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Game: **League of Dungeoneers**

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League of Dungeoneers

SETUP

Create your **heroes**. The game is best balanced for 4 heroes, so divide them among the number of players, or play with less heroes and use mercenaries.

Each hero has a **character sheet**. Choose the hero's species and roll stats. You may then distribute 15 points among the stats, ensuring no stat has a value of more than 10.

STRENGTH (STR) determines the weapon class of the weapons your hero can use (p27). Check **STR** and **CONSTITUTION (CON)** for a possible damage bonus and natural armour bonus (p27).

Roll **HIT POINTS (HP)**. Wizards receive starting **mana** equal to their **WISDOM (WIS)**. All heroes start with 1 point of **ENERGY (E)**. When rolling stats and hit points, you may make 2 rolls and choose the greater result.

Choose a **profession** and choose among the given **talents** (these may adjust your stats). Note **skills** and skill modifiers from your chosen profession. You may choose 1 skill that has a negative modifier to gain a modifier of +10. Choose **spells** or **prayers** if appropriate. If desired, roll for **background**.

All heroes start with a small backpack and their starting gear. Roll 1d4 for each item of starting equipment and note the points of **DURABILITY (DUR)** the item has lost (an item never starts with less than 1 **DUR**). You begin with a pouch full of 150 **coins** and you may buy further equipment (you do not have to roll for availability, but roll for damage as above), lend money, or pool money with the other heroes, if desired.

Heroes have a starting **SANITY** of 10. All non-halfing heroes have 0 **LUCK (L)**. Start level is 1, and **EXPERIENCE** is 0.

Calculate the **party morale (PM)**: each hero divides their **RESOLVE (RES)** by 10, then drops the decimal. Then total these values.

To start the game, randomise the settlement your party is in:

- | | |
|--------------|-------------|
| 1. Caelkirk | 5. Rochdale |
| 2. Irontale | 6. Coalfell |
| 3. Windfair | 7. Freyfell |
| 4. Whiteport | 8. Re-roll. |

You must be in a quest's location to start that quest. Random location quests may be started from any settlement, including Silver City.

If you choose a quest that takes place in your starting settlement, go straight to entering the dungeon. If it takes place outside the settlement, you must travel there, and return to the settlement to collect your reward afterwards.

ADJACENCY AND LINE OF SIGHT (LOS)

All 8 squares surrounding a square are **adjacent** to that square.

LOS is traced from the centre of the viewer's square to the centre of the target square. If this line crosses another model or obstacle (the actual graphic, not the square), LOS is obstructed.

INITIAL DUNGEON SETUP

Place the **starting tile** as the first tile (one side with grass and one side with flagstones). On the stone side of the tile, there is a door leading into the dungeon. This is always unlocked and does not increase the threat level.

Do not roll the scenario dice until the party has passed this door. If the party decides to move off the tile and onto the grass side, the party leaves the dungeon and moves to the world map instead.

TURN SEQUENCE

1. ROLL THE SCENARIO DIE

Roll a d10 **scenario die** at the start of a new turn (after the party have passed the first door), or if they take a short rest. On a roll of 9 or 0 (or the level given by the quest), make a **threat level roll**.

2. ACT WITH HEROES OR MONSTERS

During a turn, all models on the table move, normally starting with the heroes. The player may choose in which order to act.

Each model has 2 **action points (AP)** to spend on actions. These may be used in any combination, but each action must be completed before starting another, and one hero must complete their actions before another can act.

Once all heroes have acted, the enemies act. They act in such an order as to avoid blocking each other as much as possible. Sometimes, enemies will interrupt the hero's turn and start acting; all remaining actions for the heroes are then lost.

3. MOVE WANDERING MONSTERS

Move wandering monster tokens throughout the dungeon.

4. INCREASE THREAT IF A BATTLE IS WON

Increase the threat level by 1 if the party wins a battle.

5. CHECK SANITY AND PARTY MORALE

Check for changes in sanity and party morale.

STATS AND SKILL CHECKS

Any result equal to or lower than the stat or skill level is a success; anything above it is a failure. 01-05 is a **perfect roll** and you may choose 1 of these options:

- Regain 1 lost point of **ENERGY (E)**.
- If this was a **skill check**, increase that skill permanently by 1 (once between each settlement visit only).
- If this was a **basic stat check**, increase that stat permanently by 1 (once between each settlement visit only). Once play begins, basic stats and skills are no longer connected, and increasing a basic stat will not increase the skill.

Skills require a **check** to use. **Perks** require **ENERGY** to use.

Talents are passive **boosts**.

SANITY AND PARTY MORALE

Whenever one of the following situations occurs, deduct that many points of **SANITY** (these are cumulative). When you reach 0, roll for a **mental health condition** (p50). If you roll one you already have, roll again. Your **SANITY** then returns to 10 minus the number of your conditions.

Resting between quests increases **SANITY** by 1d3, to a maximum of 10. Drinking and carousing costs 1d3 x 100 coins, but increase **SANITY** by 1d6.

Failing a terror test	-2
Springing a trap	-2
Character suffers a wound to the head	-1
Failing a fear test	-1
Each battle with a demon	-1
Being reduced to 0 HPs	-1
Contracting a disease	-1
Getting poisoned	-1
Miscasting a spell	-1d3
Certain room events	See exploration card

Whenever one of the following situations occurs, deduct that many points of **PM** (these are cumulative).

A hero dies	-6
A hero reaches 0 HPs	-4
Party is engaged in battle with demons	-2
A hero fails a terror test	-2
Party is hungry	-2
A character fails a fear test	-1
A hero is poisoned or diseased	-1
A hero springs a trap	-1
A miscast	-1
Portcullis falls down and blocks path	-1
Taking a short rest	+1
Finding a fine treasure	+1
Slaying a large monster	+2
Intoxicating your party with Dwarven ale	+3
Finding a wonderful treasure	+3

If the **PM** drops below half, all heroes suffer -10 **RES**. As soon as the **PM** is raised above this threshold, the -10 **RES** is removed.

If the **PM** reaches 0 points, the party must leave the dungeon as soon as they are not in combat (go straight to *Travel Events* for the travel home). You may retry the same quest after you visit a settlement. **PM** is reset as soon as the party leaves a dungeon.

EQUIPMENT

Objects in the **hands** of a hero are always at the ready. Items in a hero's 3 **quick slots** (anything except armour) can be accessed quickly during battle, but can be damaged.

If you wish to count arrows (optional), a quiver stores 10 arrows, and surplus arrows will be in a backpack. Items in a **backpack** cannot be accessed during battle, but the equipment cannot be damaged.

If your total **ENCUMBRANCE (ENC)** exceeds your **STR**, all your skills and stats are at -10. You can never carry more than **STR +15** points of encumbrance.

DUNGEONEERING

When you are told to place a tile, you may do this as desired unless noted otherwise in the quest description. Squares must line up and you must be able to place a door between the tiles without interfering with furniture. Doors are placed on the black border of the tile and in such way that no furniture is obscuring them.

Unless stated otherwise, always place standard doors. Once a door is opened, replace it with an opening without a door. A cleared cobweb opening is replaced by a standard opening.

The layout of the dungeon is determined using **exploration cards**. The quest description shows how many rooms and corridors you will need, and if there are any specific cards should be added or removed. Rooms with a B should only be used when specified.

- Pick out the objective card according to the quest description.
- Shuffle the room and corridor cards in separate piles and take as many as noted of each.
- Shuffle the cards you have taken together in 1 pile.
- Divide the cards in 2 equal piles.
- Add the objective card to one of the piles, shuffle it and add it to the bottom of the other pile.

Place this **dungeon deck** behind the first door. When you enter a room, flip the top card and place that tile, then move the deck of exploration cards to the next door. If there are 2 or more doors, divide the deck to get near equal amounts of cards at each door. Deal from the bottom, so you do not change the order of the cards.

If the route you have chosen in the dungeon is a dead end, and not all cards in that route have been turned, these cards are moved to (and divided between) other possible routes. Place these cards at the bottom of the existing pile(s).

If there is no way for the party to explore further, a **secret door** may be placed in an appropriate room chosen by the party. Move all unturned cards remaining in the deck to this door.

If the route you have chosen runs out of cards, ignore all unopened doors (they are impossible to open or not there) and turn back and chose another route.

If you must abandon your quest, note down the layout so that you can come back and finish your exploration. The dungeon will be repopulated when you return, and you must check for locked doors and encounters once again.

Once you have accomplished your task, you may leave the dungeon. There is no need to trace your way back to the entrance.

MOVING

A model must be facing one of the sides in a square. Changing facing is a free action. A model can move up to its **MOVEMENT (M)** in squares, in straight lines or diagonally. It may only move between 2 other models diagonally if both are friendly, and may never move straight through a square occupied by another model.

A model may never pass through a wall unless through a door.

Some **obstacles** can be interacted with, some affect LOS, and some prevent you from entering that square: check the tables starting on page 80.

A model may try to cross a piece of furniture by paying 1 extra **M** point. This will place the model on top of the furniture, and movement may then continue as usual.

Climbing out of a pit is done in the same way as climbing furniture. However, if your hero or any friend adjacent to the pit has a rope, this is done without the need of a **DEXTERITY (DEX)** test. It takes 1 **AP**. Place the hero anywhere adjacent to the pit. If you want to climb down into a pit, there is no need for the test, but it still takes 1 **AP**, from standing on the ledge until the hero is on the bottom.

SEARCHING

A hero can search a room or corridor; this takes the entire turn and requires a successful **perception** skill check. If there is another hero searching as well, add a +10 modifier. Any further party members add a +5 modifier. Roll on the highest skill level for the heroes searching. The party may only search each room once, no matter how many heroes participated in the search.

After a battle, you can search the enemy corpses for loot. This may be done in 2 ways (players agree beforehand):

Hardcore mode: You can only search corpses that are adjacent to the hero. Searching 1 corpse and arranging that loot anyway you like takes 1 **AP**.

Streamlined mode: Roll for loot from each defeated enemy after the battle and divide it between the heroes, arranging it as desired, without moving any heroes or spending any **AP**.

The monster card indicates which table to roll on (T1-T5) to determine any loot. The card will may instead show '**part**': this indicates that the monster does not have any other loot, but can be harvested for parts. If the card shows '-', you get nothing.

If a room description notes that a piece of furniture is searchable, a character standing next to it may spend 1 **AP** searching it; no search roll is necessary. Roll on the **furniture table**. Furniture can only be searched once, and not when there are enemies in LOS to any party member.

In between battles, moving things from your backpack to a quick slot or to your hands costs 2 **AP**. Trading gear between characters takes 1 **AP** for each character, and they both need to be in LOS.

PICKING THINGS UP

Whenever you search corpses, rooms or furniture and you find items, you may arrange them as you like (equipping them or putting them in quick slots or your backpack) as part of the search action. Dropped weapons can be picked up outside of combat without a **DEX** check by spending 1 AP.

OPENING A DOOR OR CHEST

Opening a door or chest costs 1 AP and the model must be adjacent to the door or chest. Perform these steps:

1. Increase the threat level by 1.
2. Roll 1d10 and 1d6 simultaneously. If the d6 result is a 6, the door or chest is trapped; draw a **trap card**. Resolve the trap (if any), then check the door table to see if it is **locked**.
3. Once a door is unlocked, flip the top card, and place the corresponding new section. If it is a chest, roll on the **furniture treasure table** to learn what it contains.
4. In case of a door, roll to see if there are any enemies inside the room.

If the door/chest is trapped, the hero attempting to open it must make a **perception** skill check (modified by applicable talents and the eye symbol modifier). If you succeed, the trap has been discovered and can be disarmed or deliberately set off (2AP). Apply the **cogs** symbol modifier to the disarm roll. The door/chest is opened as part of the action.

If you fail to disarm the trap or deliberately set it off, you suffer the consequences. A detected **Mimic** left alone will not fight. Some traps might affect other characters rather than the individual setting it off. Unless otherwise noted, there are no saving throws of any kind for those affected.

If the door/chest is locked (p87), you can try to force it open for 1 AP. You automatically damage the door/chest with whatever attack you make. Once the door/chest reaches 0 **HP** it is opened. Add +2 threat level for each attempt. Optionally, using a crowbar increases the threat level by +1, but only inflicts 8+**DB** damage every turn.

Attempting to pick the lock takes 2 AP but does not increase the threat any further. If the attempt succeeds, the door is opened as a part of those AP.

OPENING A PORTCULLIS

To open a portcullis, a character must stand adjacent to it, spend 1 AP, and succeed with a **STR** test. If a hero is in the other slot adjacent to the portcullis, you may add +10 **STR**. Two more heroes may help from the other side of the opening, with +10 **STR** per hero. The test may be retried any number of times. A failure raise the threat level by +1.

COBWEB COVERED OPENINGS

These are placed and block movement just like a door, but the only way to pass one is to attack it with a weapon or a torch. This takes 1 AP and automatically succeeds, but raises the threat level by +1. Also roll 1d10: on a 9-10, randomly place 1d2 giant spiders in the tile you are trying to leave or the tile you are trying to enter. Roll individually for placement of each spider.

LEVERS

If you choose to interact with levers, shuffle a deck with standard playing cards containing 1 black card and 1d4+1 red cards. Activating a lever costs 1 AP and cannot be done when there are known enemies on the table. Draw a card and then roll on the corresponding tables on p90-91. Once any event has been dealt with, you are free to pull another lever.

A treasure card may provide a **clue** for operating levers. For each clue you may discard 1 red card you have drawn without rolling on the table. Clues can only be used in the dungeon in which they were found.

THE THREAT LEVEL

The **threat level** increases as the quest progresses. In a multilevel dungeon the threat level is always reset on a new level.

If the **scenario die** ends up equal to, or higher than, the level given in the quest description, roll 1d20. On a 20, reduce the threat level by 5. If the result is equal to or below the threat level, check the appropriate table on p77 (depending on whether the party is in battle or not), perform the event, and decrease the threat level by the number listed. The threat level can also be lowered by perks or events, but can never go below 2, or the minimum level set by the quest.

Some quests dictate a maximum level for the threat. If the threat ever equals that value, this triggers a **wandering monster**.

Increase threat level by 1 when:

- The party wins a battle.
- Immediately when a door or chest is opened, or a cobweb opening is cleared.
- If a threat level roll exceeds the current threat level.

Increase threat level by 2 when:

- Attempting to force open a door or chest (unless using a crowbar, in which case the threat level is increased by 1).

WANDERING MONSTERS

A **wandering monster** is first represented by a token placed on the start tile, just outside the door. When the heroes have performed all of their actions, this token moves into the dungeon. The token always moves 4 squares. Once in a new room, it randomises the direction of its next move: roll 1d6. On a 1 it moves back to where it came from or towards/through a random door leading away from the heroes; on 2-6 it moves towards the heroes.

Repeat this roll every turn. If it enters a room from where it has LOS to the characters and they are within 10 squares, roll on the quest-specific **monster table** and place the corresponding monsters as close to the token as possible. They then try to engage the party and may move the remaining move if they have any (out of the token's 4 points of movement). Otherwise, the turn ends for the enemy, and they may move again next turn. If using alternative activations, the turn ends as soon as the monsters are revealed; then set up the initiative tokens to determine who acts first.

A closed door stops a token's movement for that turn, blocks LOS, and delays the token's reveal. If it rolls 2-6 next turn, the door opens and the token may pass through. A magically sealed door stops the token for that turn, and a roll of 5-6 is needed to break the seal and continue through the door next turn. A wandering monster remains at a closed door until it can pass through.

A wandering monster that reaches a chasm will stop. If it rolls to continue across the chasm on the following turn, it ends up on the other side, but may not continue its move. On the turn after that, it continues, and will never go back across the chasm again.

TRAPS

Whenever a trap is sprung through a threat or search roll, draw a **trap card**. Then randomise who has triggered the trap. That character can avoid the trap by making a successful **perception** skill check with all applicable modifiers. If unsuccessful, the trap is triggered and damage is dealt. The door or chest can then be opened, or the square can be traversed as normal.

If the **perception** skill check is successful, the trap is not triggered. It remains where it is until triggered or disarmed. A trapped door or chest cannot be opened until the trap has been dealt with. If the trap is in a square, the hero may leave the square; mark it with a **trap token**. Anyone entering that square triggers the trap.

All enemies avoid traps except lower undead who behave as though the square was a normal square. Enemies and heroes

can also be shoved into traps if they are standing next to them. Enemies suffer damage just as a hero would.

Mimics that are detected with a **perception** skill check are not able to attack unless a hero attacks first.

Disarming a trap takes 2 AP and the **pick lock** skill. A success removes the trap; failure sets the trap off.

IDENTIFYING ITEMS AND POTIONS

Magic items and potions must be identified before use. This may be done as soon as an item is found, by the person with the highest skill. It does not require an action.

HEALING

By spending 1 AP with a bandage equipped in a quick slot, you can use **heal** on an adjacent hero. This cannot be done with enemies adjacent. The wounded hero loses 1 AP.

If there are no visible enemies, a hero may apply a bandage to themselves by spending 2 AP.

A bandage can only be used once, regardless of whether the healing attempt succeeds or not.

REST

If there are no enemies in the same tile as the heroes, or in any adjacent tiles, and all the heroes are on the same square, the party may rest. The following may be completed even if the threat roll results in a wandering monster spotting the party and a battle ensues:

- Arrange heroes on the tile as you see fit.
- Lower threat level by 5.
- Make a **threat roll** and apply the result (if any). Any wandering monster on the map may then make 3 consecutive moves.
- Deduct 1 ration of food from the party.
- Re-arrange your gear on each of your heroes if needed, and/or exchange gear between heroes.

If the party is not interrupted by a wandering monster, they may also do the following:

- Increase **PM** by +2.
- Increase **HP** by 1d6 for each character (this may vary with equipment and talents).
- Roll for each lost **ENERGY** point, with a 50% chance to regain each point (this may vary with talents and equipment).
- Wizards regain all mana.
- Brew potions if desired.

An untreated bleeding-out hero must pass a **CON+10** test during the rest or die. If successful, the hero regains 1d4 **HP** (regardless of equipment and talents). A poisoned hero will have to make their remaining poison tests during the rest.

LEVELLING UP

All heroes gain the same amount of **experience**. When you obtain enough experience, you can **level up** back in a settlement (p53).

Stats also increase with levelling up, but each race has a maximum value for each stat. A skill can never exceed 80.

When you level up, spend 15 **improvement points** to increase the stats and skills of your choice. Spare points may be saved until the next time the hero levels up. The table on page 54 indicates how many points it costs to increase a stat or skill with +1. Once a stat or skill passes 80, the cost is doubled. No skill or stat may be increased by more than +5 per level, and **HP** may only be increased by +2 per level.

When you level up, you may choose a **talent** from the category shown on p55. Every other level up, you may choose a **perk**.

ENCOUNTERS

A room has a 50% chance of enemies (01-50).

A corridor has a 30% chance of enemies (01-30).

If 4 consecutive tiles have been placed without encounters, the chance is increased with +10 until an encounter is triggered.

Before rolling 1d00, check the room description for any modifiers.

If enemies are present, immediately place them in the room. Enemies with close combat weapons must be randomly placed at least 1 square away from the characters. If characters are in the doorway, ignore the closest square(s) to the door. Use dice to randomise the tiles as best you can, and then place your enemies.

Archers and magic-users, however, are placed as far away from characters as possible, but still within LOS. Unless noted otherwise, place enemies facing the characters.

INITIATIVE

Use **initiative tokens**, one set for heroes and one for monsters. Put all the tokens representing the heroes in the bag together with a number of tokens equal to the number of enemies.

If you encounter enemies in a room after you bashed down the door, the enemy gets an additional 2 tokens. Once all enemies have acted once, these extra tokens are not returned to the bag.

If enemies or heroes have **perfect hearing**, 1 extra token of the corresponding type may be added to the bag on the first turn of combat after opening a door and encountering enemies. Once all characters have been activated once, this extra token is not returned to the bag. If both heroes and enemies have this talent, no extra tokens are added.

If you are facing **named monsters**, add another token per named monster, as long as that named monster is alive. It does not provide any extra actions, but increases the risk of those monsters activating.

Draw a random token out of the bag. Perform all actions with the hero or enemy depending on which token is drawn. Each model may only receive 1 token and be activated once. Continue to draw tokens and perform actions until all models have been activated, then return the tokens for those models alive/not knocked out back in the bag and repeat.

OVERWATCH

After the first battle turn when all tokens have been drawn, you may place a hero on **overwatch**. The hero must be armed with a loaded ranged weapon or have a hand weapon ready. A hero on overwatch does not add a token to the bag.

Ranged weapons: Whenever an enemy moves within LOS, a hero on overwatch may intervene and pause the enemy movement at any time and fire at the cost of 1 **ENERGY**. Once the shot has been resolved, the enemy continues its movement. Perks and talents may be used during this shot, but not for aiming. Once this shot has been taken, the hero must spend its second action reloading, or be idle.

Close combat weapons: For 1 **ENERGY**, a hero may make a standard strike against an enemy entering or moving within the hero's ZOC before the enemy strikes. If the enemy is charging, a successful overwatch strike cancels the enemy charge and automatically misses. However, if the overwatch strike misses, it leaves the hero in an exposed situation, and the charge automatically hits.

DUNGEON EVENTS (OPTIONAL RULE)

Dungeon events can only be triggered in rooms where there are no encounters, and never in an objective room. The first activation a hero takes, starting in a new room (not corridor), roll 1d10. On 9-10, you have triggered a dungeon event: roll on the table and resolve the event. Only 1 event can be triggered in each room.

COMBAT

Models that are adjacent may strike at each other. A model equipped with a weapon with the **reach** special rule can strike at an enemy 1 square away, even if there is a friendly (not enemy) model in between. Models with **missile weapons** have a maximum reach of 10 squares in a dungeon, and unlimited range outdoors. **Long range weapons** may normally not be fired if an enemy is standing adjacent to the firer.

A model's **zone of control** (ZOC) includes any squares directly to its side, diagonally in front, and in front of it. A model moving through a non-friendly model's ZOC must use 2 points of movement in each of those squares.

Rolling below or equal to the attacker's **CS** or **RS** means the weapon or projectile has a chance to hit the target, though various conditions may affect the chance. A hero may also be able to **dodge** or **parry** an enemy's attack.

At the end of the battle when all enemies are dead, continue the turn with the actions your heroes have left.

Fumble: If a hero rolls 100 when attacking, deduct 1 point of **DUR** from their weapon. An enemy that rolls 100 falls over and stays prone for the rest of the turn.

Fighting in doorways: Any character standing next to a doorway can attack or shove an enemy standing on any of the opposite 2 squares on the other side of the doorway.

Attacking from behind: Striking a target from behind adds +20 to the attacker's **CS**.

Height advantage: A character attacking from above adds +10 **CS** or **RS**. This bonus is not cumulative with large-sized monsters.

Dual wielding: A hero that learns how to wield 2 weapons at the same time receives a small bonus to **DMG** and adds +5 when parrying with weapons.

Obstacles and LOS when shooting: Shooting can only be done if you can trace a LOS from the centre of the shooter's square to the centre of the target's square. If there are any half-height obstacles or models in the LOS, there is a -10 (cumulative) chance of hitting your target. It must be the actual object that interferes with the LOS line, not just the square with an object. If shooting past a friendly model, a unmodified result of 90+ hits the friendly model. You cannot shoot through a model if the shot is along a straight line.

Shooting at large-sized monsters: When shooting at large-sized or X-large monsters, a hero gains a **RS** +10 bonus. These monsters can always be targeted if they are in LOS, even if there are other models in the way. They do have the benefit of cover from half-height obstacles though, and models in between do count as such obstacles.

Shooting in melee: Characters can shoot at targets that are in melee with other models, though a ranged weapon cannot be used while adjacent to an enemy, unless specified otherwise.

Shooting through doorways: Consider the opening to be as wide as the 2 squares in front of it.

COMBAT ACTIONS

A model may choose any of these actions during their turn, in any combination:

0 AP: Change facing | praying.

1 AP: Move | open a door | standard attack | parry stance | change gear | shove | aim | load/reload ranged weapons | stand up (if lying down) | pick up a dropped weapon | exchange gear between 2 heroes | cast a quick spell | apply bandages | break down a door.

2 AP: Pick a lock | power attack | charge attack | cast a standard spell | search through furniture or a corpse.

Standard attack

This is the normal attack (with melee or ranged weapon) without any special modifiers. As it only costs 1 AP, this can be performed twice during a turn.

Power attack

This attack gives the model +20 bonus to **CS**. A hero performing this may not **dodge** or **parry** until it is the hero's turn to act again. This also gives the enemy a +10 chance to hit the hero. An enemy making a power attack loses its to hit bonus.

Aim

Spend 1 AP to aim with a ranged weapon at a specific target. **The firer gains a +10 modifier in the next action** when shooting at that target. The bonus is lost if the arrow is not fired in the next action; the target moves out of sight; if another model moves through the LOS between the shooter and the target (even if it does not stop to block LOS); or if the firer loses **HP** for some reason. An aiming model may not **dodge**, and it loses its to hit modifier.

Shoving

A model may try to shove another adjacent model that does not have the **large** special rule by rolling higher than the target's **DEX**.

A character with a **DAMAGE BONUS (DB)** may add **DBx10** to the roll.

If successful, the shoving model may move the targeted model 1 space straight back, and if it is blocked, diagonally back. If there is another model behind the target, it will also be moved straight back. This can never affect more than 2 models and if the shoved model cannot move, it will fall over instead. The shoving model may enter any space vacated by the targeted model.

A fumble (00) causes the shoving model to fall over.

Shoving into lava or a chasm: If a model is pushed into lava or deep chasm tiles, it is immediately removed as a casualty. XP is gained, but no loot.

Shoving into a trap: If there is a trap in the square entered by a shoved model, it triggers the trap without any chance to detect or avoid it.

Stand up

A model that is lying down can spend 1 AP to stand up in the same square.

Apply bandage

If you have a bandage equipped in a quick slot you can apply that to an adjacent hero if you succeed with a **healing roll**. This cannot be done if either of the heroes have enemies adjacent. The wounded hero also loses 1 AP.

A hero may apply a bandage to himself, if there are no enemies in LOS, by spending 2 AP.

Pick lock

A hero may try to pick a lock if there are no enemies adjacent. If it succeeds, the door is opened as part of this action.

Prayer

This can be done at any time during a priest's turn, but once you have finished acting with the priest and acted with someone else, you may not go back to pray.

Searching

If not adjacent to an enemy, a hero may attempt to searching furniture or a corpse. It costs 2 AP instead of the normal 1 AP, as the hero must keep an eye on the enemies at the same time.

Picking up a dropped weapon

If a model has dropped its weapon it can try to pick it up. If there are no adjacent enemies, this succeeds automatically. If there are enemies adjacent, it succeeds by passing a **DEX** test. If a model moves away from that square for some reason, the weapon is still in that square but can be picked up from any adjacent squares to the weapon.

HERO ATTACKING

An enemy never rolls to **dodge** or **parry**, but instead has a **TO HIT** modifier, which symbolises its evasive moves. Subtract this from the hero's **CS/RS** before attacking.

If the enemy performed a power attack last turn, ignore this modifier, since that all-out attack has left the enemy vulnerable.

Close combat modifiers

Attacking an enemy lying down (also loses its to hit value)	+30
Attacking from behind	+20
Height advantage	+10
Enemy has a rapier	-5
Enemy has weapon with slow rule	+5
Enemy has weapon with BFO rule	+5
Enemy has a staff	-5
Enemy has a shield and did not make a power attack last turn	-5
Enemy has taken a parry stance	-10
Enemy TO HIT value (unless enemy performed a power attack last action)	-X
Shooting modifiers	
Attacking from the back	+20
Height advantage	+10
Large-sized monster	+10
Shooter has aimed at the target	+10
Enemy has a shield and did not make a power attack last turn	-5
Enemy has taken a parry stance -	10
Per half-height object	-10
Enemy DEFENCE value	-X
All modifiers are cumulative. The value for X is on the monster card or in the table in the bestiary.	

THROWING POTIONS

A (T) behind the name of a potion indicates that it is used as a thrown weapon. These can be aimed at an enemy, or at any other square within LOS. Unlike ordinary missile weapons, you can lob your potion over friends, foes and obstacles, hitting someone further away.

A successful **RS** test is required to hit, and if you miss, the potion instead hits a random square adjacent to the target.

If you toss the potion over an obstacle or a model, it incurs a single -10 **RS** modifier, no matter how many models or obstacles there are between the hero and the target.

If you throw the potion through a door opening, it incurs a -10 **RS** modifier, unless you are standing in one of the 2 squares directly in front of the door. This is not cumulative with lobbying over a friendly model as long as they are standing next to each other. If not adjacent to the door, and the toss is a failure, it will hit one of the 2 squares in front of the door randomly.

ENEMIES ACTING

An enemy acts according to a **behaviour roll** depending on the enemy type. You can roll this at the same time as the attack dice.

Whenever you draw an enemy token, activate enemies in the order described below. Consult their behaviour card to see where they fit. Randomise if there are 2 or more enemies that could possibly act at the same time.

Archers always start a battle with loaded weapons. Enemies armed with ranged weapons, and magic-users, always have a dagger as well, if nothing else is indicated.

1. Magic user or enemy armed with ranged weapon.
2. An enemy adjacent to a hero that could make room for more enemies.
3. Enemy adjacent to hero.
4. Enemy closest to a hero and that could charge.
5. Enemy that has enough space to move its full movement.
6. Random enemy.

An enemy always ends its turn with as few heroes as possible behind it. Turn the enemy to the most favourable position. If forced to choose, it will turn its back towards ranged attacks instead of close combat attacks.

An enemy cannot attack heroes that have fallen into a pit; they ignore that hero when choosing an action. Normal sized enemies that fall into pits disappear without XP or loot. Large creatures end their turn if they end up in a pit, and the next activation they act as if they were standing on normal ground and can fight and move without restrictions. X-large creatures ignore pits completely.

If there is an issue, move the model in the most favourable way for the enemy. With several equal possibilities, randomise.

Choosing targets

If the enemy has a choice between adjacent targets, target one that has not been targeted by another enemy. Once the target has been decided, the enemy sticks with that target for that turn. Next turn, it will once again evaluate who to strike.

Enemy fumbles

An enemy that rolls 00 when attacking drops its weapon, if it has one, or falls over. Picking up the weapon requires 1 AP and a successful **DEX** test. Standing up costs 1 AP. It will continue the attempt until it succeeds.

Parrying or dodging

When dodging, you are trying to avoid contact with the enemy; when parrying, you are trying to deflect the strike away from your body with your shield or weapon.

Dodging and parrying can only be done if the attack comes through the hero's ZOC, and only against arrows or strikes, unless a talent or perk states otherwise.

Dodging can only be done once during a battle by each character, unless a talent or perk specifies otherwise.

If a hero performed a power attack in its last action, dodging or parrying is not allowed. Otherwise, the hero may try to **dodge** an attack by making a **dodge** skill check. If successful, that attack fails to hit. A hero equipped with a shield may also **parry** 1 attack per turn with **CS** -15 modifier.

If the hero has taken up a **parry stance**, then one of the following actions is permissible:

Dodge: As long as the hero has an unused **dodge**, one incoming strike or arrow may be dodged with a +15 on the **dodge** skill.

Parry with a weapon: A successful **CS** test with a weapon negates all damage. However, if you roll 95-00 you not only fail, but the weapon takes 1 point of damage.

Parry with a shield: If you succeed on a **CS** +15 test, subtract the shield's **DEF** from the damage. If the **DMG** is higher than the shield's **DEF**, the shield takes 1 **DMG**. The remaining damage spills onto the hero's arm (which is still protected by any armour).

DEALING DAMAGE

Roll damage as given in the monster table, adding a **DAMAGE BONUS (DB)** if the character has one. Subtract the target's **NATURAL ARMOUR (NA)** and any other armour. This is the number of **HP** to subtract from the target.

An enemy dies when it is reduced to 0 **HP**.

Damage taken = Weapon **DMG** + **DB** - **NA** - Armour

Bloodlust: If your hero's hit roll is 01-05, you may roll damage twice and choose the highest roll. Enemies ignore bloodlust.

When an enemy strikes a hero, check where the hit lands: roll 1d6 with your hit dice.

1d6	Hit location
1	Head
2	Arms
3-5	Torso (check gear)
6	Legs

Any hit to the torso may damage your equipment. All weapons, armour, and shields have a **DUR** of 6 unless otherwise noted. When this reaches 0, the item is broken beyond repair.

Roll 1d10 to determine if any of the corresponding quick slots have been struck. A roll higher than the number of slots available has no effect. Any item in a slot that is hit loses 1 point of **DUR**. If a potion with any liquid designed to cause damage is struck, that damage is instead inflicted on the hero.

A hero or enemy that loses 50% of their **HP** (round up) is wounded.

A wounded character may only use 1 AP per turn.

Fire: Fire damage ignores both **NA** and armour. Once damage has been resolved, roll 1d6. On 1-3 the fire has been extinguished. On 4-6, the fire continues to damage the character next turn, but the damage is halved (round down) to a minimum of 1. The fire is then extinguished.

Acid: Acidic damage ignores **NA**. Once damage has been resolved, roll 1d6. On 1-3 the acid has been negated. On 4-6, the acid continues to damage the character next turn, but the damage is halved (round down) to a minimum of 1. The acid is then negated.

Frost: Frost damage has a 50% chance of causing stunned (the target loses 1 AP next turn).

Poison: If a character is hit by poison and takes damage, make a **CON** test, applying any modifier for the poison. If this fails, the target is poisoned and, at the start of its next turn, and 1d10 turns after that, they will have to make another **CON** test. Each time they fail, they lose 1 **HP**.

Poison can be cured by consuming a *Cure Poison* potion, or by visiting the *Chapel of Metheia* in the city. A **CON** test of 01-05 means that immune system has beaten the poison. Its effect is gone and any remaining rolls are ignored. A hero reaching 0 **HP** continues to lose **HP** from poison, giving the hero a negative **HP** that must be healed before they wake up. If the party takes a rest (in a dungeon, while travelling, or at an inn), roll all the remaining rolls. If the hero reaches 0 **HP** during a rest, they die. A poisoned hero cannot be poisoned again until cured.

Disease: If there is a risk of contracting a disease, make a **CON** test, applying any modifier for the disease. If successful, there is no effect, and the hero manages to avoid the sickness. If it fails, the hero loses half its **CON** and **STR** (round down), after any ongoing battle is over, until cured.

Disease can be cured by consuming a *Cure Disease* potion or by visiting the sick wards. Whenever the party takes a rest, in a dungeon, during travel, or at an inn, the hero may make a **CON** test. On a result of 01-05, the hero is cured.

Stun: A stunned model loses 1 AP during its next turn.

Bleeding out

When a hero reaches 0 **HP**, they are **knocked down**, unable to do anything, and start **bleeding out**. To get back on their feet during the fight they need a healing spell from a companion, a healing potion in one of their ready slots (they may drink it themselves), or a healing potion from a companion standing adjacent (who has the potion in a ready slot).

Once the battle is over, and there are companions left standing, one of these may apply a bandage to a fallen friend. Bandages can never be applied by a knocked-out hero.

If all heroes are bleeding out at the same time, the quest is lost and the heroes die. If there are still heroes standing, but they have no means to help the hero bleeding out, that hero dies.

A hero that reaches 0 **HP** also suffers 1d4 permanent reduction of a basic stat or **HP** (randomize which one).

If questing seems too easy, you can apply a time limitation for bleeding out; for example 1d6+1 turns before the hero dies.

MAGIC

A wizard's magical capacity is called **mana**.

Some spells require upkeep by spending mana every turn, starting with the turn after the spell was cast; if the mana is not paid the spell is cancelled as soon as the wizard is activated.

Spells have a **difficulty** from 1-6. A wizard cannot learn spells of a difficulty higher than their level.

A spell's **casting value (CV)** indicates how difficult the spell is to cast.

TYPES OF SPELLS

Standard spells require 2 actions to cast. If these actions are spread out over 2 turns, the wizard may not perform any other actions in between the 2 spell actions. A spell is standard unless otherwise stated.

Quick spells take only 1 action to cast.

Incantations demand a lot of time and preparation and can only be cast while in a settlement.

Magic missiles (MM) require LOS from the caster to the target. No to hit roll is required, and there are no modifiers for obstacles.

Touch spells (T) require the caster to touch the target; the caster must roll **COMBAT SKILL (CS)**+20. This may be parried and dodged as normal. These spells also require the standard **arcane arts** roll to succeed.

The only spells that may be cast while an enemy is adjacent are touch spells.

CASTING SPELLS

To cast a spell, the caster must have enough mana, and then make a successful **arcane arts** skill check. Deduct the **CASTING VALUE (CV)** of the spell from the skill level.

The wizard then consumes the listed amount of mana if the casting succeeds, or half that amount (round up) if it fails.

A result of 95 or more is a **miscast**. The caster loses 1d3 **SANITY**, their turn ends immediately, and mana is used as though the spell had succeeded.

A wizard may add extra power to **restoration** spells and **destruction** spells. For each power level added, the spell costs 2 more mana to cast. This increases damage by +1, or the healing effect by +1. The minimum number to roll for a miscast is decreased by -2 for each level added. A maximum of 5 levels, or up to the wizard's level, may be added.

To increase the chance of success, the caster may take extra time to **focus**. Each AP the wizard spends on focus temporarily adds 10 to their **arcane arts** skill. The spell must then be cast. However, the risk of miscast increases by 5 for each focus AP.

DISPELLING MAGIC

Any magic caster can try to **dispel** a magic spell when it is cast (foregoing the normal activation order). The decision to do this may be taken once you have seen that the spell was successful, but before any damage is calculated.

Make a successful **arcane arts** skill check (heroes) or **ranged** skill check (enemy casters). If this succeeds, the spell is cancelled.

A hero whose spell is cancelled must still expend the mana cost.

A dispelling wizard cannot cast as spell of their own in their next turn.

MAGIC SCROLLS

Reading a magic scroll can even be done by non-wizards, in which case **WIS** is used for the test instead of **arcane arts**.

You cannot **focus** while casting from a scroll and the scroll itself is destroyed if it is successfully cast.

A hero can cast a scroll of any level, and the casting level of the spell is reduced by 10, to a minimum of 0. A result of 95 or more still results in a miscast (and the scroll is also destroyed).

MAGIC ITEMS

Before a hero can use a magic item, it must be identified with a successful **arcane arts** skill check. If that fails, the item cannot be used. Only 1 attempt can be made per party and object (though objects may be identified in most settlements).

A hero cannot wear more than 1 magic ring and 1 magic necklace at the same time (including legendary items defined as such).

The same hero could carry several magic weapons or pieces of armour, however (including all items not easily identified as jewellery).

Magic weapons, armour, and shields have 8 points of **DUR** instead of the ordinary 6 points. Other magic objects kept in quick slots never take damage.

Whenever you roll 00 when attacking with a magic weapon, its power is suddenly gone, turning the weapon into an ordinary weapon. This includes the **DUR** that drops its max value to 6, which could lead to the weapon suddenly breaking. If a magic weapon or armour breaks, its magic is gone.

If not broken, weapons and armour can be recharged again at the *Wizard's Guild* and will then regain all of its magical properties. If the item is broken, it must first be repaired to at least 1 point of **DUR**.

ALCHEMY

Before using **potions**, they must be identified with a successful **alchemy** skill check. This can be done once per hero and potion. If this fails, the potion can be identified in a settlement.

There are 2 different kinds of components for potions: **ingredients** from plants, and **parts** from defeated monsters.

During overland travel on their way to and from a quest, the party may try to gather ingredients once per day, using the hero with the highest **alchemy** skill. A success lets you roll twice on the **ingredients table**. If you roll 01-10 when gathering, one of the ingredients becomes *exquisite*.

After a battle, a hero with **alchemist tools** may attempt to harvest parts from enemies they have killed. This takes 1 action. A successful **alchemy** skill check lets you roll for 1 part from each of up to 3 adversaries. If you roll 01-10 when gathering, one of the parts becomes *exquisite*.

Potions come in different strengths. A **weak** potion requires 1 part, 1 ingredient, and 1 bottle to create. A **standard** potion requires a bottle and either 1 part and 2 ingredients, or 2 parts and 1 ingredient to create. A **supreme** potion requires a bottle and 4 components, and it must be a mix of ingredients and parts.

When you are asked to create a **recipe**, first decide what kind of potion the recipe will result in. Then, decide what ingredients and parts should be part of the recipe, following the rules for weak, standard, and supreme potions.

MIXING POTIONS

Mixing potions can be done while travelling (in the evening), in a settlement, or while resting in a dungeon. Decide the quality of the potion you want to mix, then make your **alchemy** skill check.

If you do not have a recipe and the skill roll is successful, roll on the **potions table** to see what you have created.

If you have followed a recipe, add a +10 modifier to your **alchemy** skill. If the roll is successful, you have created the intended potion.

Whenever you use an *exquisite* component when mixing, increase the chance of success by +10.

USING POTIONS

Drinking a potion requires 1 action. Potions that increase your heroes' stats last for 5 turns, unless stated otherwise. The empty bottle may be kept and used when making new potions. Potions that temporarily increase a stat do not stack.

An **alchemist belt** has enough room for 6 bottles. These slots expand the standard 3 quick slots to 9, but they can only carry potions or vials.

PRAYERS

A warrior priest can call on boons from the gods through **prayers**. A prayer can be performed as a free action, at the same time as moving or fighting, and costs 1 point of **ENERGY**.

A warrior priest must make a successful **battle prayer** skill check to succeed. If successful, the prayer takes effect. Sometimes, there will be an opposed **RESOLVE** test from the enemies to avoid the effect.

A prayer lasts until the end of the battle, unless otherwise noted. A prayer used between battles lasts for 4 turns. Only 1 prayer can be active at once.

A priest that is either stunned, falls over, reaches 0 **HP**, or fails a terror test, stops chanting and the prayer is cancelled.

A priest may learn all prayers that are the same level or lower as himself, provided they can pay for it. This is done in the *Inner Sanctum* in Silver City.

Only warrior priests can benefit from **relics**, and they can only wear 1 ring and 1 necklace at a time.

ENCHANTMENTS

Wizards may imbue some measure of magic into mundane items. This cannot be done while travelling. Only 1 object or 2 attempts (successful or not) to create scrolls may be done between quests.

A wizard requires the *Enchant Item* spell, a **powerstone**, and an item into which to imbue the magic. The stone dictates what kind of magic the item will receive, and the item must be suitable for the magic as well. If the enchantment succeeds, the item gains the magical traits from the powerstone. If the enchantment fails, the object is destroyed, but the stone may be used again. There can only be 1 enchantment on an object.

Making a **magic scroll** requires the *Magic Scribbles* spell, the spell you want to write down, and some fine parchment. Cast the spell as usual, using focus if you wish, and if you succeed the spell of your choice has been copied down on the scroll. If you fail, the parchment has been destroyed and you must use a new one. Each magic scroll takes 1 day to make.

LUCK

A hero can use 1 **LUCK** point to reroll a dice roll that directly affects them. A reroll can never be rerolled. Luck is reset once the hero is back in a settlement. Any luck rolls used while in the settlement will not be replenished until the hero returns to a settlement again.

THREAT TABLES

If the party is not in battle (d20)

	Threat
1-12 A wandering monster appears.	-5
13-15 Add 1 extra exploration card on top of each pile	-5
16-17 The risk of encounters goes up by 10 in all rooms and corridors (cumulative, max 70%)	-6
18-19 A hero has sprung a trap.	-7
20 +1 to all scenario die rolls (can only happen once).	-10

If the party is in battle

	Threat
1 Spell casters may do nothing in the coming turn.	-2
2 The enemy gains the poisonous special rule.	-2
3 1 enemy gains +15 CS until dead.	-3
4-5 1 wounded enemy heals 1d10 HP.	-3
6 1 enemy gains frenzy until dead.	-3
7 1 random hero drops their weapon. 1 AP and DEX test to retrieve, otherwise cannot fight. May continue to try to pick up, spending 1 AP per try.	-3
8 One enemy gains fear .	-4
9 Roll on the encounter table and place the encounter just outside a random door, ready to enter a tile with the heroes and acting last in the current turn. An unopened door is now unlocked and not trapped.	-4
10 All enemies gain +10 CS until end of battle.	-6

MONSTER BEHAVIOUR

HUMANOID WITH CLOSE COMBAT WEAPON

- If more than **M** spaces away from a hero, move towards the closest hero.
- If within **M** spaces of hero but not adjacent, roll 1d6:
 - 1: Parry stance
 - 2-4: Move into CC
 - 5-6: Charge attack closest hero.
- If adjacent to hero, make room for more enemies to attack if possible. Shove if necessary. Only shove once per turn, then attack.
- If adjacent, **attack**:
 - 1-4 1 = Parry stance.
 - 2-5 = Standard attack.
 - 6 = Power attack (if wounded, parry stance).
 - 5-6 Use skill/special talent. If N/A, attack.

Will climb obstacles to attack heroes if no other route is available. Will always avoid traps.

HUMANOID WITH MISSILE WEAPONS

- If within 2 spaces of a hero, move up to **M** squares away, but remain in LOS. Reload at the same time.
- Reload missile weapon.
- Move up to **M** spaces to get into a position that increases its odds to hit, including climbing objects. Skip this rule if the rule above was performed this turn. Reload at the same time.
- Attack**:
 - 1-4 1-2 = Aim (no need to define target at this point).
 - 3-6 = Shoot.
 - 5-6 Use skill/special talent. If N/A, attack.

Target: 1-4 = closest enemy.
5-6 = easiest to hit (lowest HP first).

Always changes to CC if adjacent. Will always avoid traps.

BEAST

- If more than **M** spaces away from a hero, move towards the closest hero.
- If adjacent to hero, make room for more enemies to attack if needed. Shove if necessary.
- If adjacent to hero, attack according to the table.
- If within **M** spaces of a hero, perform a charge attack against the closest hero.
- Attack**:
 - 1-4 1-4 = Power attack (standard attack if wounded).
 - 5-6 = Standard attack.
 - 5-6 Use skill/special talent. If N/A, attack.

- If target can't be reached, use special talent.

Can climb objects. Will always avoid traps.

LOWER UNDEAD

- If armed with a missile weapon, treat as **Humanoid with Missile Weapons**.
- If more than **M** spaces away from a hero, move towards the closest hero.
- If within **M** spaces of a hero, move adjacent to closest hero.
- If adjacent, **attack**:
 - 1-4 Standard attack.
 - 5-6 Power attack.

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HIGHER UNDEAD

- If more than **M** spaces away from a hero, move towards the closest hero.
- If adjacent to hero, make room for more enemies to attack if needed. Shove if necessary.
- If adjacent to hero, attack according to the table.
- If within **M** spaces of a hero, perform a charge attack against the closest hero.
- If adjacent, **attack**:
 - 1-4 1-2 = Power attack.
 - 3-6 = Standard attack.
 - 5-6 Use skill/special talent. If N/A, attack.

Can climb objects. Will always avoid traps.

MAGIC USERS

- If adjacent to hero (1d6):
 - 1-2 Move **M** away but stay in LOS.
 - 3-4 Cast close combat spell.
 - 5-6 Make a standard attack.
- If no LOS to heroes (1d6):
 - 1-4 Move up to **M** spaces to get LOS to closest hero without ending up adjacent.
 - 5-6 Cast support magic.
- LOS to hero but not adjacent. Cast random magic (1d6):
 - 1-4 **Ranged against**:
 - 1-3: Closest Hero.
 - 4-5: Least remaining **HP**, random if there is a tie.
 - 6: Opposing magic user (re-roll if there is none).
 - 5-6 **Support**. If no spell is suitable, use ranged magic. If no target, go into parry stance.

Spells that take 2 AP to cast may be spread over 2 turns. If unable to continue the spell on the 2nd turn, follow the basic rules again. If no spell is suitable, go into parry stance.

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- Attack**:
 - 1-4 1-2 = Aim (no need to define target at this point).
 - 3-6 = Shoot.
 - 5-6 Use skill/special talent. If N/A, attack.

Target: 1-4 = closest enemy.
5-6 = easiest to hit (lowest HP first).

Always changes to CC if adjacent. Will always avoid traps.

BEAST

- If more than **M** spaces away from a hero, move towards the closest hero.
- If adjacent to hero, make room for more enemies to attack if needed. Shove if necessary.
- If adjacent to hero, attack according to the table.
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 - 1-4 Standard attack.
 - 5-6 Power attack.

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- If more than **M** spaces away from a hero, move towards the closest hero.
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- If adjacent to hero, attack according to the table.
- If within **M** spaces of a hero, perform a charge attack against the closest hero.
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 - 3-6 = Standard attack.
 - 5-6 Use skill/special talent. If N/A, attack.

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 - 3-4 Cast close combat spell.
 - 5-6 Make a standard attack.
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 - 1-4 Move up to **M** spaces to get LOS to closest hero without ending up adjacent.
 - 5-6 Cast support magic.
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 - 1-4 **Ranged against**:
 - 1-3: Closest Hero.
 - 4-5: Least remaining **HP**, random if there is a tie.
 - 6: Opposing magic user (re-roll if there is none).
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SKILLS

COMBAT SKILL (DEX)

(CS) Your skill in using close combat weapons. Some weapons can be wielded one-handed, some only 2-handed and some can be used with either 1 or 2 hands depending on your STR.

RANGED SKILL (DEX)

(RS) Your ability to hit targets from afar, with a bow, a sling, or even a bottle.

DODGE (DEX)

The ability to dodge a strike or an incoming arrow. A successful result means you have avoided potential damage. Dodging does not require the use of an AP.

ARCANE ART (WIS)

Only wizards may learn the arcane arts. Arcane arts are also used to identify the magical properties of items. Each wizard may try to identify the properties of an object once during a quest. If successful, you may roll to see what kind of enchantment it has. If all fail, the object cannot be used until identified in town. To cast spells, a wizard consumes mana.

BARTER (WIS)

Your skill in making good deals when trading. When in town, one roll can be made by your hero to sell and buy items. A successful roll will let you buy equipment at a 10 discount and sell parts at a 10 higher price. You can sell or buy equipment for the other heroes in the party as well, as long as they do not make a barter roll themselves.

HEAL (WIS)

Your skill in mending the wounds of your comrades. In order to heal someone, you must have a bandage.

FORAGING (CON)

Foraging allows you to gather food and hunt while travelling to and from a quest site. Roll once (for the entire party), during travel. If you succeed, you gain 1 ration of food. Foraging can also be used to skin animals for fur, which can be sold.

PICK LOCKS (DEX)

This skill is used to open locked doors and chests, and to disarm traps. Make a roll using the applicable modifiers. To open locks, you will need a lock pick. The lock pick is consumed if you fail, and you may try as many times as you have picks. Each attempt takes 2 AP. Disarming a trap can also be done using a lock pick, or a trap disarming kit, at a cost of 2 AP. If you fail, you have set off the trap, and the lock pick breaks. Trap disarming kits do not break due to a failed attempt.

ALCHEMY (WIS)

The skill of identifying and mixing potions.

PERCEPTION (WIS)

Perception is used to notice important details, like traps, or to find clues which will help you to solve riddles. It is also used while searching. This may be done once by the party on each tile.

BATTLE PRAYERS (RES)

Special knowledge gained by the warrior priests who call upon the gods to help them in battle. Only they may learn this skill.

PRAYERS

LEVEL 1

Bringer of Light: The light of the gods shines through the priest, causing the undead to waver. Any undead trying to attack the warrior priest suffers -10 CS.

The Power of Iphy: This empowering psalm strengthens your resolve. The party gets +10 RES on any fear or terror test during the battle. If they already have failed these tests, they may retake them with this bonus.

Charus, Walk with Us: This prayer goes to Charus and as long as he listens, all heroes regain an ENERGY point on any skill roll of 01-10, instead of the normal 01-05. This only affects ENERGY, not the other options you have if you roll 01-05. However, the priest will be too busy with the prayer to benefit from this.

Metheia's Ward: Under the protection of Metheia, the priest regains 1 lost HP at the start of their activation, for the rest of the battle.

Power of the Gods: By channelling the power of the gods and diverting it to a wizard, the priest can help conjure a spell. As long as the prayer is active, any hero wizard gains +10 arcane arts.

LEVEL 2

Litany of Metheia: Metheia watches over the heroes and grants them her power of life. Every hero that passes a RES test at the start of their activation regains 1 HP.

Power of Faith: The gods grant your party inner strength, making them immune to fear, and treating terror as fear. Heroes already scared will regain their courage if this prayer succeeds.

Smite The Heretics!: The wrath of the gods renders the flesh of your enemies. At the start of each turn, the enemies within 4 squares of the priest must pass a RES test or lose 1 HP.

Verse of The Sane: As long as this verse is read, the heroes are less prone to mental scars. Each event that would trigger a loss of a SANITY point is negated by a successful RES test.

Shield of the Gods: The gods will protect the pious, and as long as this prayer is active, any miscast roll can be ignored, although the priest will instead have to pass a RES test, or suffer 1d4 DMG with no armour and NA.

LEVEL 3

Strengths of Ohlnir: The party feels invigorated, and their weapons feel like feathers in their hands. All members of the party gain +10 STR.

Warriors of Ramos: As if the gods guide the weapons of the heroes, all seem to fight with renewed power. All members of the party fight with +5 CS.

Stay Thy Hand!: The enemies seem to slow down, as if questioning whether to fight or not. All enemies within 4 squares of the priest must pass a RES test at the start of every turn or lose 1 AP during that turn. This effect is not cumulative with any other effect causing an enemy to lose an action. For instance, a wounded enemy will not be affected by this prayer.

Be Gone!: This litany helps the lost spirits find their way to the afterlife. Any ethereal creature within 4 squares must make a successful RES test at the start of their turn or lose 1d3 HP.

Providence of Metheia: Metheia will shield its children and protect them from harm. While this prayer is active, all heroes get +10 CON when rolling to resist disease or poison.

LEVEL 4

We Shalt Not Falter: The power of the gods strengthens the party. All members of the party gain +5 HP that can temporarily give a hero more HP than its current max. After the battle, this goes back to the normal max HP.

God's Champion: The priest fights like a dervish, imbued by the power of their god. CS is increased by +15 but after the battle, the priest loses an additional point of ENERGY. If there are not enough points, the CON of the priest is halved (round down) until the next short rest or until the heroes leave the dungeon.

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MONSTER SPECIAL RULES

Passive (P) rules are always in effect. Active (A) rules are triggered by the monster's behaviour roll.

Bellow (A): These creatures will roar at the top of their lungs, causing any hero within 4 squares to be stunned (loses 1 action next turn) unless they pass a **RES** test.

Camouflage (A): These creatures can blend into their surroundings by changing the colour of their skin. If this ability is triggered, remove the model from the table. During the next turn, they will appear randomly in any tile where there are heroes, or any tile next to where there are heroes. If they appear in a tile without heroes, it must be placed in such a way that they can see as many heroes as possible.

Cause Fear X (P): This enemy imparts **fear** to all heroes of level X and lower. All heroes must take a **RES** test as soon as it is placed. A failure gives a -10 **CS/RS** to all attacks against it. Magic cast against the enemy also suffers -10 **arcane arts**.

Cause Terror X (P): This enemy inflicts **terror** on all heroes of level X and lower. Heroes with a higher level than X experience this as **fear**. A terror test is made at **RES-20** and a failure results in the same effect as **fear**, but the hero will also be stunned for 1 AP. Test as soon as it is placed on the table.

Corrosive (P): The enemy has a corrosive effect on all metals except for mithril and silver. Any armour struck by an enemy with this rule automatically loses 1 point of **DUR**, even if the damage is less than the armour's **DEF**. Any metal weapon striking a creature with this rule and causing an odd amount of damage loses 1 point of **DUR** per strike that hits.

Cursed Weapons (P): Cursed weapons are tainted by foul magic, or one may have some part of the user's evil soul infused into it. A wound caused by a cursed weapon also removes 1 point of **SANITY** from the target.

Demon (P): Demons are not of this world, and magic can send these creatures back to their own realm. Any magic damage of 10 forces the demon to make a **RES** test. A failure sends the demon back to its own realm. Remove the model and count it as killed. It cannot be looted, however.

Disease Ridden (P): These creatures are so full of disease that just standing next to them is dangerous. At the start of every turn, a hero standing adjacent to one of these creatures must pass a **CON+X** test to resist disease.

Entangle (A): This is a special attack where the creatures attempt to capture a hero. The attack can be parried and dodged. If it succeeds, the hero has been trapped and cannot do anything except to try and break free. At the end of the first turn that the hero is trapped, the hero suffers 1 **HP** of damage. At the end of the 2nd turn, this is increased to 2 **HP** of damage as the grip tightens. On the 3rd turn this will be 3 **HP** and so on.

Breaking free takes 1 AP and requires a successful **STR** test. For every turn after the 1st turn, the test is modified with -10. Any hero adjacent to the trapped hero may also try; this takes 2 AP but is always done at **STR +10** as the hero has the possibility to use their weapon in the effort to loosen the grip. If the creature is killed, the effect of entanglement is cancelled. The creature cannot change facing once it has entangled a target, but it can still fight as normal. It can also entangle one more target, but if it does, it cannot fight anymore and will only continue to strangle its target.

Ethereal (P): Indicates that the enemy is immune to damage from normal weapons. You will need magic weapons, holy water or magic to inflict the slightest harm on this creature. Ethereal creatures will never pay extra movement in a hero ZOC and can move through squares with heroes. Heroes must still follow the normal rules for ZOC.

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Flyer (P): These enemies can fly and can move through other models as long as they do not stop in a square containing a model. They do not incur penalties for moving through a hero's ZOC. They never spring any traps and they can move over pits as if they were solid ground. They may even end their movement in such a square. All movement is automatically considered flying. Flyers with the rule written as **Flyer (O)** are so large they can only fly outdoors in skirmish battles.

Frenzy (P): This enemy is always in frenzy mode and gains the benefit of an extra strike when they cause damage.

Ghostly Howl (A): Banshees are known for the eerie scream, sending chills down the spine of even the bravest of heroes.

This ability works the same as **Ghostly Touch**, but it is a ranged attack that affects all heroes at once. No **RS** roll is required, and it cannot be dodged or parried.

Ghostly Touch (P): These ethereal creatures do not use normal weapons but instead reach into the very soul of their target. These attacks cannot be parried, but they may be dodged. **ARMOUR** and **NA** does nothing to help, but the target may try to avoid damage by passing a **RES** test. If this fails, the target takes 1d8 **DMG** and also loses 1 **SANITY**.

Gust (P): A creature with this special ability creates a powerful gust around them making it hard to use ranged weapons. All creatures in the room or corridor where this creature is located suffer a -15 penalty to their **RS**.

Hard as Rock (P): These magic beings created from ensorcelled stone are completely immune to all ranged weapons. Bladed weapons only do half damage (round down) unless they are magic or made of mithril.

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Just Bones (P): Some weapons are more, and some less effective against the bare bones of skeletons and wights. Arrows, bolts and sling stones suffer a -2 **DMG** penalty, and crushing weapons gain +2 **DMG**.

Large (P), X-Large (P): This creature is so large it is easier to hit with ranged weapons, but it can deal great damage. It rolls damage twice and selects the best roll. Such a monster takes up 4 squares instead of one, and an X-large creature uses 2x3 squares. When calculating movement, shrink its base and count the number of squares it is moving, then place it so that any square of its base is where it ended its movement. A large creature can only shove if there is enough room for it to fit in the space occupied by the hero. If there is another character standing adjacent to the shoved hero that blocks the way, this character will also be pushed back automatically. A large creature cannot pass single file squares except for bridges.

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Leech (P): A successful attack from this creature enables it to stick to its target. The target will be unable to move, or to attack anything other than the leech. The leech automatically drains 1d4 HP from the target at the start of its turn, and the hero must also roll for disease for every turn that the leech is attached. If more than 1 leech has latched on to a hero, the hero must roll once for each leech.

Attacking a leech that is latched onto a hero is as normal, but any other hero trying to attack it must be careful not to hit their companion and thus only ever deals half damage (round down).

Magic Being (P): These creatures are creations of pure magic. As such, once they are destroyed, they leave nothing behind to loot.

Magic User (P): This enemy can cast spells. The exact spells are mentioned in the encounter tables. Enemies use **RS** to determine if the spell succeeds.

Master of the Dead (A): One undead enemy regains full health, even if it starts at 0 HP. If that is not applicable, then the Vampire regains 1d6 HP. If that is not applicable, make a standard attack.

Multiple Attacks X (P): This creature can assail its targets with multiple attacks. Whenever the creature makes a standard attack, it will instead strike X number of times. Roll to hit and **DMG** separately. This attack still only counts as 1 AP.

Multiple Attacks Hydra (P): Hydra can attack multiple targets with its heads, and long necks give it a good reach. The Hydra has 5 heads, and each head can attack at a separate target within 4 squares of the body as if it was 5 different creatures.

Perfect Hearing (P): This enemy is acutely aware of its surroundings. Add 1 monster initiative token during the first turn of a battle.

Petrify (A): If you look this creature in the eyes, it has the ability to petrify you. If this ability is triggered, 1 random adjacent hero must pass a **RES** test or become **petrified** for 1d6 turns. While petrified, the hero will not be targeted unless there are no other living heroes. The hero cannot do anything for these turns

Poisonous (P): This enemy is poisonous or venomous. If wounded, the hero must pass a **CON** test or suffer the consequences of the poison.

Poisonous Spit (A): The same as **poisonous**, but this is a ranged attack using **RS**. It can be used on adjacent targets and targets 1 square away. It can be parried with a shield and dodged as normal.

Psyctic (P): This is a creature with psychic ability which automatically decreases the **RES** of all heroes by -20 as soon as it is placed on the table. The effect is only cancelled when the creature dies. The effect is not cumulative if 2 creatures have the same effect.

Regeneration (P): This enemy regenerates 1d6 HP at the start of every turn.

Rend (P): If the creature manages to seize its target in its jaws, it will violently shake its head causing further damage. If the hero fails a **STR** test, roll another 1d6 of **DMG**.

Riddle Master (P): Whenever you encounter one or more Sphinx without any other enemies nearby, you have the option to answer 1 riddle. This requires a **WIS** test from 1 chosen hero. A successful answer removes the Sphinx from the table without a fight and grants 150 XP. A failure angers the Sphinx and results in battle.

Scurry (P): Rats are too fast to be locked in a ZOC and may move through a square with heroes. They only pay 1 movement point when moving in a hero's ZOC. Heroes must still pay 1 extra movement point in the rats' ZOC.

Seduction (A): This is a special attack that forces a target hero who is adjacent to face a **RES** test. If they fail, the hero will be incapacitated. To break the seduction, the hero must succeed with a **RES** test at the start of their turn. The user of this attack will ignore the target for further attacks as long as it is still seduced and there is another non-seduced target available.

Silent (P): These enemies are very difficult to hear. **Perfect hearing** will not help when calculating surprise.

Simple Weapons (P): These creatures use crude weapons instead of the standard weapons that are usually encountered. This may include logs, or even large stones, but all simple weapons are treated as warhammers.

Slow (P): This enemy moves so slowly that they may only make one move per turn. It still has 2 AP though, and if it cannot use its second AP to any suitable action, it will be forfeit.

Sneaky (P): These creatures are experts at ambushing enemies and may add 1 extra monster initiative token to the bag during as long as this enemy is on the table.

Stench (P): So foul is the stench of this creature that it quickly becomes difficult to focus. All close combat attacks targeting this creature suffer a -10 **CS** penalty.

Stupid (P): Any creature affected by stupidity must roll 1d6 at the start of their turn. On a roll of 1, they will do nothing that turn, except look around them in confusion.

Swallow (A): This creature normally swallows its prey whole without chewing. A successful swallow attack cannot be parried, but may be dodged. If the dodge fails, the creature will start to **swallow** the hero.

In their next turn, the hero can try to get free by taking an **STR** test (once). If this fails, the hero can do nothing. In the turn following that, the half-swallowed hero can make a last desperate attempt to get free, this time at half **STR** (round down). If this fails, the hero is swallowed whole and is removed from the table.

The creature will do nothing during these turns. The only way to free the hero is for someone else to kill the creature. The hero is then placed prone where the creature was and may act at the start of the next turn.

Sweeping Strike (A): This creature can make a powerful sweep attack that, if successful, (using **CS**) pushes all heroes in ZOC back 1 square, causing half the normal damage (round down) but also forcing a **DEX** test. It can be dodged but not parried.

In some cases, there may be another opportunity for the monster to strike different heroes. Only 1 die roll is made, however, and then compared to what is required to hit each hero.

Failure means your hero falls and must spend the next action standing up. If there is a wall preventing the hero from moving back, the damage is no longer halved and the test for falling will be done in that square. Any heroes standing behind a hero that is pushed back are also moved back 1 square, but with no other effects. The attacker remains in its place.

Tongue Attack (A): This is a ranged attack where the creature will attack an enemy 1 hex away. Half height obstacles will block this attack, but other models in the square in between will not. A successful attack can be dodged or parried. If this fails, the model will be pulled to the square next to the creature. Any model in that square changes place with the target.

Wall Crawler (P): Spiders can move on walls to bypass heroes. They cannot end their turn in such a position. Spiders ignore ZOC when moving on walls.

Web (A): Giant spiders can cast webs as a special attack. This works just like the net weapon.

Leech (P): A successful attack from this creature enables it to stick to its target. The target will be unable to move, or to attack anything other than the leech. The leech automatically drains 1d4 HP from the target at the start of its turn, and the hero must also roll for disease for every turn that the leech is attached. If more than 1 leech has latched on to a hero, the hero must roll once for each leech.

Attacking a leech that is latched onto a hero is as normal, but any other hero trying to attack it must be careful not to hit their companion and thus only ever deals half damage (round down).

Magic Being (P): These creatures are creations of pure magic. As such, once they are destroyed, they leave nothing behind to loot.

Magic User (P): This enemy can cast spells. The exact spells are mentioned in the encounter tables. Enemies use **RS** to determine if the spell succeeds.

Master of the Dead (A): One undead enemy regains full health, even if it starts at 0 HP. If that is not applicable, then the Vampire regains 1d6 HP. If that is not applicable, make a standard attack.

Multiple Attacks X (P): This creature can assail its targets with multiple attacks. Whenever the creature makes a standard attack, it will instead strike X number of times. Roll to hit and **DMG** separately. This attack still only counts as 1 AP.

Multiple Attacks Hydra (P): Hydra can attack multiple targets with its heads, and long necks give it a good reach. The Hydra has 5 heads, and each head can attack at a separate target within 4 squares of the body as if it was 5 different creatures.

Perfect Hearing (P): This enemy is acutely aware of its surroundings. Add 1 monster initiative token during the first turn of a battle.

Petrify (A): If you look this creature in the eyes, it has the ability to petrify you. If this ability is triggered, 1 random adjacent hero must pass a **RES** test or become **petrified** for 1d6 turns. While petrified, the hero will not be targeted unless there are no other living heroes. The hero cannot do anything for these turns

Poisonous (P): This enemy is poisonous or venomous. If wounded, the hero must pass a **CON** test or suffer the consequences of the poison.

Poisonous Spit (A): The same as **poisonous**, but this is a ranged attack using **RS**. It can be used on adjacent targets and targets 1 square away. It can be parried with a shield and dodged as normal.

Psyctic (P): This is a creature with psychic ability which automatically decreases the **RES** of all heroes by -20 as soon as it is placed on the table. The effect is only cancelled when the creature dies. The effect is not cumulative if 2 creatures have the same effect.

Regeneration (P): This enemy regenerates 1d6 HP at the start of every turn.

Rend (P): If the creature manages to seize its target in its jaws, it will violently shake its head causing further damage. If the hero fails a **STR** test, roll another 1d6 of **DMG**.

Riddle Master (P): Whenever you encounter one or more Sphinx without any other enemies nearby, you have the option to answer 1 riddle. This requires a **WIS** test from 1 chosen hero. A successful answer removes the Sphinx from the table without a fight and grants 150 XP. A failure angers the Sphinx and results in battle.

Scurry (P): Rats are too fast to be locked in a ZOC and may move through a square with heroes. They only pay 1 movement point when moving in a hero's ZOC. Heroes must still pay 1 extra movement point in the rats' ZOC.

Seduction (A): This is a special attack that forces a target hero who is adjacent to face a **RES** test. If they fail, the hero will be incapacitated. To break the seduction, the hero must succeed with a **RES** test at the start of their turn. The user of this attack will ignore the target for further attacks as long as it is still seduced and there is another non-seduced target available.

Silent (P): These enemies are very difficult to hear. **Perfect hearing** will not help when calculating surprise.

Simple Weapons (P): These creatures use crude weapons instead of the standard weapons that are usually encountered. This may include logs, or even large stones, but all simple weapons are treated as warhammers.

Slow (P): This enemy moves so slowly that they may only make one move per turn. It still has 2 AP though, and if it cannot use its second AP to any suitable action, it will be forfeit.

Sneaky (P): These creatures are experts at ambushing enemies and may add 1 extra monster initiative token to the bag during as long as this enemy is on the table.

Stench (P): So foul is the stench of this creature that it quickly becomes difficult to focus. All close combat attacks targeting this creature suffer a -10 **CS** penalty.

Stupid (P): Any creature affected by stupidity must roll 1d6 at the start of their turn. On a roll of 1, they will do nothing that turn, except look around them in confusion.

Swallow (A): This creature normally swallows its prey whole without chewing. A successful swallow attack cannot be parried, but may be dodged. If the dodge fails, the creature will start to **swallow** the hero.

In their next turn, the hero can try to get free by taking an **STR** test (once). If this fails, the hero can do nothing. In the turn following that, the half-swallowed hero can make a last desperate attempt to get free, this time at half **STR** (round down). If this fails, the hero is swallowed whole and is removed from the table.

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