

# QUEST CARDS™ EXAMPLE OF PLAY

For additional details visit [www.questcards.us](http://www.questcards.us)

## PLAYERS AND GOAL

Dan decides to play a solitaire game of Mox's Mansion. He begins by choosing the Heroine character, starting at level one, and sets up the gameboard based on the instructions. Finally, Dan places his token in the bottom left start space.



## TURN 1

Dan attempts to move into the bottom left corner by turning this card face-up to reveal Mox's Homunculus which has a Vigilance of 8. Dan makes an Ambush Roll and gets an 8, resulting in a Tie. The Homunculus sees him; so he must choose to either Attack or Retreat. Since the Homunculus only has a Prowess of 6, Dan decides to make an Attack Roll and gets a 5, resulting in a Failure. His attack missed; so he must defend himself. The Homunculus has a Ferocity of 4. Dan makes a Defense Roll and gets a 7, resulting in a Success. Thankful to have not been injured, Dan chooses to make a second Attack Roll and gets a 6, resulting in a Tie. The Homunculus' Morale drops from 2 to 1, but Dan must defend himself again. Dan makes a second Defense Roll and gets a 10. Oh no! The Homunculus has a special ability (F, E) that triggers on a Defense Roll of 8 through 11. Dan has been bitten by the Homunculus! His Defense Roll Fails causing his Health to drop from 6 to 5; and he must return the Mox's Homunculus card to a face-down position and end his turn.



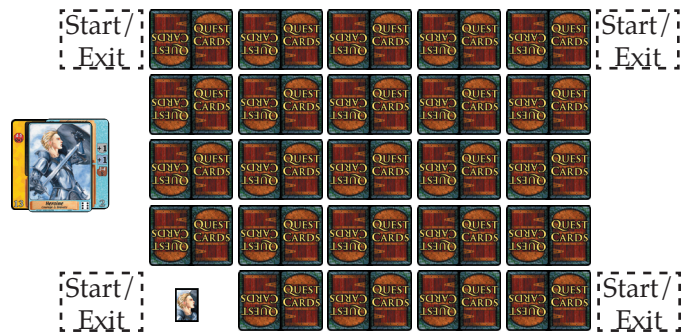
## TURN 2

Infuriated, Dan decides to take out his revenge upon the Homunculus. Again, he attempts to move into the bottom left corner by turning this card face-up to reveal Mox's Ho-

munculus which has a Vigilance of 8. Dan makes an Ambush Roll and gets a 8, resulting in a Tie. The Homunculus engages him; so he must choose to either Attack or Retreat. Dan decides to attack by making an Attack Roll versus the Homunculus' Prowess of 6 and gets Double-sixes! Three things occur:

1. the attack results in a Success reducing the Homunculus' Morale to 1,
2. An old wound feels better increasing Dan's Health from 5 to 6.
3. The Heroine's Skill, Courage & Bravery, advances to Level 2.

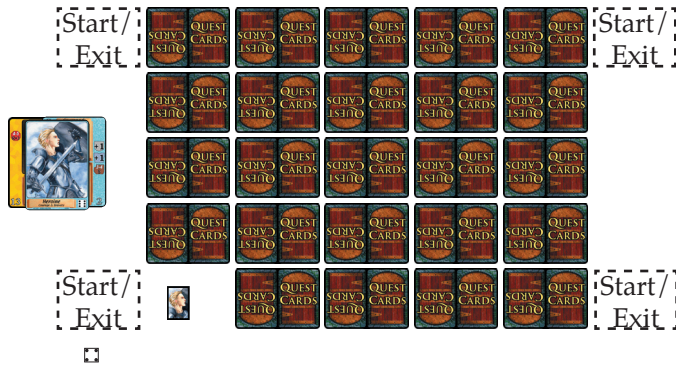
Dan makes another Attack Roll and gets a 4. Alright! Courage & Bravery Level 2 has a special ability (S) that triggers on an Attack Roll of 4 through 5. The attack Succeeds knocking the Homunculus down to 0 Morale. Dan removes the Homunculus from the gameboard, moves his token into the now empty space and makes a Treasure Check. He Rolls an 11 and adds the Homunculus' Level of 2 for a total of 13. Dan finds a 13 Item! He randomly selects the Broach of Seeing and Weilds it.



## TURN 3

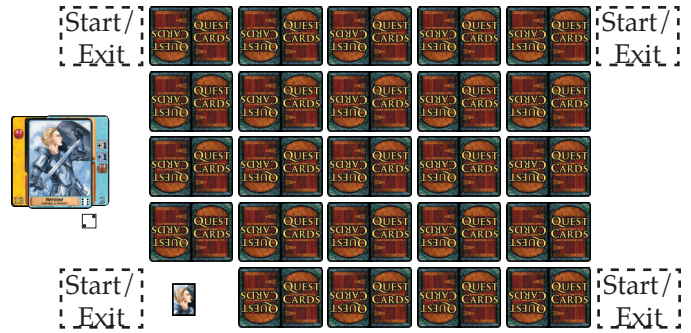
Dan Weilds the Broach of Seeing this turn and attempts to move horizontally. He turns the card face-up to reveal Grasping Vines which has a Concealment of 7. Dan makes an Surprise Roll and gets a 4. His Broach of Seeing has a special ability (R+3) that triggers on a Surprise Roll of 4 through 5. Dan makes a Reroll and gets a 3; he adds his Reroll bonus of +3 for a total of 6, resulting in a Failure. The Vines surprise him and he must save himself from injury versus the Vines; Lethality of 4. Dan makes a Saving Roll and gets an 11, resulting in a Success. Dan is engaged with the Vines and must choose to remove them or escape. Since their Difficulty is only 7, Dan chooses to make a Remove Roll and gets an 8, resulting in a Success. The Stages decrease from 2 down to 1. Dan chooses to Remove Roll again and gets a 5 -- a failure. He makes a Saving Roll and gets a 9. Oh no! The Vines have a special ability (F, H) that triggers on a Remove Roll of 8 through 10. The Saving Roll Fails reducing his health from 5 to 6, and Dan is Hindered. Since there is only one stage left, Dan decides to Remove Roll again and gets a 7, but because he is hindered he takes a -1 penalty. The total is 6 and results in a Failure to remove the vines. He

makes a Saving Roll and gets a 10. Not again! Dan has triggered the Vines' special ability (F, H) for a Saving Roll of 8 through 10, resulting in a Failure and a second Hinder. His Health is down to 4. Concerned about being too entangled in the vines, Dan decides to escape. He makes Escape Roll and gets a 9. Because he has been hindered twice this turn, he takes a -2 penalty to the roll resulting in a 7 total. Versus either Difficulty or Concelament this results in a Tie. Dan will get away, but must make a final Saving Roll and gets a 7 with -2 penalty of being Hindered twice bring the total to 5, resulting in a Success. Dan escaped without injury! He returns the Grasping Vines card to a face-down position and ends his turn.



#### TURN 4

Dan continues to Weild the Broach of Seeing and attempts to move vertically. He turns the card face-up to reveal Tarantula Nests which has a Concealment of 7. Dan makes an Surprise Roll and gets an 8, resulting in a Success. The Trantulas do not surprise him; so he must choose to either Bypass or Advance. Dan decides to Advance, dropping the Trantulas' Stages from 3 to 2. Dan continues by making a Remove Roll and gets a 5, resulting in a Fail. He must make a Saving Roll versus a Lethality of 6 and gets a 7, resulting in a Success. Because Dan still has 4 Health, he decides to make another Remove Roll and gets a 2, resulting in a Fail. He must make another Saving Roll and gets an 11. Oh no! The Tarantulas have a special ability (Fx2) that triggers on a Saving Roll of 10 through 11. Dan loses two Health dropping from 4 down to 2. At this , Dan decides to make an Escape Roll and gets a 5, resulting in a Fail versus both the Difficulty and Concealment of the Hazard. However, the Escape Roll activates his Broach of Seeing (R+3) on a Retreat Roll of 4 through 5. Dan makes a Reroll and gets a 12 (Double-sixes on a Reroll never allows an increase in Health or Skill Level); he adds his Reroll bonus of +3 for a total of 15, resulting in a Success against a Concealment of 7. Dan's returns the Trantula Nests card to a face-down position and ends his turn.



#### TURN 5

Dan decides to leave this corner of the Mansion and follows a path of adjacent empty spaces to reach the upper left coner of the gameboard. Still Weilding the Broach of Seeing, he turns the card face-up to reveal Ingorin, Mox's Apprentice which has a Vigilance of 6. Dan makes an Ambush Roll and gets a 7, resulting in a Success. He chooses to Ambush Ingorin, reducing his Morale from 2 to 1. Dan makes an Attack Roll versus Ingorin's Prowess of 6 and gets Double-sixes, resulting in a Success. In addition, Dan's Health increases from 2 to 3; however, Dan cannot advance his Skill Level for two reasons:

1. He has already advanced a Skill Level this game;
  2. Ingorin's is only Level 1 and so no Skill can be increased beyond Level 1 on a Roll against him.
- Ingorin's Morale is at 0 and he is defeated. Dan removes the card from the gameboard, moves his token into the now empty space and makes a Treasure Check. He Rolls an 11 and adds the Ingorin's Level of 1 for a total of 12. Dan finds a 12 Item! He randomly selects the Battle Worn Shield and Weilds it.



#### TURN 6

Weilding the Broach and Shield, Dan decides to move vertically and reveals the Guardian Zombie which has a Vigilance of 4. Dan makes a Surprise Roll and get a 5, resulting in a Success. He decides to By-pass the Zombie and turns the card face down. He places his token on top of that card and ends his turn.



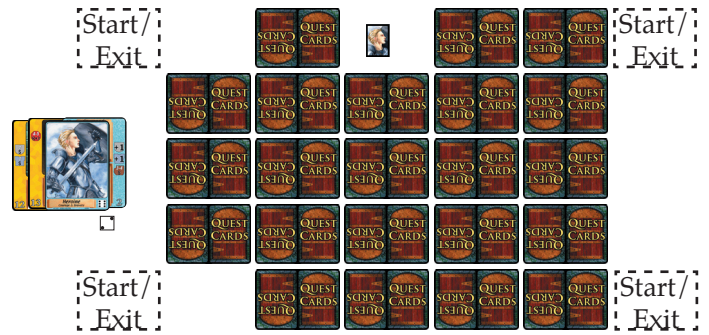
**TURN 7**

Weilding the Broach and Shield, Dan decides to move vertically again and reveals Mox Darkdabblers which has a Vigilance of 9. He makes an Ambush Roll and gets a 10. Dan decides to Ambush Mox, reducing his Morale from 3 to 2. Dan makes an Attack Roll versus Mox's Prowess of 7 and gets an 8, resulting in a Success. Mox's Morale drops from 2 to 1. Dan makes another attack and gets a 7, resulting in a Tie. Mox's Morale drops to 0, but Dan must make a Defense Roll versus a Ferocity of 3 and gets a 10. Oh no! Mox has a special ability (F) that triggers on an Attack Roll of 5 through 10 on Defense Rolls. Dan's Defense Fails and his Health drops from 3 to 2. Mox is defeated; so Dan removes the the card from the gameboard, moves his token into the now empty space and makes a Treasure Check. He Rolls a 6 and adds the Mox's Level of 3 for a total of 9. Dan ends his turn.



**TURN 8**

Having defeated Mox Darkdabblers, gained a level and found some treasure, Dan decides to end his game. However, his character must first reach an Exit. Weilding the Broach and Shield, Dan decides to move back toward the Guardian Zombie which has a Vigilance of 4. Dan makes a Surprise Roll and gets a 3, resulting in a Failure. He makes a Defense Roll against the Zombie's Ferocity of 8 and gets a 3. Excellent! His Battle Worn Shield has a special ability (S) that causes his Defense Roll to Succeed on a Defense Roll of 3. Dan is engaged with the Zombie and must choose to attack or retreat. Dan decides to make a Retreat Roll and gets a 4. This results in a Tie versus the Vigilance of the Zombie, but it's a Success versus Prowess because Courage & Bravery Level 2 has a special ability (S) that triggers on a Retreat Roll of 4 through 5. Dan returns the Guardian Zombie card to a face down position and ends his turn.



**TURN 9**

Dan decides to move back toward the Guardian Zombie again. He reveals the card, makes a Surprise Roll and gets a 7, resulting in a Success. He decides to By-pass the Zombie and turns the card face down. He places his token on top of that card and ends his turn.



**TURN 10**

Dan decides to move to the upper left hand Exit space and end his game. He has four Quest Points (for defeating Mox) and is rewarded a 12 Item of his choice. He decides to get the Sweet Water. Dan's Character can now start a new game with Sweet Water, Battle Worn Shield, Broach of Seeing, Courage & Bravery Level 2, and 6 Health.

