

Quest for the DragonLords

The Solo Game

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1. The Solitaire Game

The solitaire game needs the Basic game plus 7 glass beads (or 7 of the Shards of the Crystal found in the "Crystal of Power" expansion).

1.1 Objective of the game:

The player, as the king of a Realm, has to conquer at least 2 other kingdoms, or control all of the shards of the Crystal of Power in order to prevent the awakening of the Ancient DragonGods. Meanwhile he has to avoid that his Kingdom gets conquered by the evil DragonCult armies.

1.2 Victory Conditions:

- At any moment the player controls 3 kingdoms (including the home Kingdom), the game immediately ends and the player wins.
- At any moment the player obtains his last shard of the Crystal of power
- If at the end of his turn the player has lost control of his starting kingdom, he immediately loses.
- When the DragonGods awake, that is when the DragonCult controls at least 5 Kingdom, the game is over and the player loses.
- If the player's King is killed, the player immediately loses the game.

1.3 Setup

- 1) Set aside the following Scroll Cards, as they will not be used in the solo game: Spell of Clairvoyance; Teleport Spell; Summon Elemental Spell; Reflection Spell; Gain a Spell; and Dispel Magic Spell. Shuffle the Scroll Card deck and take one Scroll Card.
- 2) The player chooses a civilization, and then takes 5 basic units, a king and a wizard; he also receives 10 golds to begin with, and 3 shards of the Crystal of Power.
- 3) HEROES: The player starts with 3 heroes (use numbered wizard counters), placed in his Kingdom.
- 4) The other shards are set aside close to the board. For the Crystal of Power expansion owners: please note that in the Solitaire game Shards have no powers.
- 5) The player chooses a Kingdom, and places his 5 units, the king and the wizard on that kingdom, which will become his **Home Kingdom**.
- 6) Place 4 red disks on the map: two on each Dragon's Lair space in the Wasteland. These blue disks represent the forces of the DragonGods cult. They move and fight according to their own rules (see section X). At the beginning of the game, the DragonCult armies count 5 units each, but they can gain units later in the game.

Note that the Wastelands are not accessible to the player, they are only used as a starting point for the DragonCult armies.

1.4 Civilization Modifications:

- Dwarves do not receive their gold bonus. Instead they receive a +1 TAF bonus when attacking or defending on EVERY gold territory.
- Elves cannot use sneak attack against undiscovered enemies. They can only sneak attack enemies that have been placed on the map at the beginning of the turn. Otherwise, they can sneak attack everywhere on the map, except in other Kingdom territories and in Island territories.
- Barbarian do not gain their ship movement bonus. Instead they gain a bonus action each turn.
- Orcs have the usual abilities.

- Necromancers (from Crystal of Power) have the usual abilities
- Amazons (from Crystal of Power) lose their ability to charm. Instead they gain a free attack with an Attack of 2 at the beginning of each combat, to simulate archery. If they hit any enemy unit, that unit cannot fight back and it is immediately eliminated.

1.5 Unit modifications:

- King: the King follows the same rules as per the basic game. If the King is killed, the player loses the game.
- Wizard. Each player can have only one wizard. The wizard starts with spells 1 and 2 plus a random rolled spell. Whenever a player gains a spell, the wizard automatically gains it. The wizard can use scroll cards. A wizard cannot be killed. If he is the last unit in a battle, he automatically teleports back in the Home Kingdom. A wizard may never become a DragonLord.

2. Rules of Engagement

Movement and attacking in the Solitaire game is ruled by **actions**.

Each turn, the player can perform up to **three free actions**; furthermore, the player can buy additional actions at a cost of 4 golds each. Actions cannot be saved for later turns: they have to be used in the turn they have been bought. Free actions cannot be saved or transferred to following turns: each turn a player has always a maximum of three free actions to perform.

2.1 Sequence of play

The sequence of play in the solitaire game is different from the basic game.

The solitaire sequence of play is divided into 7 phases, as described below.

- Purchase Phase: the player uses gold to buy additional units, actions, or items.
- Exploration Phase: the player uses actions to move armies in unknown territories
- Encounter Phase: the player “encounters” the territories
- DragonCult Phase: the DragonCult moves
- Event Phase: a Quest card is turned and resolved
- Income Phase: the player collects income
- Reinforcement Phase: the player places any reinforcement on the map

Each turn, the player repeats this sequence.

2.2. Planning Phase

In the Purchase Phase the player may spend gold to buy additional units, items, spells, or additional actions to use in that turn.

2.2.1 Purchase

A player may buy additional units or items, at the prices indicated in Table 1 Purchase. Items bought can only be placed with the Heroes.

Table 1: Purchase

Ship*	10 gold
Action	4 gold
Scroll Card	10 gold
Unit	**
Pickaxe	1 gold
Torch	1 gold
Elixir	2 gold

Potion	2 gold
Talisman	3 gold
DragonOrb	5 gold
Hero	4 gold

* can only be bought if you control at least one territory with harbor.

** cost varies as described in the civilization card

2.3. Exploration Phase

In the Exploration Phase the player moves his units to explore the unknown.

2.3.1. Movement actions.

The player may use action to move armies. Each territory movement costs 1 action, and the cost is independent from the number of units moving, as long as all the units move in a single movement. If the units enter an unknown territory they cannot proceed further. Otherwise they can keep moving until they have moved three territories away or they encounter an unknown territory. If a player's army wants to enter a territory in which neutral or hostile forces have been previously revealed, the player has to use an action to do so.

Clarification: "previously revealed forces" means that at the beginning of the Exploration Phase the units must already be positioned on the map.

2.3.2 Exploration procedure

When a player's army enters an unexplored territory, the player rolls a d12 on the table 2: Exploration, to see what is encountered there.

If a neutral unit (not a DragonCult army) is revealed, the player has the option of either attacking it (see below) by expending an action, or leave it and go back to a friendly territory; however, place 6 neutral units in the nearest Kingdom. *Explanation:* another civilization live in the territories controlled by a neutral kingdom. Use any other civilization units to mark the neutrals, but once a neutral is discovered, always use the same civilization to mark them. *Example:* if in the first encounter the player eliges the Elves as neutral, then ALL the following encounters in that Realm will be with Elves.

Exception: neutral encounters in the player's Realm are automatically friendly and can be added up to the player's armies for free.

Table 2: Exploration

D12	Result
1	Empty territory
2	Empty territory, small resources: gain 2 golds
3	Empty territory, small mine: gain 3 golds
4	DragonCult scouts! Fight 2 DragonCult units
5	Resource territory! As long as you control it, you gain 1 gold/turn*
6	Fight a Monster! (Roll on table 4). If you win you gain a treasure.
7	Neutral forces: 1 units
8	DragonCult scouts! Fight 2 DragonCult units.
9	Neutral forces: 2 unit
10	A native village! **
11	DragonCult scouts! Fight 3 DragonCult units
12	Your scouts hear rumors about a Shard in the area! Roll on table 3!

* mark a resource territory with a decoy counter.

** You can buy units, heroes, or scroll cards here, as per table 1. You can mark the native village with any counter to remind you the village is there. You can only buy max 1 scroll, 1 hero or 2 units per turn and only if you are in the village with your units.

Table 3: Rumors

D6	Result
1	The rumors take you to a Monster's lair (table 4). If you win, gain a treasure.
2	You find nothing except some gold. Gain 2 gold.
3	You find nothing except some gems. Gain 4 gold
4	You find a magical stone guarded by 2 evil DragonCult soldiers! Fight them!*
5	You find a magical stone. Gain a Scroll Card.
6	You have found a Shard of the Crystal of Power! Take one and add it to yours.

* if you win, gain 1 Scroll Card.

Table 4: Monsters

D6	Result*
1	Giant Skeleton. A4 D8
2	Ancient Mummy. A4 D10. SA:Fear
3	D4 Gargoyles. A3 D6
4	Manticore. A4 D8. SA: 1 free attack (A:2) each round, unit hit is eliminated
5	Giant Wyrms A5 D12
6	Blue Dragon. A5 D12. SA Lightning bolt. You can charm it if you have a DragonOrb.**

* A= Attack; D= Defense; SA= Special Attack

** If a DragonOrb is in possession of the Player, no matter where. If you charm it, you lose a unit and gain a DragonLord. You do not gain treasure if you gain a DragonLord.

2.4. Encounter Phase

If the player's forces encounter hostile forces, then there is a combat. If he encounters neutral forces he can retreat to the nearest friendly territory. Otherwise, if the player wants to attack a territory occupied by neutral or hostile forces, he has to use an action.

Combat rules are the same as for the basic game.

2.5. DragonCult Phase

In this phase, the DragonCult hordes move. Each DragonCult army may move of a single sea area / territory each turn. DragonCult armies cannot use Teleportals.

2.5.1 DragonCult movement procedure

Roll a d8 for each DragonCult army. On a roll of 2-5, the army does not move. On a roll of 6-8, the army moves of one sea area / territory. If the result of the d8 roll is 1, the army does not move; however, if that army is in a land territory, it gains one unit. It does not gain units if it is in the Wastelands. See 3.1 for the DragonCult armies' special rules.

2.6. Event Phase

At the beginning of this Phase, the player draws a Quest card, and resolves it as it was a normal quest. In place of a Quest party, however, the player will face the quest with the Heroes in his kingdom. *Explanation:* it is assumed that the Heroes form a party of adventurers going around in search of help against the DragonCult.

2.6.1. Quest results

Quest are resolved by rolling the Crystal Die and reading on the Quest Card the section corresponding to the result rolled, with the following exceptions:

- Every time a quest card says that the Quest party gains units, the player gains Heroes instead.

- Every item, treasure, or scroll card gained during a quest can be used by the Heroes or teleported to the Kingdom. Once an item has been teleported to the Kingdom cannot be used by the Heroes anymore.
- If the quest grants a Shard, the shard is immediately added to the player's total.
- If the quest grants a wizard, gain **two** Scroll Cards instead.

2.7. Income Phase

The player gains 5 golds for every Kingdom or Mine territory he controls. Dwarves do not receive their usual bonus from "mine" gold territories. For every teleportal territory he controls, the player gain 2 golds. For every Island he controls, the player gains 8 golds. Every other territory under a player's control is worth 1 gold to him.

DragonCult and Neutrals never receive gold.

2.8. Reinforcement Phase

The player may place on the map the unit he bought at the beginning of the turn. Note that he can only place ships in a friendly harbour. He can only place Heroes in his starting Kingdom. And he can only place units in friendly territories.

3. Special Rules

Several units and game components require special rules in the solitaire game.

3.1 DragonCult Armies

DragonCult armies do not need ships to move over sea (is it considered that they have their own ships). Every DragonCult unit has Attack 3 Defense 6.

DragonCult armies cannot exit the Wasteland through passes: they have to reach the Village space before going outside to lay waste to the world.

Once out of the Wastelands, DragonCult armies always move towards the nearest Kingdoms.

Explanation: DragonCult armies are attracted by the magical energies emanating from the Kingdoms. They seek them in order to summon back the DragonGods.

Remember that a player can never enter the Wastelands.

If a DragonCult army is attacked but not completely destroyed, it completely regenerates up to a strength of 5 units. *Clarification:* if a 8-strong DragonCult army loses 3 units it does not regenerate; if however the same army loses 5 units, and it is not completely destroyed at the end of a turn, it will regenerate back to a full complement of 5 units at the beginning of the next turn, just before the Planning Phase.

When a DragonCult army enters an undefended Mine or Kingdom territory, it claims it for the DragonCult. Place a red army counter (5 units) on the territory, representing the cult zealots arising in that territory. These zealot armies cannot move, they stay in the area just to defend the territory.

If a player cannot eliminate all of them in a single turn, the next turn the zealot armies are returned to a full strength of 5 units, as for the DragonCult mobile armies.

3.2. Dragonlords

If the quest grants a DragonLord, then a DragonLord is gained, following all the normal rules for DragonLords.

Note that if a quest granting a DragonLord is failed (that is a cursed result is rolled and the player is defeated), then the DragonCult gains a DragonLord. The DragonCult DragonLords cannot teleport and can only move attached to a DragonCult army. Otherwise it follows all the usual rules for the DragonLords. A DragonCult DragonLord appears always with the DragonCult army farthest from the player's kingdom.

All the DragonLords in the solitaire game have Attack 3 but Defense 10, and cannot be targeted by single spells. If playing with the Amazons, enemy DragonLords are immune to Amazon archer fire.

3.3. Heroes

Heroes are a stronger lot, as they have Attack 4 Defence 6, and can use Scroll Cards, Items, and treasures in their quests. Heroes markers (the numbered wizard markers – or, if you have access to a copy of Crystal of Power expansion, the Hero markers) never move outside the Kingdom, and have no effect in battles. They simply represent a party which goes adventuring.

At the beginning of the game the player starts with 3 heroes in his party, but he can gain/buy additional heroes, up to a maximum of 6 heroes.

3.4. Scroll Cards

Scroll Cards can be used by the Wizard, the King, and the Heroes (during Events only). A player may never have more than 6 Scroll Cards in his hands.

Some Scroll Cards are not used in the Solitaire game, as noted in section 1.3. These are: Spell of Clairvoyance; Teleport Spell; Summon Elemental Spell; Reflection Spell; Gain a Spell; and Dispel Magic Spell.

Otherwise, Scroll Cards follow all the rules of the basic game.