

TINY EPIC QUEST – SOLO VARIANT – v 2.1

SOLO VARIANT (UNOFFICIAL) : KILL BOSS DANONGORF!

I've created this personal variant to enhance the official Solo game, which is based solely on Victory Point scoring. In this scenario there is no score, the aim is to face and defeat a Boss named Danongorf (a distant cousin of a well-known villain).

Just like the Solo mode, the player's objective is to equip himself with treasure quest items and legendary equipment, defeat Goblins and level up in Spells to gain Health and Strength, over the course of the game's 5 Rounds. But during each Round, Danongorf will play and at the end of Round 5, a final battle against him takes place. The winner takes all!

Set-up

Identical to normal Solo mode (p. 21-22). Add the following steps:

- ✓ Randomly select a *player* card for Danongorf and place it in the playing area.
- ✓ Set a *Health* token to 6 and a *Power* token to 3 (*this will only be used when facing Danongorf at the end of the game*). The Boss does not use *Max Health/Max Power* markers!
- ✓ Place a *Legendary Sword, Shield and Staff* token on the 1st space to the left of each corresponding track.
- ✓ Place the 3 *Danongorf Heroes* in the *Castle* of the corresponding color on the *Land map*.

Note: If you wish to play in *Hard* difficulty, turn all *Map cards* on their *Gloom side* (see *Gloomfall variant*, p. 20).

Round modifications

A Round takes place in the same way as in Solo mode, except for the following steps:







- ✓ **DAY Phase:** Before step 1 (selecting the *Movement* card), place a *Danongorf Heroe* in each of the 3 *Goblin Portals* closest to his Castle and containing a *Green Goblin* (*passive*). In the event of a tie, the player chooses.
- ✓ **NIGHT Phase:** At the end of this phase, when the player is *Resting*, perform the *Danongorf Turn* (see *opposite*).
- ✓ **RESOLUTION Phase:** When you choose which 3 *Goblins* become **aggressive**, you must first choose those who have been defeated by the *Danongorf Heroes*. The 3 *Danongorf Heroes* then return to their *Castle*.

End of the game

When you've completed Round 5, take part in the final battle against Danongorf (p. 2).

DANONGORF TURN

When the *Night Phase* is over (player is *Resting*), roll the 5 *Adventure* dice for *Danongorf*. Apply the following effects according to the results, in the order shown.

- 1. Torch 
If there are **3 icons or more**, **reroll all *Adventure* dice**. If not, ignore *Torch* icons. If you roll the dice again, repeat this step.
- 2. Take Damage 
For each icon, **the player chooses to lose 1 Health or 1 Power** (maximum 3 times, even if there are more matching dice). You have to lose *Health/Power* if you can!
- 3. Conjure Magic 
For each icon, **Danongorf gains +1 *Spell Level*** (maximum 3 times, even if there are more matching dice). *Danongorf* gains +1 *Power* for each *Spell Level*, up to a maximum of 10 *Power*. If already at maximum level, ignore this effect.
- 4. Attack Goblin 
For each icon, **take the *Goblin* attacked by a *Danongorf Hero* closest to his *Castle*** and place it next to the *Danongorf player card* (maximum 3 times, even if there are more matching dice). *Danongorf* gains +1 *Health* for each *Goblin* gained, up to a maximum of 10 *Health*. If he already has 10 *Health* when he gains a *Goblin*, return it to the supply instead.
- 5. Gain Power 
For each icon, **Danongorf gains the *Quest card* furthest to the right** in the row (3 times maximum, even if there are more matching dice). If he gains a *Treasure Quest*, he takes the corresponding item. *Danongorf* ignores all the effects of the *Quests* he owns. Once this effect has been fully resolved, complete the *Quest row*, if necessary.
- 6. Scroll 
For each icon, **move one space forward on the least advanced *Legendary Item* track** (3 times maximum, even if there are more matching dice). In the event of a tie, advance on the highest track. Ignore *Scroll* icons if *Danongorf* already has all 3 *Legendary Items*.

Reminder: most of these effects are applied 3 times max.

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FINAL BATTLE AGAINST DANONGORF

The final battle takes place over several Turns, after Round 5, until one of the combatants is defeated (the fight immediately ends as soon as a combatant reaches 0 Health).

Turn

Roll the 5 Adventure dice and resolve effects in the order shown.

Important: Each effect applies only once during a turn, regardless of the number of corresponding dice (e.g.: if you roll 3 “Take Damage” dice, apply the effect only once).

- 1. Torch.
You may spend 1 Power to re-roll all non-Torch dice. Before moving on to the next step, you can continue to spend 1 Power to re-roll all non-Torch dice. 
- 2. Take Damage.
You take 2 damage. If Danongorf is equipped with the *Legendary Sword*, he spends 1 Power to inflict 1 additional damage, if possible (once per turn).
Note: You may spend 2 Power to cancel 1 damage. 
- 3. Conjure Magic.
You lose 1 Power. If Danongorf is equipped with the *Legendary Staff*, he spends 1 Power to cause you to lose an additional 1 Power, if possible (once per turn). 
- 4. Attack Goblin.
Danongorf takes 2 damage. If Danongorf is equipped with the *Legendary Shield*, he spends 1 Power to cancel 1 damage, if possible (once per turn). 
- 5. Gain Power.
You gain 1 Power (reminder: you cannot exceed your maximum). 
- 6. Scroll.
Danongorf gains 1 Power (10 max). 

Reminder: Each effect applies only once, regardless of the number of corresponding dice.

If no combatant is defeated, continue the fight with a new turn.