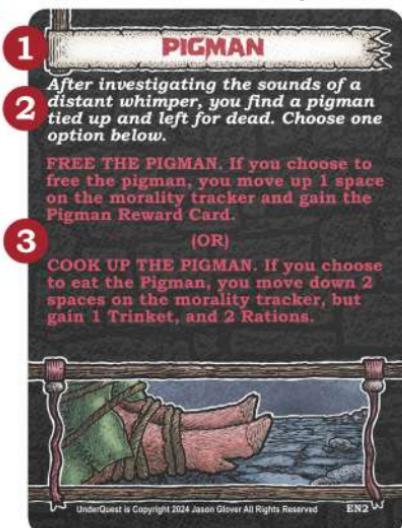
Wand Shaft + Amethyst = Ice Wand
Wand Shaft + Raw Amber = Fire Wand

(FORGOTTEN NOTE) The Forgotten Note is a burden to find. It has zero value, but you cannot discard it without spending 1 grit. If your inventory is full when you find the Forgotten Note, you must discard something to make room for it. It takes up valuable inventory space until you decide to spend the grit to discard it.



Encounters

Whenever you resolve a Clearing Dungeon card, you will be asked to draw and resolve an Encounter card. Encounters are random narratives that will often offer you a choice to make or challenge you in other ways. They are also a good way to gain Quest Tokens. Let's take a look at two example cards.



1. Encounter title.

2. Description of scene.

3. This section offers you a choice to make. Sometimes you will be challenged to make a stat check, or to decide whether you want to resolve the card at all, or in this case, a moral decision.

Do you want to free the Pigman and move up on the morality tracker and gain the Pigman Reward card, or do you take the darker path and eat the Pigman. Eating him will reward you with a lot of benefits, but will move you down the morality tracker.

In this example, you may decide to attempt to swap an item from your inventory for the box on the pedestal. Whenever the word "may" is used in the text, you are given the chance to not resolve the card and simply discard it.

If you decide to attempt to swap an item from your inventory with the box, you must successfully pass an Agility check. If you fail, you lose the box and the item from your inventory. If you pass, you still lose the item from your inventory, but you gain a bunch of useful items, including a Mystic Quest Token.

Encounter cards are discarded once resolved.



Rewards

The Rewards deck consists of many types of cards, including some powerful items and helpful companions. You will never draw from this deck like other decks, but rather, you will be told during the course of the game to take a specific card from the deck. When you are asked to do so, simply look through the Rewards deck for the specified card and take it.

Many of these cards are items, like a powerful sword, or a magical cloak. They are to be treated just like Trappings or Treasure cards. The Rewards deck also has Companion cards in it, which we will look at next. Reward cards with a gold value may be sold as if they were a Treasure card.

Companions

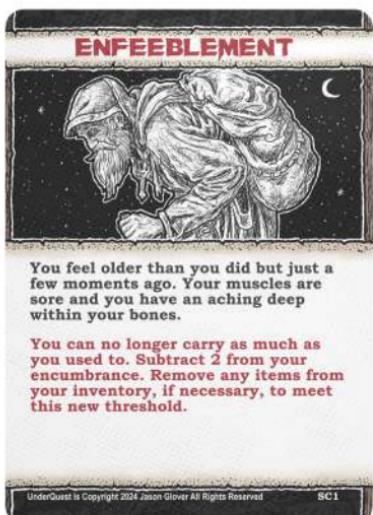
You can find a companion either from the Quest deck or from the Encounters deck during your adventure. These characters will join you on your adventure. However, you will have to feed them 1 ration at the end of each level and make sure their morale never drops to zero. In exchange, they will provide a host of benefits for you. You may only have one companion at a time. If you already have a companion and you find a new one, you may refuse to take the new one, or you can swap out companions.



1. Companion's name.
2. Bonus damage that you add to all your successful hits during combat.
3. Bonus defense that you may subtract from damage taken during combat.
4. Bonus encumbrance that allows you to carry more items in your inventory.
5. Unique special ability that you gain while the companion is with you.
6. Every companion has a level of morale which is tracked using the smaller 6-sided die. When you gain a companion, simply place the die on top of the card with the shown value facing up. Each companion loses morale in different ways. Borko, for example, will lose 1 morale each time you resolve the False Idol Dungeon card. When this happens, reduce this die value by 1. If a companion's morale ever reaches zero, they will abandon you and the card should be discarded. You may raise their morale back up (never beyond their starting morale) by spending particular items. The required item is shown below the die icon. In Borko's case, you can spend 1 trinket to raise his morale die by 1.

Curses & Scourges

Throughout your adventure you will battle enemies and resolve encounters that will cause you to gain a Curse Token. Curses by themselves are not a concern, but if you ever gain 5 Curse Tokens, you must discard them and draw a random Scourge Card.



There are a few ways to remove Curse Tokens during your adventure, including the Altar dungeon card, certain items, casting the Faith incantation, or crafting a potion.

However, once you have gained a scourge, it is very difficult to get rid of it. Scourges are nasty burdens that will change how you play the game. Some will lower your ability to carry items, some will make you foolishly charge into battle, while others will punish you based on the moral choices you make during your adventure.

It is always a good idea to keep an eye on the number of Curse Tokens you have, and try to avoid gaining a potentially deadly Scourge!

Morality

The choices you make during your adventure will have an impact on your morality. This will affect many aspects of your journey. When you make morally good choices, you will move up on the morality tracker. Your more shameful decisions will have you lower your place on the tracker.

Your placement on the morality tracker itself doesn't directly affect anything, but it will affect you when you draw certain cards during your adventure.

Typically, making poor moral decisions will gain you an instant reward, while making positive choices will reward you later on down the road.

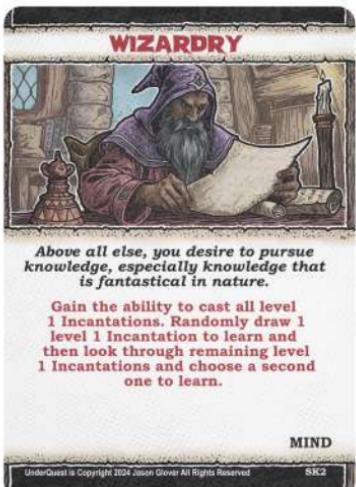
Morality Tracker

1	3	4	5	6	7	
0						
-1	-2	-3	-4	-5	-6	-7

During play, you will draw certain cards that will affect you based on your placement on the Morality Tracker. The Archangel Dungeon card, for example, will heal you if you have positive morality and will damage you if you have negative morality. Many Encounter cards will act in the same way. There are even items that require you to have a certain moral alignment. So, be careful with the choices you make; they may come back to haunt you.

Incantations

In order to learn incantations, you must first learn the skill of Wizardry. Some incantations can deal damage to enemies in combat (Fireball, Ice Arrows, Banish, etc.), while others can be used outside of combat for many different results (Guilding Light, Healing Rain, Faith, etc.). Incantations are extremely powerful and game changing.



Learning the Wizardry skill will allow you to learn two level one incantations. The first will be drawn at random from the available level one incantations. You can then look through the rest of the level one incantations and choose a second one to learn.

Once you have learned the Wizardry skill, you will later be able to spend experience to learn new forms of incantations. These incantations will fall into one of the three schools of magic: Fire Magic, Ice Magic, and Holy Magic. It is a prerequisite that you must first have the Wizardry skill in order to advance to more powerful magic.

1. Incantation name.
2. Incantation level. This value also tells you the grit cost you must spend to cast the incantation.
3. This icon indicates what school of magic this incantation falls into.

Skull = Holy
Flame = Fire
Snowflake = Ice

4. This section describes the effect of the incantation. In many cases you will be given a choice. You can pick one of the two options in these scenarios.

Incantations are single-use cards. Once you have cast one, it is flipped over to show it is no longer available. You may regain access to incantations in a few ways. a) If you beat the game, you regain all your incantations. b) Some cards in the game will allow you to reactivate a single incantation. The Encounter card Sortab is a good example. c) Lastly, once you have learned the Wizardry skill, you open up a fourth option at the Campsite Dungeon card. You may spend 1 ration at the Campsite to reactivate 1 spent incantation. This is in lieu of any other campsite actions.



When cast, an undead enemy will flee (excluding bosses and exalted foes). You gain zero experience or treasure when you avoid an enemy.

(OR)

Deal holy damage to an enemy equal to double your Mind Skill +1.





Combat

At some point during your adventure you will run into enemies. The only way to deal with these foul creatures is to engage in combat or to bribe them. When you are pulled into combat, the first thing you will have to do is draw an Enemy card. Let's examine an Enemy card now.



1. **Enemy name.**
2. **Health.** This is the base health of the enemy. If the enemy was revealed by a dungeon card, you will be asked to add double the current dungeon level to their health. The deeper you go in the dungeon, the tougher your foes will become.
3. **Damage.** This is the base damage the enemy will deal to you if they successfully hit on their turn.
4. **Defense.** This is how much damage the enemy will subtract from your successful hits. Defense does not subtract from Fire, Ice, or Holy damage. This type of magic damage cannot be blocked unless specified as a special ability.
5. **Treasure type.** Each enemy will have a treasure type that will tell you what treasure you will claim if you defeat the enemy. Refer to the current Level Tracker card to see what loot the foe may be carrying. The deeper you are in the dungeon, the better the loot you will find.
6. **Weakness.** Each enemy has a weakness (Fire, Ice, or Holy). If you inflict damage with a magic weapon to a foe that matches their weakness, you get to deal the bonus magic damage. Example: If you hit the ork above with the Amberblade (+2 fire damage), it will deal 2 additional damage. If you hit the ork above with the Shard Axe (+2 Ice damage), it would deal zero bonus magic damage.
7. **Special Ability.** Each enemy has a special ability that will impact how the combat is resolved. Example: Each time you miss on your turn, the ork above will deal 3 extra damage if they successfully hit on their next attack. The blue text tells us the ork can be bribed with 2 trinkets. You gain no treasure or experience when you avoid a combat.
8. **Experience.** You will gain experience equal to the number of star icons shown here if you defeat the enemy.
9. **Initiative.** This indicates the initiative of the enemy. In order to determine who takes the first turn in combat, you will have to check initiative. To do this, you will roll a d6 and add your Agility stat. If the sum is equal to or higher than the enemy's initiative, you get to take your turn in combat first. If the sum is lower, the enemy gets to go first.

Combat

Combat is resolved in turns. You and the enemy will take turns attacking each other until one of you runs out of health and dies. If you die, the game ends immediately. Let's take a look at the combat sequence.

1. Determine Initiative. The first thing that must be done is to figure out who will attack first. Determine initiative as described on page 23.
2. Determine Enemy Health. If resolving the Skirmish, Ambush, or Exalted Foe Dungeon cards, you will have to add double the current dungeon level to the health of the enemy. Some Abomination cards will also add bonus health to your enemy. Track the enemy's health during combat using the Enemy Health Tracker.
3. Enemy Special Abilities. Read the special abilities on the enemy's card. Often, they will require a stat check before combat begins. It is also a good idea to know what abilities the enemy has before combat begins so that you may make better decisions during combat.
4. Attacking the Enemy. On your turn you must either attempt to attack the enemy, cast an incantation, or use an item from your inventory to deal damage (Black Powder, etc). You may consume any number of items as a free action and still attack (Bitter Remedy, etc). You may NOT craft a potion from ingredients or eat a ration during combat.

Let's now focus on attacking the enemy. Before you roll any dice, you must first determine how much grit you want to spend on your attack. Spending grit equates to the amount of effort you want to put into your attack, which allows you to deal bonus damage. You may elect to not spend any grit, which will forgo any potential bonus damage.



On your Class card you will see these three attack icons. Each shows a different damage bonus. Above each of these icons are a grit cost. Example: In the image above, if you spend 2 grit, you will deal 5 bonus damage if you successfully hit. If you miss, you lose the grit spent and do not deal any bonus damage. If you decide not to spend any grit, you simply skip this step.

5. Attempting to Hit. Now you must attempt to hit the enemy. To do so, simply roll 2 six-sided dice (2d6). If you roll doubles, you miss and deal zero damage. Any grit you may have spent is lost and it becomes the enemy's turn to attack. If the dice roll results in two different values, subtract one die result from the other. This difference equates to how well you hit and how much base damage you have dealt. Example: You roll 2d6 and get the results of a 2 and a 5 ($5-2=3$). You deal 3 base damage.

Combat

6. Attack Modifiers. You will add damage to your base damage as indicated below.

- Add any bonus damage from the grit you spent before you rolled your attack dice.
- Look at the bottom right corner of the Weapon card you have equipped. Every weapon relies on a stat (Agility, Brawn, or Mind). You add your matching stat value to your attack. Example: If you attack with the Iron Sword (Brawn) you get to add the value of your Brawn stat to your damage. So if you have 3 Brawn, you add 3 damage to your attack.
- Some weapons will offer a damage bonus themselves. The Iron Sword (page 16) deals 2 bonus damage to all successful hits. Some will add magic damage (Fire, Ice, or Holy).
- Some items you carry may add damage to your attacks and some special abilities on your Race card will do the same.

Example Player Attack: Before rolling your attack dice, you decide to spend 2 grit on your attack, which will add 5 bonus damage if you successfully hit. You roll your attack dice and get the results of a 4 and a 2. That is a successful hit with a base damage of 2 (4-2=2). Now you add your bonus damage from the grit you spent (2+5=7). Next you look at your weapon and see that it is a brawn weapon and you have a brawn stat of 2 (7+2=9). Lastly, the weapon you are using deals 1 damage to all successful hits (9+1=10). You do not have any special abilities or other cards that modify your damage, so the total damage you deal is 10.

7. Enemy Defense. Once you have determined the sum of your attack damage, you must check to see if the enemy has any defense (blue shield icon). If they do, you have to subtract the shown value from your damage. The result is your final damage and should be subtracted from the enemy's health. If this equates to the enemy having zero health (you cannot have negative health), then you have defeated your foe. You will gain the experience shown on the Enemy card and any treasure that they may be carrying. If the enemy still has health left after your attack, they get to attack you.

8. Enemy Attack. The enemy's attack works much like your own. Roll 2d6. If they roll doubles, they miss, and it becomes your turn again. Any other result will indicate a successful hit. In this case you will subtract the values of both dice from each other to determine base damage. Example: The enemy rolls 2d6 with the results of a 3 and a 6 (6-3=3). A successful hit with the base damage of 3. Now look at the Enemy card and see if they deal bonus damage. For this example the ork deals 2 bonus damage. We add this to their base damage for a result of 5 (3+2=5). Some enemies add extra damage or other effects on successful hits (poison, curses, etc). Subtract the value of any of your relevant armor, skills, companions, or items from their attack. Subtract the final damage from your health. If the attack results in you having no health remaining, you die and the game ends.

Combat

9. Magic Damage. There are three types of magical damage including: Fire, Ice, and Holy. You cannot defend against this sort of damage when you suffer it, unless you have a skill, ability, or item that specifically defends against it. Example: The Fur Cloak Trappings card allows you to subtract 1 from all Ice damage. Standard armor like the Iron Helm and Leather Armor only defend against standard damage. Example: If an enemy or trap deals 3 Fire damage and you have Scale Armor, you still suffer 3 damage to your health.

When you attack an enemy with magic damage, it bypasses their defense if they are weak to the type of magic being dealt, but they can still block any standard damage (attack dice damage, bonus damage from spending grit, bonus stat damage, etc.).

Incantations that deal damage (fireball, ice arrows, etc.) ignore the enemy's defense. They will also deal damage even if the magic type does not match the enemy's weakness. Furthermore, if the incantation does match the enemy's weakness, it will deal double damage. This makes attacking with incantations one of the most deadly attacks in the game when used strategically.

10. Bare-handed Attacks. If you are not equipped with a weapon, you may not spend grit before your attack roll for bonus damage. You simply roll 2d6 to attack. If you roll doubles, you miss, your turn passes, and the enemy starts their turn. Any other outcome will result in damage equal to the difference between the two dice. Example: You attack bare-handed and roll your attack dice. The results are a 1 and a 3. You deal 2 damage ($3-1=2$). You do not add any bonus damage to this attack. There is one benefit to attacking bare-handed and that is, these attacks ignore the enemy's defense. So, the 2 damage from the example above is removed from the enemy's health, no matter what sort of defense value they have.

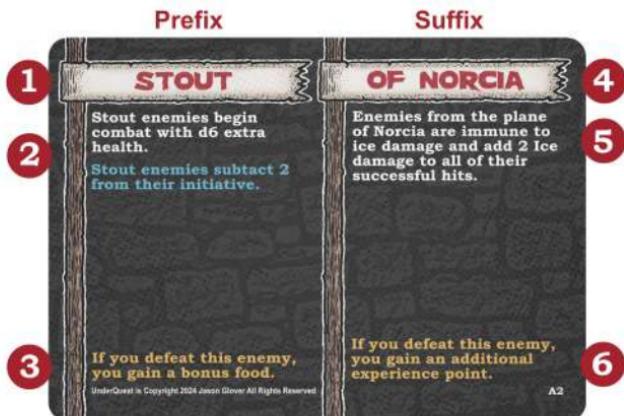
11. Ending Combat. You and your enemy will take turns in this manner until one of you runs out of health. If the enemy runs out of health, they are defeated and you gain the experience shown on their card, as well as any treasure. Check the enemy's treasure type and then refer to the Dungeon Level Tracker. You will be given a choice between two treasures.

If you run out of health, or your poison level matches the value of your health, you die and the game ends immediately.



Abominations

In some cases you will face a more powerful enemy that will require you to add one, and sometimes two, abominations to the enemy you are in combat with. Abominations modify the enemy and make them much more difficult to deal with. It should be noted that the enemy's special abilities will always supersede text on the Abomination card if a conflict arises.



1. Prefix title.

2. Prefix power. This section describes the special ability that is added to the enemy. These abilities are additional to any special abilities the enemy has on their card. The blue text is a weakness that the enemy gains. In the example above, a stout enemy will gain $d6$ extra starting health, but their initiative is lowered by 2, making it more likely that you will get to attack first.

3. Bonus loot. The yellow text at the bottom indicates bonus loot that you gain if you defeat the enemy.

4. Suffix title.

5. Suffix power. This section describes the additional powers that are added to the enemy. These are typically quite powerful abilities and you will not find a weakness associated with the suffix.

6. Bonus loot. The yellow text at the bottom indicates bonus loot that you gain if you defeat the enemy.



Abominations

When you draw a Skirmish or Ambush card as the second card during exploration, you will be asked to add the prefix side of an Abomination card to the enemy. To do this, simply tuck the suffix side under the Enemy card as shown below.



Above, we have added an Abomination card to this skeleton. You will have to add d6 health to its starting health and subtract 2 from its initiative. If defeated, you will gain a bonus ration.



If you are resolving the Exalted Foe Dungeon card, you will be asked to add both a prefix and a Suffix card to the enemy. The first Abomination card you draw will be used as the prefix. You will draw a second Abomination card and that will serve as the suffix.

Now the skeleton we are battling is also immune to all holy damage and they get to add 2 damage to all successful attacks. This relatively easy enemy has now become a very deadly foe.

Ending the Game

The game ends in a victory only if you reach the final boss on the final Quest card and you defeat them. If you defeat the final boss, you will gain 4 experience and may choose from one of the following for your reward.

1 Treasure, 2 Gold, and 2 Ingredients

(Or)

You may raise one of your character stats by 1 point (Agility, Brawn, or Mind). No base stat may ever exceed 4.

Your adventure ends in defeat at any point during the game when one of the following things occur.

1. Your health reaches zero.
2. Your poison level is equal to or greater than your health level.
3. You die instantly while resolving an encounter card (All Seeing Eye, etc.)
4. You do not beat the final boss before the end of the fifth level of the dungeon.

Lonely Troll Inn

If you win the game, you may continue your adventure with the same character. You will return to the Lonely Troll Inn to rest and recover in between adventures. Your Health and Grit are restored to their starting values and all poison is removed.

You may pay Scarla the cleric to remove curses at a cost of 1 gold each. A scourge may be removed at the cost of 3 gold.

You may sell any Treasure or Trappings card, or any 2 Ingredients, for 1 gold to the merchant, Kaln. He will sell you Trappings cards (draw 5 trappings cards at random to create his inventory) and he also stocks rations at a cost of 1 gold each.

Once you are ready to head out on another adventure, you simply setup a new game and play it the same way as before, but with one small change. You will use the reverse side of the Level Tracker Cards (red side). This will increase the difficulty of your adventure.

On the following page, you will find a character sheet to track your hero with. This is optional. You are free to copy this sheet for personal use.

This game is dedicated in the loving memory of my dear brother Jeff. I hope you are riding a wave in heaven listening to the Grateful Dead right now.

Name:

Race:

Class:

Familiar:

Skill Proficiency:



Agility

Brawn

Mind



Initiative:
Experience:

Morality:



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Special Ability:

PH

OH

BD

HD

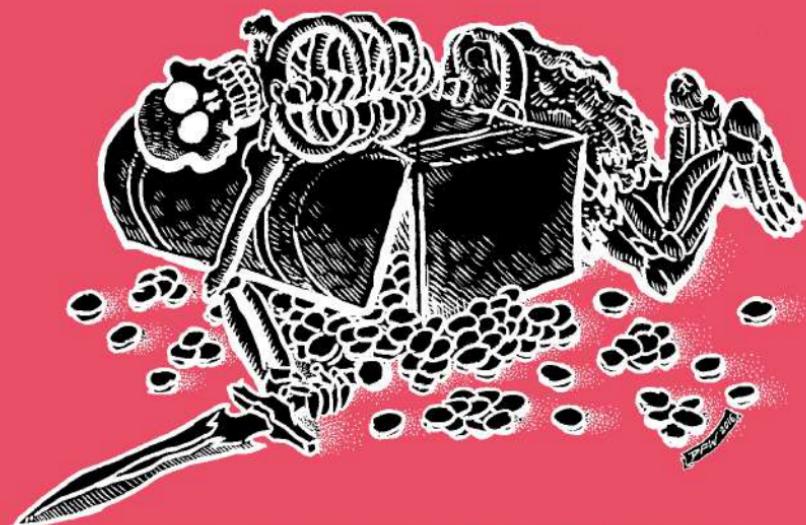
AS

Spells:

Skills:

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