

## OFFICIAL FAQs

### MOVEMENT AND TERRAIN

#### DIFFICULT TERRAIN

##### QUESTION:

If a character ends his turn in the last space of difficult terrain, does it cost him one extra movement point to leave difficult terrain in the next turn? (asking because the rules say "If a character enters or remains in a square considered difficult terrain", the rest of the paragraph suggests that only entering a space with difficult terrain costs an extra movement point).

##### ANSWER:

It only takes one extra movement point for each square considered difficult terrain you wish to advance through/enter into (so it doesn't take one extra movement point to leave difficult terrain). However, the penalty to combat and shooting skills, agility, and spell casting applies even if you remain in a difficult terrain square (that is, even if you didn't move).

#### DIFFICULT TERRAIN

##### QUESTION:

If a character leaves difficult terrain on his turn does he still suffer a penalty to combat, shooting, agility and casting until the start of his next turn? (the wording suggests it so but asking just in case).

##### ANSWER:

The penalty is only applied if you remain on a difficult terrain square (not moving) or enter a difficult terrain square. It does not apply if you have just left a difficult terrain square. That is to say, the penalties apply while a character is on difficult terrain (either because it has entered it or because it has remained in it).

#### SWIMMING

##### QUESTION:

About swimming. If you have Agility 0 or lower can you advance any squares at all?

##### ANSWER:

No, you will not advance. This means that if you jump into the water with Agility 1, you must be very careful. For example, if you are injured while swimming (remember the -1 penalty in this case), it means that you cannot move, since your Agility has dropped to 0. Many characters will have to consider whether to remove their shield or their armour before swimming.

#### FLYING

##### QUESTION:

About flying creatures, do they move half their movement in a corridor? And how do you round up the result?

##### ANSWER:

It's better described this way. Each square you want to move in corridors will cost you 2 movement points.

## HIGHER GROUND

### QUESTION:

Rules regarding higher ground say "If a character advances to a square occupied by an ascending staircase or on an element of lesser height than himself, he will have to spend one extra Movement point for each square he moves through in this way" (page 19)

So small creatures aren't able to get on top of height 1 obstacles (e.g. tables, boxes) by spending 1 extra movement point and must instead use an action to climb them?

### ANSWER:

Consider the text like this:

If a character advances towards a square occupied by an ascending staircase or on an element of height 1 (i.e. when he climbs to a surface with a low height), he must invest one more Movement point for each square he travels through in this way.

## LARGE CREATURE MOVEMENT

### QUESTION:

If an ogre wants to enter a room through a door that is 1 square wide but there is a character one square away from the door inside the room, the ogre can neither pass through nor attack the enemy in melee, since he needs 4 free squares to finish his move? What can be done in this case? The ogre simply has to be content with looking at his enemy?

### ANSWER:

The rulebook says: "A large creature will be considered to be crossing difficult terrain when it enters or remains in spaces 1 square wide." Therefore, it can remain in spaces smaller than its base, but with the appropriate penalty for being in difficult terrain. Whenever possible, you should stay in spaces with 4 free boxes. But if it is not possible, he may stay in spaces of 1 square (applying that penalty).

## DIAGONAL MOVEMENT

### QUESTION:

Can you move diagonally through other characters? And through enemies? Through an ally and an enemy? You can't cross a door diagonally, so I understand that impassable obstacles can't be crossed either. Can you get out of a bridge or jump over a pit moving diagonally?

### ANSWER:

You can move diagonally through other characters (but remember the rules about Melee Zones when dealing with enemies). Obstacles like bridges have the same restriction as doors in this case.

## SQUARES OCCUPIED BY ALLIES

### QUESTION:

If an average-sized character wishes to move through a large partner, must he spend one extra movement point for each square the large one occupies?

### ANSWER:

That's right. You must spend one more movement point for each square occupied by an ally you wish to move through.

# ACTIONS

## EXPLORATION ARROWS

### QUESTION:

Is it possible to explore an area accessed by a square with an exploration arrow while in a combat turn?

### ANSWER:

Yes. The rules state that during a combat turn, unexplored doors can be opened (never locked ones). In these cases, the exploration arrows are equivalent to these unexplored doors or accesses.

## EXPLORATION ARROWS

### QUESTION:

When you step on an exploration arrow while within a mate's safety zone, can the DP still activate a trap?

### ANSWER:

Yes (rulebook, page 45).

## GREAT JUMP

### QUESTION:

I take it that descending more than 1 height requires performing a great jump, is that correct? (asking because the rules say "In order to avoid a pit or a cliff (or even descend to a lower floor)").

### ANSWER:

That's right, you must perform a great jump. When the difference in height is only 1, descending no requires extra movement point.

## GREAT JUMP

### QUESTION:

If a character wants to descend exactly 2 height, may he fall voluntarily to avoid using an action? (in other words, does the character's turn end when he falls exactly 2 height like it does when falling 3+ height?).

### ANSWER:

Characters cannot fall voluntarily, and a great jump action is required. However, characters may fall without using an action by being pushed by enemies (i.e. involuntarily).

## GREAT JUMP

### QUESTION:

Do you get a -1 on Agility test when jumping into a melee range? (i.e. an enemy is one space away from the edge of the pit).

### ANSWER:

No, you don't. The -1 to Agility is only applied when you jump FROM a square within an enemy's melee zone. It doesn't apply if you finish a jump in an enemy's melee zone. However, it must be said that in these cases an advanced rule applies which is in the part of the rulebook which hasn't been revealed yet (there are 3 advanced rules regarding jumps, climbing and riding). If you want to play with such jumps, you'll enjoy not only hitting enemies in your fall, but even falling on larger enemies' backs.

## GREAT JUMP

### QUESTION:

Is it possible to help with a rope when a character performs a great jump to cross a pit?

### ANSWER:

In order to help a jumping friendly character using a rope, the character with the rope must spend his action to do so.

## GREAT JUMP

### QUESTION:

If all spaces of the pit are already filled with characters that fell into it, what happens when another character falls in?

### ANSWER:

The general rule is that two characters cannot occupy the same square. The advanced rule "Jumping from Heights" (page 97) indicates what happens if a square is already occupied, so it resolves that situation in almost all cases. But if all the squares of a pit are occupied (and therefore it is impossible to move a fallen ally or an enemy to an adjacent square), then we will consider that both characters occupy the same square (we'd rather not add an extra damage rule for those cases where a troll hero falls on his goblin partner in the same square of a pit!).

## GREAT JUMP

### QUESTION:

If a character at the side of a pit declares that he wants to help a partner who failed to jump over the pit, does that mean that he can only help one partner that turn?

### ANSWER:

Consider the character can, in a single turn, use his action to help all the companions that have failed to jump over the pit adjacent to him.

## TRAP DETECTION

Trap detection, although described as an action, is not a voluntary one, and therefore does not exhaust the actions available to the hero during that turn. That is, it is an action - a Perception test - that is used as a reaction to a scenario element or obstacle placed by the Dark Player. Therefore, if a hero performs an action and a movement, and during that movement he causes a trap to appear, this detection may be performed without being regarded as an action.

## TRAPS

### QUESTION:

Can you play a trap on someone who has just jumped over a pit in the square where he finishes the jump?

### ANSWER:

The rules do not forbid it. However, in order to avoid high doses of wickedness from Dark Players and Artificial Intelligence, we suggest that it is not possible to voluntarily place traps adjacent to other traps or obstacles that can be overcome by great jumps.

Therefore, the ADP will not roll the Scenario Die in that situation, when a character steps or falls on a square adjacent to such a trap or obstacle.

## TRAPS

### QUESTION:

Can the Dark Player place a trap (or must the ADP roll the Scenario Die) when a character decides to break a door without having tried to open it before?

### ANSWER:

Yes, traps can be placed (or the Scenario Die must be rolled, in the case of an ADP) the first time someone declares he wants to open an unexplored door or chest (it doesn't matter if you want to open them stealthily or just try to break them open).

## TRAPS

### QUESTION

Let's imagine a corridor or a room with 2 exploration arrows (in adjacent squares). I step on one of them and detect a poisonous gas trap.

Do I have to remove the 2 exploration arrows at the same time? Can I leave the room/corridor through the other arrow without disarming the trap?

ANSWER

You must remove the exploration arrow with the trap and all adjacent ones, as indicated by the general rule. Consider these arrows to be similar to doors or entrances. In other words, the trap will then affect all that access (therefore, both exploration arrows).

QUICK ACTIONS

QUESTION:

In the rulebook section "Quick Actions" it says that you can do a quick action as long as you don't run. Does that mean you can't do a quick action in a turn in which you have run? Or simply during the running movement?

ANSWER

You can't perform a quick action while running but you can do it before or after running, in the same turn. Remember that you can perform a quick action during a normal move, such as giving a potion to a mate, and then finish your movement.

QUICK ACTIONS

QUESTION

Can you drop an object on the floor to keep both hands free without it counting as a quick action? For example, my catfolk hero equips himself with a bow with a quick action, shoots the bow and then drops it, to defend himself with claws from possible attacks.

ANSWER

No, you cannot drop your belongings on the ground voluntarily, except in the cases indicated by each object (torch, Greek fire, etc.). It will be considered that the hero has kept it in his backpack (understood in an abstract way, as this can mean keeping a bow on his back, keeping a potion in his belt or some provisions in his bag), and this will be regarded as a quick action.

QUICK ACTIONS

QUESTION:

The manual says you can perform a quick action during movement. So you can't move, perform an action, and then perform a quick action?

ANSWER:

Of course you can. There is one action, move, and quick action per turn for each character. But quick actions can also be carried out during movement (as long as you don't run). That is, they can be performed before, during and after movement. For example, you can take a potion while advancing towards an enemy. If a hero has Movement 5, he can advance two squares, take the potion and finish his movement by advancing a further three squares until he makes contact with the enemy he wants to attack. Or you can move, throw a throwing weapon (action) and then equip yourself with a melee weapon (quick action).

OBSTACLES AND EXPLORATION ARROWS

QUESTION:

If a trap is spawned on an exploration arrow and it turns out to be a pit that we successfully detect, which means have to step back so we don't step on that box, do we manage to visualize the new section?

ANSWER:

You go back as usual so as not to step on it, remove the arrow and replace it with a pit. But you do not visualize the new section. You will see it in case you successfully jump over the pit (that is, you jump blindly, not knowing what there is beyond). If you fall into the pit, you will discover the section once you successfully climb up to the unexplored surface.

# COMBAT

## CAUGHT BY SURPRISE!

### QUESTION:

As you read on pages 28 and 29 of the rules, the “Caught by surprise!” rule does not apply in combat turns, right? That is, if I open a door during a combat turn and a new room is revealed with more enemies in it, do I have to roll Initiative and apply the rule?

### ANSWER:

Indeed, in combat turns this rule does not apply. Initiative applies as described, but the “Caught by surprise!” rule specifies that it applies only when both sides meet. That is, when changing from a exploring turn to a combat one.

## PUSHING

### QUESTION:

The rule says that if you win a melee combat round you can push your enemy, and if there is a pit, a difference in level or an obstacle, your enemy is knocked down. My question is about the case of an “obstruction”.

1: “Obstacle” includes everything occupying a square (furniture, characters, allies, etc)?

2: Is the enemy displaced even if the final square is occupied by an “obstacle”? If not, does he take 1 extra damage die?

### ANSWER:

If there is no empty square, the defender remains in place and takes 1 extra damage die. But it really only applies when there are no empty squares due to the presence of obstacles such as walls or heavy cover.

## ATTACKS AGAINST INVULNERABLE TARGETS

### QUESTION:

If an Artificial Dark Player character has two enemies at the same distance, one with Armor 5 and Combat Skill 5, and the other with Armor 4 and Combat Skill 4, but the second has the skill “Invulnerable”, who will he choose as his target?

### ANSWER:

The one who is easiest to hit, even if he is Invulnerable. Note that Invulnerability negates damage, not hits. You can hit a creature that is Invulnerable (and push it), but you won’t hurt it unless you get a critical hit.

## KNOCK DOWN

### QUESTION:

Can you knock down a target in a higher position from a lower position? If there are no squares to place the knocked down enemy, does he fall down in the same square he is in?

### ANSWER:

Yes, to both questions.

## COVER

### QUESTION:

On page 29 of the rulebook, in the picture of the room with the elf surrounded by skeletons, there are two skeletons numbered 3 and 2. Number 3 has cover because it is clearly behind an adjacent bed. The text says skeleton 2 has no cover, but if you draw a straight line from the shooter (the elf), it passes through the bed’s corner. Shouldn’t skeleton 2 have cover, just like skeleton 4?

### ANSWER:

Skeleton 4 is behind a column which provides heavy cover, since the shooting’s straight line runs through the corner (an exact corner). But the the elf’s LoS to skeleton number 3 does not run through the bed’s corner. It runs very close to the corner, but not exactly through it.

# MAGIC

## SPELLS

### QUESTION:

If an enemy spellcaster appears and he starts with a random set of spells and let's say he gets the same kind of spells that a character already has, does he get them even if he can't have such cards? Or does he randomly get a different set of spells?

### ANSWER:

He gets them. Both players will share the cards of the spells they have in common.

## APPRENTICE SPELLCASTERS

### QUESTION:

For a spellcaster to stop being an apprentice he needs 18PV. Are those PVs only the 10 initial ones plus those acquired through his own development or do magic weapons count too?

### ANSWER:

Remember that the levels of sorcery are found in the "Character Evolution" section. Therefore, as it is logical, those VP refer to the ones reached by the hero through his experience, not to the equipment he has.

## SPELLS CAST WITH COURAGE

### QUESTION:

About sorcerers who cast spells using Courage instead of Intelligence and get a critical failure. Do they roll damage dice against their Intelligence or their Courage?

### ANSWER:

Against their Intelligence, as the general rule indicates.

## SPELLS CAST WITH COURAGE

### QUESTION:

The "Cold Blood" skill says you can roll an extra die when testing Courage and then keep the two highest results. Can characters with this skill do the same when casting or dispelling spells?

### ANSWER:

Yes, that skill can also be used for that purpose.

## SPELL CASTING NUMBER

### QUESTION:

A spellcaster leaves a mission (in which he has cast three fireballs) and, without resting, starts another one. He has enough mana left to cast new spells but, can he cast 3 more fireballs in that new mission or must he rest before being able to cast that spell again?

### ANSWER:

The rules state on page 36 that the same spell can be cast up to 3 times during an adventure. Therefore, nothing prevents the wizard from using the fireball again if he starts another adventure or resumes one (even if he only has a few mana points left due to not having rested).

## BATTLE WIZARDS

### QUESTION:

Let's consider a runic master who already starts with the skill Battle Wizard.

Does the -1 penalty to cast/dispel spells for wearing heavy armor always apply? Or only in case of acquiring the skill as new from a different class?

### ANSWER:

It always applies. It is a penalty for all characters who can cast and dispel spells, to compensate for the fact that they have good armor protection.

#### SUPERIOR SPELLS

##### QUESTION:

Can you move if you haven't successfully cast a superior spell in the same turn?

##### ANSWER:

NO, the very attempt to cast a superior spell prevents movement, even if the cast is later failed.

#### SUMMONING ELEMENTALS

##### QUESTION:

If I summon a creature such as an elemental, can part of its base be outside the wizard's three-square radius?

##### ANSWER:

No. The creature's entire base must be fully within that radius.

#### MANA RECOVERY

##### QUESTION:

When you take a mana potion you get 4 Mana points and remove 1 mana token from a spell. Is that right?

##### ANSWER:

When you take a Mana Potion, add 4 Mana tokens to your Mana pool. Then you can remove (without adding it to your pool) a single token from up to two any spells you have cast. This means that you gain 4 mana points and can cast once more 2 spells among those you have already cast. If you can't remove any tokens from a spell because you haven't cast it yet, you can't earn an extra cast for that spell.

#### MAGIC PROJECTILES

##### QUESTION:

Magic projectiles. The rules say that they affect all characters on their trajectory, but they also require to have line of sight with the target. Does that mean that you can only damage more than one enemy if the trajectory passes through the corner of an enemy-occupied square or over a smaller sized enemy (giving both light cover to the target)?

##### ANSWER:

That's right, if the trajectory touches the corner of the square where a character is located, the character will be affected. The same applies if the trajectory runs over the character (since the character is smaller than the target of the spell). However, characters are NOT considered as cover (see the errata section).

#### SPELL "FAVOUR OF THE GODS"

##### QUESTION:

When the spell "Favour of the Gods" is cast, can the mana recovered be the same as that used to cast it? Does that mana recovery allow the caster to recover the use of one spell?

##### ANSWER:

You simply recover 1 mana point. This is NOT a mana potion.

#### WALLS AGAINST VERMIN

##### QUESTION:

Can you cast a wall of fire in a room against a vermin special element such as rats, for example, to deal damage?

##### ANSWER:

No.

#### COMPONENTS FOR MAGIC

QUESTION:

Can they be used during the casting of a spell or also after rolling, once you know the result of the roll?

ANSWER:

They must be used at the same time as the intelligence test, before the result is known.

## DAMAGE AND CONDITIONS

CRITICAL HITS WITH MAGIC PROJECTILES

QUESTION:

Does the extra damage die of a critical hit (or two extra dice, in case of a double critical), also apply to magic projectiles and other offensive spells?

ANSWER:

Yes, it does.

ARMOR

QUESTION:

I understand that a weapon or hit that reduces armor can reduce the protection bonus that armor gives you. But does it also reduce natural armor?

ANSWER:

That's right. For example, an attack that reduces armor by -1, will deal a wound to an enemy with armor 4 on a result of 3 (no matter he has natural armor of 4 or his total armor is enhanced by a leather armor which gives him a total armor of 4. In any case, he will get a wound for each result of 3 on a damage die).

## DARK PLAYER

DEATH OF THE LEADER

QUESTION:

Does the "Death of the Leader" rule apply even if Troop level units are already engaged with the heroes at that time?

ANSWER:

ANSWER: Yes, it does.

## EQUIPMENT, WEAPONS

LONG RANGE WEAPONS

QUESTION:

Can I engage an enemy through an obstacle if I use a long range weapon?

ANSWER:

Yes (page 35), but consider that long range weapons do not extend their melee zone if the user makes an attack through a pit or a different height or if an obstacle is hindering his LOS (i.e. a long range weapon cannot hit an enemy two squares away if the attack goes through a piece of furniture of equal or greater height than its user, or through the corner of a door or a wall).

LONG RANGE WEAPONS

QUESTION:

There is a rule that allows a character that is engaged to move to an adjacent square within the enemy's melee zone as long as he intends to attack him. Does that mean that a character that has been attacked at 2 distance by a long range weapon can (during his turn) move one square forward (always within the enemy's melee zone) to get adjacent to the character with a long range weapon so that he gets the -1 CS

penalty?

ANSWER:

No. In order to attack someone using a long range weapon, the description in the Long Range Weapons section (page 35) prevails. You will have to beat him on the melee roll to get adjacent to him.

#### LONG RANGE WEAPONS

QUESTION:

If you use a long range weapon and beat an opponent, do you occupy your enemy's square, as the general rule indicates?

ANSWER:

No. The rule "Taking an enemy's position" does not apply with long range weapons. Instead, if you win a melee using a long range weapon, you may advance one square forward, towards the opponent which has been pushed.

#### REPEATING CROSSBOW

QUESTION:

Can you use the repeating crossbow to fire two shots at different targets?

ANSWER:

During your activation you can perform 2 attacks at different targets. Remember that they must be in your line of sight and also you can change your facing every time you occupy a square or stay in one.

#### SHIELDS

QUESTION:

Must characters equipped with a shield always use it?

ANSWER:

If a character is equipped with a shield (that is has a shield in one of his hands), it is understood that it will always be used when defending, either to benefit from its cover or to try to block attacks. This applies to heroes as well as to all other creatures, including those handled by the Dark Player.

#### NATURAL WEAPONS

QUESTION:

What is the meaning of the phrase "may use claws" seen in some race cards and profiles?

ANSWER:

It means that you can attack with the "weapon" claws, but remember that in order to use a natural weapon you must have both hands free.

#### FANGS AND HORNS

QUESTION:

Do you have to be unarmed in order to be able to use fangs? In that case you don't use your hands.

ANSWER:

To use fangs and horns you must have both hands free as well. This somehow compensates for that great advantage some races have.

#### ARMOR 7?

QUESTION:

Would a fully-armored reptilian make it to armor 7?

ANSWER:

No, no matter the combination of bonuses you may have, you can never reach an armor value higher than 6.

#### INCENDIARY ARROWS

QUESTION:

Can incendiary arrows only be used with bows? Can they be used with crossbows as well?

ANSWER:

They can only be used with bows. They are arrows, not bolts.

**BREAKING DOORS**

QUESTION:

Do weapons which reduce armor also apply this modifier the doors? Do weapons that have malus against heavy armor also apply it to doors?

ANSWER:

Weapons that reduce armor also use this rule against doors (an axe is extremely useful to break doors open). A door is regarded as heavy armor (page 39 of the rulebook).

## **SPECIAL ELEMENTS AND FURNITURE**

**BURNING FLOOR**

QUESTION:

About the special element "Burning Floor", is avoided when flying? Is damage not suffered in that case?

ANSWER:

Exactly, it does not affect creatures that fly through the section.

**SPECIAL ELEMENT "SPIDERWEBS":**

QUESTION:

If I place the special element "Spiderwebs" (tile 03B/e (6x2)) in a large 10x8 section, since the card reads "This section...". I understand that you mean that the whole 10x8 section is covered with spider webs, or do the effects apply only if you step on the 6x2 tile? And if a spider is spawned, is it free for the Dark Player or does he have to pay for it?

ANSWER:

It applies to the whole section and the spiders that are spawned come out at no cost to the Dark Player. When a creature is spawned at a cost, it is indicated on the appropriate card.

**TRAPS IN SPECIAL ELEMENTS**

QUESTION:

Can traps be activated when interacting with special elements?

ANSWER:

No, unless the special element card indicates that the special element is a chest or a door (example: Prison cards indicate that the cells must be opened with dexterity or by breaking them open, considering them as reinforced doors).

**FOUNTAIN**

QUESTION:

There's a situation at the fountain where you can fall asleep for three turns. I understand that you are in a stationary state. If that sleeping character gets hurt, does he wake up?

ANSWER:

If the card doesn't say anything about him waking up, it's because he doesn't wake up (the hero sleeps an extraordinary deep sleep, since it is a magic one). So if you fall asleep, pray that your companions don't start exploring or that the Dark Player doesn't have an ambush or thief card in his hand.

# RACES

CENTAURS

QUESTION:

Centaurs can't climb, so what happens to them if they fall into a pit?

ANSWER:

In this case they can climb, as an exception. As a general rule, they can't climb. But they can do it in those cases in which they have no other way out.

# CLASSES

CHARACTERS AND EVOLUTION

LEARNING AND DEVELOPMENT

When a wizard learns a spell at a school of magic, his VP are increased by 3, as if he had invested the usual points for learning the spell outside that school.

# QUESTS AND CAMPAIGNS

ALIGNMENT

QUESTION

Are neutral races considered neutral as such, so they can enter both good and evil alignment territories during a campaign without any penalties, or do we have to define if the character is good or evil when we create it?

ANSWER

Neutral races are not penalized in either good or evil settlements. But remember that, as stated on page 77, it is enough that one member of the group is of a different alignment to that of the settlement for the whole group to be considered of a different alignment to that of the settlement. If all the heroes in the group are neutrally aligned, they will never be differently aligned with regards to the settlement or territory they are visiting.

MISSIONS AND CAMPAIGN

QUESTION:

Can independent adventures be played in a campaign whenever you want (being in the corresponding map area)? The doubt arises when reading the Places and Services card "King's or Governor's Quarters", where it reads that they offer us an independent random quest and they will give us 10 coins if we accept it.

ANSWER:

Yes, you may play independent quests when you move through the territory where they are located. According to the card, you are offered a random mission (you must choose one at random from all the available independent ones). In addition to the reward indicated in each quest once you complete the mission, you will receive 10 extra coins from the governor (no need to go back to the territory where the governor was).

NEW CAMPAIGNS

QUESTION:

During the course of the main campaign, can other campaigns be started?

ANSWER:

That's right, you just have to find the corresponding flag (red) that indicates the beginning of a new campaign, and you can leave the main campaign interrupted. However, we recommend that, if you do

this, you try to complete the whole minor campaign and then return to the main one. So that you are not constantly jumping from one narrative thread to another.

#### TERRITORIES AND SETTLEMENTS

##### QUESTION:

If you stay in one territory or settlement, only one event roll is made depending on the type of place you are in. If you travel to a town in an adjacent territory, do you have to make two travel event rolls?

##### ANSWER:

Yes, if you access a new territory and enter its town, you must make the Trip Event roll for the territory you entered (plain, for example) and the one for that kind of settlement (castle, for example).

#### SCHOOL OF MAGIC

##### QUESTION:

When a hero invests a single experience point to learn a spell in a school of magic, how do his PVs increase?

##### ANSWER:

His PVs will increase in the usual way, as if he had learnt that spell outside the school of sorcery. That is, the school makes it easier for you to learn faster without using so many experience points, but your PVs are increased all the same.

## ARTIFICIAL DARK PLAYER

#### SHOULD WE USE THE VP ON ENCOUNTER CARDS OR THAT ON THE CREATURE SPAWN TABLE?

##### QUESTION:

When an Enemy Spotted! card comes out in the Artificial Dark Player mode, the card reads that you must spend 6 VPs, but when you check the table, the VPs indicated are higher.

##### ANSWER:

In the Artificial Dark Player mode the cost on the table prevails over the cost on the Encounter cards... Always apply what is indicated on the table itself, ignoring the cost indicated on the card.

This is explained on page 2 of the Bestiary:

“In each section of the table you can find \* the cost in P.V. of all the creatures placed, which must be subtracted from the Reserve Point Counter. In this case the limitations shown on the Encounter card can be exceeded.”

#### UPGRADING A LEADER

##### QUESTION:

The Leader card reads that you must roll 3D6 and apply the available skill upgrades to him. Are these free or must they be paid for with the budget?

##### ANSWER:

They must be paid for, always.

## SKILLS

#### NATURAL SKILLS

##### QUESTION:

Some hero races, in addition to starting with one or more natural skills, can learn others, as it reads in their cards. How is it done?

##### ANSWER:

For every skill of this type you wish to learn, you must invest 3 experience points, as with all other skills.

## REPEATED SKILLS

### QUESTION:

The rulebook reads that two heroes can't have the same professional skill. Does that mean that, except for Natural skills, the others can't be repeated in a group of heroes?

### ANSWER:

That's right, in the interest of achieving more balance and variety in groups of heroes, and considering that a game has limited cards (not a video game), the rule is this. However, as the rules also state, nothing prevents you from ignoring that rule if you want to make a very thematic adventure (in this case, two heroes will have to share that same professional skill card).

## MAGIC ATTACKS

If a creature (Ancestral God) has this kind of attack, it will have the same effects as an attack with a spell or with a spell-powered weapon. That is, they ignore the Invulnerable skill.

## FEARSOME

### QUESTION:

Must I test Courage in order to shoot at a Fearsome enemy? And in order to move adjacent to him without attacking him?

### ANSWER:

No, to both questions. You must only test Courage if you are attacked by an enemy with the Fearsome skill or if you want to attack him in melee.

## FEARSOME AND COURAGE TESTS

### QUESTION:

If I fail a Courage test against a Fearsome enemy, do I get a -1 to Shooting and Combat Skill until the end of the fight?

### ANSWER:

Summary on how fear works:

- 1.- I want to attack in melee a skeleton with the Fearsome skill . Before moving towards him I test Courage; if I pass the roll I will act normally, but if I don't, then I lose my turn and get a -1 to Shooting and Combat skill against that creature. If in the next turn I declare I want to try again, I must test Courage again (with the same consequences as before). However, if I choose to shoot at the skeleton I won't have to test Courage, but I will still have that -1 penalty.
- 2.- A skeleton with the Fearsome skill decides to attack me in melee. I must test Courage. If I pass the roll, combat develops normally. If I don't pass it, I will get a -1 to my Combat Skill against that creature. If during my turn I wish to attack him I will have to test Courage again. However, if in my turn, instead of fighting in melee, I choose to disengage in order to shoot at him, I'll still have a -1 to hit him because I didn't pass the Courage test.
- 3.- Ranged attacks on Fearsome creatures do not require a Courage test.
- 4.- No Courage test is required unless you attack a Fearsome Creature in Melee or are attacked by one.

## SKILL: SWEEP

### QUESTION:

The sweep, if successful, knocks down a target and also pushes him, but does it also deal damage?

### ANSWER:

Yes, the number of damage dice dealt is the one of the weapon used by the creature. However, this attack will never reduce target's armor, as the skill indicates.

## MINIMUM AGILITY

### QUESTION:

I understand that the skills that require a minimum Agility (usually 4) to learn, use the base Agility, with no armor penalties. How does it work?

#### ANSWER:

To learn and be able to use the skill you must have Agility 4, after applying the armor penalties. That is, if you have Agility 5 but use full armor, you become Agility 3, so you can't use the skill while wearing it.

#### FLYING

##### QUESTION:

A flying character ignores Melee Ranges. But what about his enemies? Are they engaged by this flying character or do they ignore his Melee Zone as well?

##### ANSWER:

A character that does not fly ignores flying characters' melee zones. They are moving at different levels (ground/air). Therefore, they cannot engage each other as long as they remain on different levels.

#### SKILL "TOUGH"

##### QUESTION:

Some heroes have this skill right from the start. The last words describing the skill indicate that the character has +1 to natural armor against poisons. Does that mean that, if he has no armor, a normal weapon damages a dwarf on a 3+, a poisoned weapon on a 4+? Does it mean it is less effective to attack a dwarf with a poisoned weapon than with a normal one?

##### ANSWER:

No. A poisoned weapon will hurt the character in the same way as a normal weapon in terms of the damage the weapon deals. Then, remember that the use of a poisoned weapon implies rolling an extra damage die to see if the poison has any effect (and inflicts the condition "Poisoned"). It is on this poison damage die that the a Tough character applies a +1 to his armor and is therefore less likely to take that damage and be poisoned.

#### BERSERKER

##### QUESTION:

Would an archer character in a berserker status shoot with his bow or engage a target in melee even if he is unarmed?

##### ANSWER:

He will always engage the nearest target in melee, even if he is unarmed.

#### ETHEREAL

##### QUESTION:

The skill description reads that these creatures are only damaged by magic attacks. Not by critical hits or any other thing. If there are no spellcasters left alive, or they've run out of spells, and you have no magic weapons, then all you can do is flee. Right?

##### ANSWER:

That's partly correct. Ethereal creatures are not very powerful in attacking, and some heroes manage to complete their adventures even if there is an ethereal creature chasing them along the whole scenario, sometimes engaging them, dealing damage and so on. That is, either you decide to leave the scenario, or you assume that that creature is going to be a nuisance and a headache to the end.

#### PARALYZING POISON

##### QUESTION:

As far as I can see, it doesn't cause the Poisoned condition, it causes the stationary status, so you can't even defend yourself for two turns. Is that right?

##### ANSWER:

The character affected by this poison (the character is only paralyzed if the extra damage die caused by the poison deals a wound) will be immediately paralyzed, so if there are more creatures that are going to attack him during the same turn, he will be regarded as stationary. At the same time, during the next character's turn, he will still be stationary (so he won't be able to perform any actions), but in the next enemy's turn he will be able to defend himself normally.

## CHAMPION OF THE GODS

### QUESTION:

Does it take mana to use this skill, since it allows you to cast a spell?

### ANSWER:

No, no mana is spent. Remember that it can only be used once per game.

## INVULNERABLE

### QUESTION:

When you win the melee roll against an enemy with the Invulnerable skill, can you push him even if you didn't get a critical hit? If he was pushed into a pit, would he suffer damage from the fall?

### ANSWER:

Of course, you don't hurt him but you managed to hit him, so you can push him normally. If he falls into a pit, he must roll the usual damage dice, as with any other obstacle or trap, as indicated on the skill card.

## SPINNING BLOW AND SWEEP

### QUESTION:

When you use an attack that affects several enemies like "spinning blow" or "sweep", do you roll to hit each enemy or do you roll once and the enemies roll their dice against your single roll?

### ANSWER:

Ideally, you should have one roll against each opponent.

## OBJECT-GIVING SKILLS

### QUESTION:

When a skill gives you an item such as a potion at the beginning of each quest, is that potion added to the group's VP before calculating the Dark Player's budget?

### ANSWER:

ANSWER: Yes. The group's VPs include those of the heroes and all the equipment they start and adventure with.

# OTHER NOTES

## GOLD COINS

Consider all coins that appear in the game to be silver coins (i.e. the minimum value). In the past, all coins were gold coins (there was no difference between gold and silver) and, when that term was removed from the quest book, it seems that it remained in some paragraphs by mistake.

## MEASURING DISTANCES

### QUESTION:

How do you measure distance when you use skills or spells with effects with a certain range?

### ANSWER:

You should measure it as if they were movement squares, disregarding any obstacles or modifiers except impassable elements (walls, columns, etc.).

## TOKEN LIMITS

### QUESTION:

Is there a limitation of components? I mean, there are 2 Diseased markers.. If I want to apply it to a third character, should I write it down on paper?

### ANSWER:

The limitation of condition markers is only physical. If you run out of them, use a different one. You can also write it down on a piece of paper.

# QUESTS AND CAMPAIGNS BOOK

## REWARDS

### QUESTION:

Must the reward in gold coins in each quest be shared by the whole group or is it a reward per hero?

### ANSWER:

Unless otherwise specified, the reward included in the quest description must be shared by the whole group of heroes.

## EVENT: TOWN UNDER SIEGE

### QUESTION:

Can the battering ram be damaged by a bow? Is it necessary to shoot to hit it? If I place a hero or creature in front of the battering ram, then do I manage to stop its advance?

### ANSWER:

The battering ram is regarded as a whole, machine and crew. Arrows also affect it. Of course, it needs to be hit (remember that it is large-sized), but if it is attacked in melee, the hit is automatic (as if it were a door or another object). The battering ram always advances. If there is a character in its path, it must be moved to an adjacent empty square.

# ERRATA

## REGULATIONS

### Page 29.

Text from the rulebook: "This cover will be applied even if the drawn line touches only the corner of a square occupied by an element (i.e., an obstacle or a character), or crosses a lower height element that does not totally block LoS.)".

In this text, the word "character" must be deleted. Cover will be provided by objects, but not by characters.

In other words, the character can hinder LOS, but provides no cover. A character never provides cover but does obstruct LoS when it has equal or greater height than the one drawing the line (unless the target is taller than the obstructing character). Remember that if an attack or shot passes through the corner of a square occupied by a character, it does not obstruct the path.

## CARD "MUSICAL INSTRUMENT"

Equipping the object "Musical Instrument" allows you to cast spells even if you have no free hands.

## CARD

Borghon (HE 02/35) actually starts with 2 spells (and not 4, as the card indicates), just like all runic masters.

## BESTIARY II

In Bestiary II, in the Cultists faction, the demon located on the creature spawn table as a special creature should have the cost of its own profile, 15 VP.

## BESTIARY II

Kobold Faction (behavior icons): Engineer and Shooter should have the Ranged Fighter behaviour icon, Miner and Warrior should have the Melee Fighter icon.