

KIERAN LARWOOD • JOE TODD-STANTON

DUNGEON RUNNERS

LEVEL 1: HERO TRIAL



**A NEW ACTION-PACKED
SERIES FOR FANS OF
FANTASY AND
RPG GAMES!**



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CALLING ALL DUNGEON RUNNERS—There's space for a new team of heroes. This is your chance to enter the leagues and fight your way to the top!

Kit has dreamed of being a Dungeon Runner all his life, although being a gnorf (part gnome, part dwarf) means he's much smaller than the other competitors. But when a space opens up for a new team in the Dungeon Running League, Kit doesn't want to miss this chance to try out! With his new friends Sandy and Thorn, they're ready to take on anything—mazes, puzzles, monsters, treasure, and most of all adventure!

Are you ready for the games to begin? Welcome to the Dungeon!



KIERAN LARWOOD ① JOE TODD-STANTON

DUNGEON RUNNERS

DISCUSSION QUESTIONS



1. Kit, Thorn, and Sandy are an unlikely Dungeon Running trio. What qualities do they each possess that make them a good team?



2. Triple Trouble comes in to the competition as an underdog. How do you think others' expectations help or hurt them? Are there ways in which their underdog status both helps and hurts?



3. What are the key differences between how Kit and Breg approach the sport of Dungeon Running? What effect do these differences have on the trial's outcome?



4. At the start of the trial, Noctis says that the maze is meant to test "your skill, your wit, your bravery, and your luck." What role does luck play in the trial? Can you think of a moment when Triple Trouble's run is affected by luck or chance?



5. In the lead-up to the trial, Breg's bullying of Kit seems to intensify. How does Kit react to Breg's meanness? What is the best way to handle bullies like Breg in real life?



6. When putting together a Dungeon Running team, Kit debates which is better: putting together a team based on shared values and camaraderie, or a team composed of the most skilled individuals. Left with little choice, Kit ends up doing the former. If you were building your own Dungeon Running team, which would you prioritize?



7. How do the characters react when fear crops up in the dungeon? How do their reactions correspond to their overall success or failure in the competition?



8. Kit's grandpa, Klot, is a former Dungeon Runner, and tries to tell Kit not to enter the trial. But Kit doesn't hear him and believes his grandpa supports his aspirations to follow in his footsteps. If Kit had heard what Klot said, do you think he would have changed his mind about competing himself? Why or why not?

