Dungeon Universalis

Rulebook
Basic

Dungeon Universalis Basic

Index

Aim of the Game

Dungeon Universalis Basic (DUB) is a dungeon exploration board game for one to six players. They will take the role of heroes and use their skills and equipment to overcome the journeys and adventures they encounter in the unfolding story.

The recommended number of players is 1 to 4 (we recommend handling two heroes if playing solo). If one of them plays the role of Dark Player, then the recommended number is 2 to 5 players.

Note that this rulebook is simpler than the standard one (it eliminates some complex rules and many modifiers), but both are compatible. You are free to use some specific rules from the standard rulebook in your adventures, or to apply some DUN Basic rules in your games with the standard rulebook.

Set-up

Setting up a Game

Preparations prior to the game include the following:

A. CHOOSING AND SETTING UP HEROES

Players controlling heroes must:

1. Choose the hero they want to control:

Predesigned Hero: choose a predesigned hero card (look for the cards with the letters HE in their numbering). **HE 02/35** Some have their own background, shown on the cards with the initials NA next to their numbering). **NA 02/15** These heroes start with all the skills they are entitled to by race and class, in addition to those specified in their background.

Custom Hero: you may design your own heroes on a blank card using the rules for character creation (this process is described on page 76 of the standard rules).

NOTE: new players are strongly advised to start with races that initially have fewer skills (human, elf) and also choose classes that are easier to handle (warrior, explorer).

If three or more heroes are to participate, at least **one of each type** (Fighter, Explorer, Spellcaster) must be chosen, selecting one among the different specific classes. Classes must not be repeated.

2. **Choose skills:** for a predesigned hero, simply take the skill cards for each starting skill. For a custom hero and when any hero learns a new skill, choose their skills based on the limitations of their class.

There are 3 main groups of professional skills: 1) Combat, 2) Academic and Leadership, 3) Exploration and Subterfuge. See pages 77 and 78 (standard rules) for classes and their options.

3. **Choose spells**: Spellcasters will choose the spells with which they will start the game. If it is not their first quest, they will know the spells they already had in the previous mission and those they have learned. No two heroes can know the same spell.

4. **Choose equipment:** each player will start with the predetermined equipment for his hero or the equipment he has acquired during his creation. He will look for the gear he wants to buy in the decks of Melee Weapons, Ranged Weapons, Armor, Shields, Common Objects and Special Objects.

NOTE: If playing with children or beginners, we recommend that they start with the simplest items in terms of weaponry: broadsword, axe, spear, short bow, leather armor, chainmail, breastplate and shield.

5. Choose the **Mercenaries and Pets** that will accompany the hero in this quest (if he has any).

6. Each player will take the **tokens** representing their hero's **Mana** and Fortune points.

7. **Value Points (VP) of the whole group:** before beginning a quest the players must calculate the total Value Points (VP) of the whole group of heroes.

This number is the result of adding up the VP of each hero that starts the adventure, the Mercenaries and Pets that accompany them, as well as the VP of the Magic Objects, Relics and Special Objects they carry with them at the beginning of the quest.

In the example, Aki has a VP of 10 and her wolf has a VP of 2. She must then add 1 VP for the Dexterity Potion and 4 VP for the magic sword. Aki starts the quest with 17 Value Points.

B. CHOOSE A QUEST

Read the Quest Sheet for the game to be played, noting its specifications, since there might be certain limitations on the type of cards, creatures or scoring that can be used.

When playing in cooperative mode, with no player in the role of the Dark Player, you should avoid reading the areas shaded in red as well as those with the 👁.

These will only be read when the appropriate section or element is revealed or when the circumstances described are met.

Players must also hide the map and reveal the areas as they explore them.

*It is advisable to use the game's APP (http://worldofarasca. dungeonuniversalis.com/), which displays the sections, elements and special events as they are discovered.

Unless otherwise indicated, the heroes will be placed outside the scenario. Each of them will begin their activation in the **starting square**. Then, the first section of the scenario will be revealed and regarded as already explored.
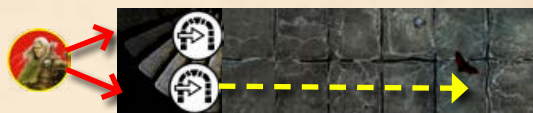
The symbol represents the starting squares. The player controlling the elf Taeral decides to activate him. He may place him in one of the two starting squares and begin his activation from there. In the example, Taeral starts advancing 5 spaces.

C. PREPARE THE CARDS

The Treasure, Magic Objects and Relics decks of cards are shuffled and placed face down. Sort the following card decks (without shuffling): Furniture, Special Objects, Skills, and Equipment (this one is divided into six different decks: Common Objects, Special Objects, Melee Weapons, Armor, Shields and Ranged Weapons).

Also those of Travel Events and Places and Services if you intend to travel around the campaign map.

D. THE RESERVE POINT COUNTER

If the quest uses the **Reserve Point Counter**, the Dark Player markers will be placed on it, in a number equivalent to the Value Points (VP) of the expedition formed by the heroes.

The final result will be the total number of points that the 👁 will have in its initial reserve, establishing its budget for the game.

E. KEEP READY THE ENEMY FACTION

Keep ready the enemy faction to be used in the quest (check the Bestiary). Have ready the corresponding standees. You can also use your own miniatures.

F. PAY THE COST OF THE LEADER

Pay the cost of the Leader with the number of Reserve Points specified in the "Set-up" section of the Quest Sheet.

G. DARK PLAYER DECKS

1. Take the Dark Player cards and set aside the following Encounter cards 👣: "Reinforcements", "Thief!" and "Ambush!"

2. **Build the Obstacles deck**: draw as many random Obstacle cards ▦ as the **number of heroes multiplied by 6**. One "Thief!" and one "Ambush!" Encounter cards will be added to this deck. Add the second "Ambush!" card if there are more than 2 heroes in the group.

3. **Build the Power deck**: draw as many random Power cards 👹 as the number of **heroes multiplied by 6** and add one "Reinforcements" card. Add the second "Reinforcements" card if there are more than 2 heroes in the group.

4. **Build the Encounter deck**: draw as many random Encounter cards 👣 as the VP of the **group of heroes divided by 10** (rounding up).

NOTE: if the group's VP is so high that there are not enough cards, build the deck with the maximum number of cards.

5. Those decks you built will be the 3 Dark Player decks.

These groups of cards will make up the new decks. The cards from these new decks will be shuffled and placed next to their corresponding symbols on the Reserve point counter. With these cards you will build the decks to be used during the game, while the other cards will not be used and can be removed from the table. In the spare corner, which has no icon, is where the cards already activated and those discarded during the game are placed.

+1 Reinforcements
(2 if >2 heroes)

+1 Thief!
+1 Ambush!
(2 if >2 heroes)
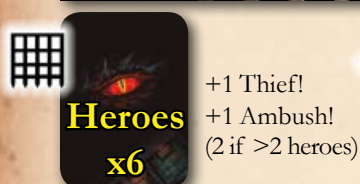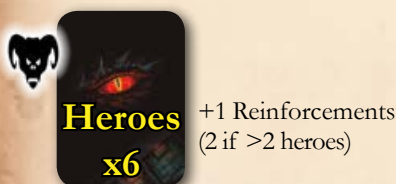
Example: in the quest there are two heroes with 18 and 19 Value Points respectively. In total, the group has 37, which together with the special objects they carry makes 41. When the Obstacles deck is made, the number of heroes is multiplied by 6, which means 12 Obstacle cards. A Thief! card and an Ambush! card are added to these. In total, 14 cards are shuffled and with them the new deck is built. It will be placed next to the Obstacles icon on the Reserve Point counter ◆. The same is done with the Power cards, with 12 cards to which "Reinforcements" is added (for a total of 13 cards). Then, in order to build the Encounter deck, the group's 41 Value Points are divided by 10, resulting in 5 cards (since it is rounded up).

The deck building above will be used in most quests. However, there are adventures in which different ways of building the decks are indicated in the setup section.

Game Mechanics

Each game of Dungeon Universalis runs through a series of game turns, alternating between the group of players who handle the heroes and the Dark Player.

Unless otherwise stated in the Quest Sheet, **the heroes always begin.**

During the heroes' turn, each player activates his character and the creatures, mercenaries or animals that accompany him. The order of activation will be agreed each turn according to the interests of the group. Once a hero has been activated, the same thing will be done with the next one, until all heroes have been activated.

When all the heroes have finished their turn, the Dark Player's turn will begin, and it will activate each of its creatures in the same way.

Therefore, each character or creature can only be activated once during each turn.

MAXIMUM BONUSES

This game usually uses modifiers to the rolls. At most, characters can get a +3 bonus on their rolls from the combination of their skills or those of their companions. The maximum will be +5 if magic objects or spells are being used.

End of the Game

A quest ends when:
- All the heroes have been Knocked Out.
- All the heroes leave the scenario without completing the mission.
- All the heroes leave the scenario after completing the mission (in this case, they will either leave normally as described below or immediately if they agree not to perform any additional Exploratory Actions).

As soon as a hero steps on a starting or finishing square and declares that he wishes to leave, he will be considered outside the scenario. It is understood that all heroes have left the scenario when all of them have reached one of those squares.

Once a quest is over, heroes and companions do not recover their Vitality, Fortune or Mana points until they rest in the appropriate places.

Taeral advances 5 spaces until he steps on a starting square and declares that he leaves the scenario.

Victory

Specific victory conditions are listed on each Quest Sheet. However, whenever the group of heroes decides to leave the scenario without completing the mission, or all of them have been Knocked Out, they will be regarded as defeated by the Dark Player.

All coins and objects acquired by the group of heroes must be distributed as evenly as possible.

EXPERIENCE POINTS (XP)

As soon as the heroes achieve a mission, they will write down on their hero card or file the experience points they have gained during the quest.

Unless another reward is indicated on the Quest Sheet (which will prevail over all others), standard-size adventures will award the following experience points:

+2 if the group has **accomplished the mission** on the first attempt.

+1 if the group has accomplished the mission on their second attempt.

Those heroes who finish the quest **Knocked Out will get no experience.**

Experience points are accumulated and each player decides when to invest them to improve his character, described on page 29. These improvements can be made at any time between quests. That is, whenever characters are not inside a scenario.

The term "Achievement points" refers to the standard rulebook. In those quests in which there is a reward in XP for getting more Achievement points than the Dark Player, the heroes will not earn XP for this concept, but will get 1 additional XP if they accomplished the quest's goal on their first attempt (only if they played using Dun Basic).

Glossary and other Considerations

BASES

You will see that there are bases of 3 different colors. This is because there are creatures of 3 levels (Champion-Red, Elite-Yellow and Grunt-White). It is advisable to place each character in the base of the color that corresponds to their level. The large size bases (which occupy 4 squares) are intended for Large or Huge creatures. Heroes will be able to use bases of any colour they wish (although we recommend using the white ones as they are the most common).

THE SCENARIO

Placing the tiles: the Dark Player will be in charge of setting up the scenario as the heroes explore it, according to the map shown in the Quest Sheet. He will place the sections of rooms or corridors, the special elements, the doors and the furniture.

Board: the scenario consists of cardboard tiles that combine to form the game board. You'll see that they can be combined in multiple ways, so you'll be able to represent many different scenarios (especially when you decide to design your own adventures, as shown on page 106).

Square: each cardboard tile is made up of several square spaces called squares. The Quest Sheet map will show those cases in which one or more squares are occupied by pieces representing furniture, traps, doors, characters, special elements, etc.

Number: the tiles have an alphanumeric code, which will help you to find and sort them easily. The tile number is indicated first. Then, the letter A indicates the front and the letter B indicates the back. The final lowercase letter will indicate the size of the tile, so as to help you sort the tiles. The letter "a" will be used for the largest tiles. The following letters, "b", "c"..., in descending order, will represent smaller tiles.

Section: a section represents a corridor or room and is delimited by walls, doors or entrances and the limits of the playing surface. If it has **more than 40 squares** it will be regarded as **large**.

Main Room/Section: it is the most important one in the whole scenario. It is usually there where the objective that determines the success of the mission is found. It is also the place where the Quest Leader is located.

Indoor zone or scenario: sections considered to have a roof. They correspond to subways, dungeons, castles, buildings, etc. Depending on their shape they can be corridors or rooms.

Passageways and corridors: are represented by long tiles, generally 6x2 or 6x1 squares.

Rooms: tiles of very different shapes and sizes, generally delimited by walls.

Outdoor zone or scenario: these are outdoor sections. Mountain tiles, forest, desert, etc. Depending on their shape, they can be regarded as corridors or rooms.

Equipment: the equipment of a character includes all those elements that he carries with him. Both weapons and armor as well as all kinds of objects, including magic ones.

Notice that there are 5 different sections in this image (A, B, C, D, E), delimited by colored lines. One of them is the Main Room (E), which is that large because two tiles have been put together to make a larger room.

DICE

Rounding: unless otherwise indicated, all rounding during the game will be made downwards (the minimum is always 1).

D6: the term 1D6 refers to rolling a six-sided die. That way, 2D6 will refer to throwing two six-sided dice. On the other hand, an indication such as "4+ on 1D6" means that a result of 4, 5 or 6 must be obtained on a 6-sided die rolled. Sometimes you will see expressions like "1D6+1". This will indicate that you must add or subtract the numerical modifier (in this case, +1) to or from the result of the 1D6 roll.

Repetition of rolls: when a rule allows a roll to be rerolled, all you have to do is pick up the dice that the rule allows you to reroll and roll them again. The new result of those dice will be the definitive one, even if it is worse than the first result you obtained.

D3: since there are no three-sided dice, you must roll 1D6 and divide the result by two, rounding up. Thus, a result of 1-2 on 1D6 equals a result of 1 on a 3-sided die. A 3-4 equals a 2 and a result of 5-6 equals a 3.

THE LANGUAGE

The term "Hero" is used to refer to player controlled characters. When some mechanics refer to "characters", it means that these will apply to both heroes and the characters and creatures controlled by the Dark Player.

SIZE OF CREATURES

Creatures and characters may have 4 possible sizes (size and height are usually the same).

(1) Small: they occupy 1 square. E.g.: goblin, halfling.

(2) Average*: they occupy 1 square. E.g.: human, elf, dwarf.

(3) Large: they occupy 2x2 squares. E.g.: troll, ogre.

(4) Huge: they occupy at least 2x2 squares. E.g.: giant.

When the term "**much larger**" is mentioned, it will refer to those cases in which there is a difference of at least 2 points in height or size between two creatures or elements.

*Some average-sized creatures are represented by "S" size standees, since they are low in height because they are quadrupeds (Example: a dog).

(4)   (3)   (2)   (1)

Hero Card/file
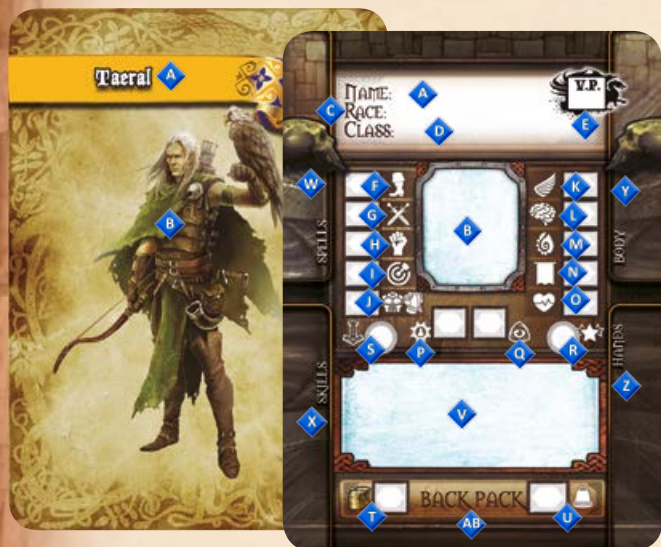
Here are the different elements that make up a hero sheet.

A Name of the hero.

B Character's Image.

C Race

D Class

E Value Points: all newly created heroes with 0 experience points start with an initial value of 10.

Attributes and stats:

F 1. Movement: represents the hero's ability to move during a turn, expressed in squares.

G 2. Combat Skill: represents the character's combat ability in melee.

H 3. Strength: useful for determining the damage inflicted in melee, or for performing physical feats or carrying equipment.

I 4. Shooting Skill: represents the character's ability to use throwing weapons or projectile weapons.

J 5. Armor: the number on the left represents the character's **Natural Armor** (the hardness of his skin, his resistance to blows and poisons, etc.). This attribute will be used for **endurance** tests. The one on the **right is total Armor**, once the bonus for all defensive equipment has been applied.

K 6. Agility: useful for athletic deeds such as jumping over pits, as well as escaping from enemies' Melee Ranges or having advantage in combat.

L 7. Intelligence: useful for successfully casting spells, detecting the effects of potions, solving riddles or avoiding ambushes.

M 8. Mana: defines the magical power that a character is capable of generating. At the beginning of a quest, each player takes the mana markers that apply to his hero and discards them as he uses them.

N 9. Courage: necessary to face the fear produced by certain fearsome enemies, events or spells.

O 10. Vitality: reflects the physical endurance of the character, the number of wounds he can endure. Place the wound markers next to the character to represent the Vitality points he has lost.

P 11. Dexterity: required for manual Actions such as disarming traps or unlocking locked doors.

Q 12. Perception: essential for discovering secret doors, traps or enemies.

NOTE: *Both Dexterity and Perception have initial values of 0, modified by the innate skills of the hero's race or those allowed by his class.*

R Accumulated experience: this indicates the experience points (XP) that the hero has accumulated during previous adventures and still have not been invested in upgrades or improvements.

S Fortune Points: represent the luck that the character has during a quest, either by chance, fate or design of the gods.

T Coins: represent the amount of money the hero has, expressed in coins. The game box includes plastic gold and silver coins to represent the coins found during a quest. Each gold coin is equivalent to 5 coins (the basic coins are represented by the silver ones). At the end of a quest, each hero will write down the number of coins he has on their hero file.

U Weight: no effect in this game mode

V Notes: if the hero is a predesigned one, the skills, spells and equipment with which he starts will be indicated here. If the hero has been created by a player, this space will be blank and will be used to include any notes you want to keep.

W Spells: the cards with the spells the hero already knows will be placed on this side in those cases in which the character is a spellcaster.

X Skills: this is where the hero's skill cards will be placed, those he may have because of his race or because they have been acquired according to his class and evolution.

Y Body: armor and objects, generally magical, that are not held with the hands or carried in the hero's backpack (helmets, rings, necklaces, boots, etc.) will be placed here.

Z Hands: here you will place the equipment cards that will be used with your hands. You can use an equipment card for each free hand you own (except in the case of objects which must be used with both hands). *For example: a hero can carry a battleaxe using both hands, or a broadsword and a shield, or a torch and a dagger.*

AB Backpack: here you will keep the rest of the equipment cards and objects that you carry, but you're not currently using. By backpack we also mean all belts, pouches, pods, etc. that a hero might carry with him.

HERO CARD ORGANIZER

Although they are not essential, each player can use these organizers to place the cards and markers that his hero is using in an orderly way, as you see in the example.

This hero (represented with a file from the booklet) has 3 mana points ①, 4 fortune points ② and has received 2 wounds ③. He uses chainmail ④ and a magic helm ⑤. In one hand, he carries a mace ⑥ and in the other a torch ⑦. On the left side, he keeps his Skill ⑧ and Spell ⑨ cards (in this section he could also place the card of a Mercenary or a Pet). In his backpack, he carries one rope and one healing potion ⑩.

Tests and Fortune

ATTRIBUTE TESTS

Most attribute tests require rolling 2D6, adding the value of the attribute to the result. On a **result equal to or greater than 10, the test is successfully passed**. If a different result is required, it will be indicated appropriately. On the other hand, there may be modifiers to the rolls which may vary depending on the circumstances. A result of **double 1** (without modifiers) when performing an attribute test will always be a failure, a **critical failure**/blunder (it will be so in every case, even if you have skills that allow you to reroll results of 1).

A result of **double 6** (unmodified) will **always be a success** (unless both contestants get the same result on an opposed roll).

NOTE: A result of 12 obtained with a double 6 is a double critical (see page 17). But a result of 12 obtained with a roll of dice that is not double 6, but the result of applying a number of modifiers will not be regarded as such. Modifiers may increase or decrease the result of a roll, but the critical hits and critical failures made during the game are applied as such without taking the modifiers into account.

OPPOSED ROLLS

In certain cases, such as melee combat, Initiative rolls, and dispelling attempts, an **opposed dice roll** must be made. This will mean that each character involved in the engagement will roll 2D6 and add the required attribute. The winner is the player with the highest score, once all modifiers have been applied. If there is a tie and there is no indication about how to break the tie, the roll must be made again.

FORTUNE

Fortune Points have two different uses, applicable during quests or Travel Events:

■**Avoiding a fatal blow**: a hero who will be Knocked Out due to an attack or event may immediately use a Fortune point to roll 1D6. If he rolls a result of **5 or more**, **the effects and damage of the attack or event are ignored**. If he does not get the desired result, he can still use a **second Fortune point**. In that case no roll is required, and the results and damage of the attack or event are **automatically** ignored. In other words, if two points are spent, the effect is automatically cancelled.

■**Modifying a dice roll**: the last roll made by the hero can be rerolled once (e.g., a blunder/critical failure), or the last roll of an enemy who has attacked him or against whom he is performing an opposed roll.

This can be done just once per roll. All the dice from that roll must be rolled again. The new result will be the final one.

NOTE 1: during a quest, Fortune points cannot be used to modify rolls in any way when searching furniture, determining the effects of special items or objects, or when determining the type of weaponry or magic objects found.

NOTE 2: a hero's Fortune points may only be used by himself and for his own benefit. They may not be used by mercenaries or accompanying animals, not even creatures he has summoned himself.

*NOTE 3: a hero who is already Knocked Out (see page 18) may not use any of his Fortune points.*

TEMPORARY FORTUNE

If due to a Travel Event (see the chapter "Campaigns") or the effect of a special Item or object during a quest, a hero receives one or more Fortune points, these will be temporary and will not be recoverable after being used.

Game Diagram

1 **Board**: located in the middle of the playing area. The different elements that make up the scenario and the characters and creatures used by the players are placed on it.

2 **Hero Cards**: the players who control the heroes place here the cards or files that represent them, face up.

The hero has a trained animal **A** and keeps the Class and Race cards **B**, although he will only use them at the moment of creating the hero and when the hero evolves, not during the quests.

3 Reserve Point Counter.

4 The 3 Dark Player decks: Power **C**, Obstacles **D** and Encounter **E**. The discarded cards are placed in the center, under the Reserve Points counter.

5 Turn counter: only used in adventures with a turn limit or to keep track of the Vitality of Leaders or large creatures.

6 Treasure Deck.

7 Furniture Deck.

8 Special Elements Deck.

9 Cards of Places and Services and **10** Travel events (only used in between quests).
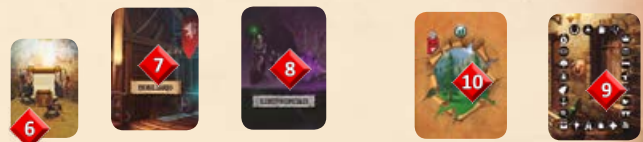
Player - Hero
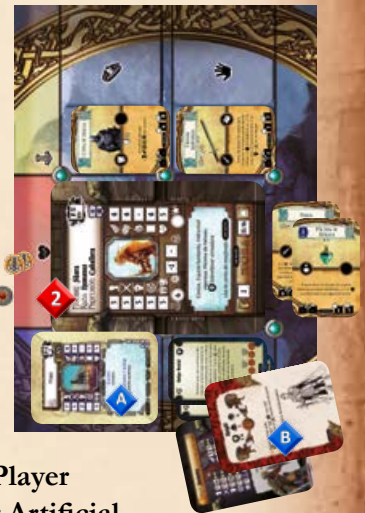
Dark Player
Human or Artificial
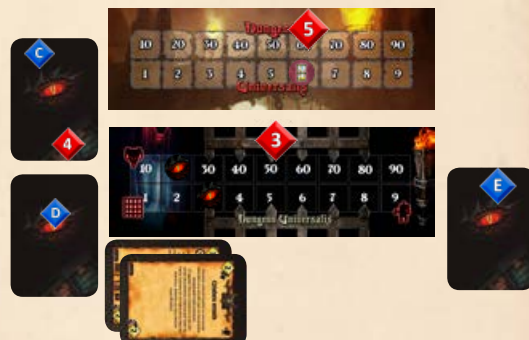
Character Activation

During the heroes' turn, each character must complete the following phases during his activation (and in this order):

1. Recovery:

If the character is Stunned, he will roll 1D6. On a result of 4 or more, he is no longer stunned.

Example: the witch Maeliss enters a room with rarefied air that automatically stuns her. If she leaves the room, at the start of her next activation she will make the corresponding roll in her recovery phase to remove the stunned condition. On a result of 4+ on 1D6, she will remove the condition and cease to be stunned.

If the character is Knocked Down, he will be able to rise automatically. However, if he has one or more adjacent enemies, he must pass an Agility test in order to do so. If he suffered the Knocked Down condition in his previous activation, he will automatically pass the Agility test. If he rises, he can act normally this turn, but is Stunned (as described on page 18).

2. Actions and moves: each hero may perform one Action and one move, in any order he wishes. The Actions with the indication 🔵 are Exploratory Actions. In addition, a character can perform a Quick Action at no cost. You can replace one Action with a second Quick Action.
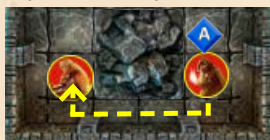
Movement and terrain

CHARACTER'S MOVEMENT

Characters can move as many spaces as indicated by their Movement attribute. They can move in any direction (not diagonally).

MEASURING DISTANCES

When a certain rule or action refers to a distance in squares (such as knowing the radius of the Safety Zone in order to avoid traps, determining the area of effect of a spell or skill or simply when placing creatures), you must calculate this distance as if it were the movement of a character that is **only hindered by impassable elements.**

🅐 *Borgron wants to use a skill to benefit his partner Shara. Both are located in a room that is considered difficult terrain. The skill has a range of 3 squares, but Shara is really at a distance of 5 squares of movement from the dwarf, due to the impassable obstacle (rocks) between them.*

ADJACENT CHARACTERS AND HEIGHTS

Two characters will not be considered adjacent to each other if they are on surfaces at different heights.

Two characters are not considered adjacent if there is an impassable obstacle between them (example: a wall).

A character located on a stair will not be considered adjacent to others located outside of the stair, unless these are Huge or are in squares of access to the stair.

STAIRS

It will only be possible to enter a staircase from the accesses to it.
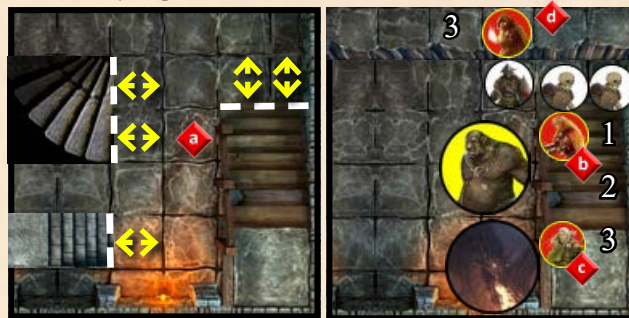
🅐 *The white dashed lines represent the ends through which a staircase can be accessed. The yellow arrows represent the accesses to the stairs.*

🅑 *Shara is only adjacent to the two skeletons located in the stair access squares. On the other hand,* 🅒 *Taeral is adjacent to the dragon and both can attack each other, because the monster is Huge.*

🅓 *Borgron, located on an upper floor, is not adjacent to any enemy.*

VERTICAL LADDERS

A character may climb or descend a vertical ladder as if making a normal movement (running is not allowed), but the entire length of that ladder will be regarded as **difficult terrain** if he is using some object that requires at least one of his hands.

DOORS

The doors and accesses are elements of separation between sections and do not occupy any squares. In order to be adjacent to a door and interact with it, the miniature must be placed in a square in which one of the sides is delimited by that door (players can use as a reference the lintels and arches in the illustrations of doors and accesses).

The elf Taeral is adjacent to all the doors in the diagram. Borgron, on the other hand, is not adjacent to any of them. Note that when a character is adjacent to a door, it is because he is also adjacent to the wall where the door is located.

OCCUPIED SQUARES

A character or creature will not be able to move through a square occupied by an enemy or an impassable obstacle (furniture, column, etc.). He can advance through a square occupied by an ally. No character will be able to finish his movement in an occupied square.
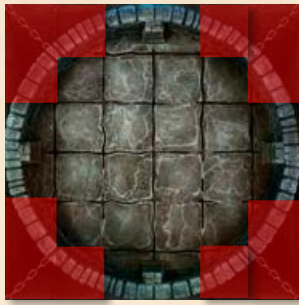
Taeral 🔴1 *has Movement 6. He cannot move through the cupboard* 🅐*, the column* 🅑 *or the shrine* 🅒*.*

IMPASSABLE OBSTACLES

Walls are impassable.

If most of a square is occupied by a wall, a column or some other impassable element, consider the whole square as impassable.
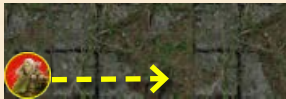

Red shaded squares are always regarded as impassable.

DIFFICULT TERRAIN

If a **character enters** into a square considered difficult terrain, he **must spend one extra Movement point** for each space he wishes to advance.

Characters placed in difficult terrain get a **-1 penalty** to their **Combat Skill**, **Shooting Skill, casting and dispelling spells.**

The elf Taeral can advance up to 3 spaces, bearing in mind that his Movement attribute is 6.

DEEP WATERS

There will be areas where the water will be so deep that it will require swimming instead of simply regarding it as difficult terrain.

In deep water, only adjacent enemies can fight and **only using daggers or natural weapons** (claws, fangs, horns, tentacles). All **non-aquatic creatures** will get a **-1 penalty to their Combat Skill**. Casting spells, dispelling or shooting is not allowed.

While characters and creatures are in deep water, they have cover from attacks coming from out of the water.

Unusual Movements

SWIMMING

Characters swimming at any time during a turn must move **using their Agility** during the whole turn, both in and out of the water.

Borgron has an Agility attribute of 4, so he could advance by swimming a total of 4 spaces. He advances 2 spaces swimming and then reaches the shore. He may use the 2 remaining Agility points to advance normally.

MOVEMENT OF LARGE AND HUGE CREATURES

When a **Large or Huge** creature moves, select one of the 4 squares at its base and **move it as if it were an average-sized creature**. However, such a creature must finish its movement in an area where the **4 squares** of its base are **free of obstacles** or other characters ◆1 . It can also end its movement in such a way that part of its base (never all of it) is located on obstructed spaces (occupying both sides of a threshold, or corridor squares narrower than its own base ◆2, or a piece of furniture), but if it ends its activation this way, it will be regarded as being on difficult terrain.

The troll ◆1 is Large, it can move between its skeleton ally and the table and finish its movement in the four squares with yellow shading. In its next turn, it can enter the corridor of a single square width, although at the end of its movement it will be considered to be on difficult terrain. The same thing would happen if it were placed between both sides of a threshold whose width is less than that of its base. The dragon ◆2, Huge-sized, will be able to move alongside Taeral, its enemy, and finish its movement in the narrow corridor. However, it will be considered to be on difficult terrain.

Actions

Each hero can perform one Action during their turn.

As a general rule, an **Action may not be performed** while within an **enemy's Melee Range or adjacent** to one, except when so indicated in the Action itself.

Remember that the letter ⓔ identifies the Actions considered exploratory.

Unless otherwise stated, only heroes may perform **Exploratory Actions.**

No Exploratory Actions ⓔ may be performed during combat turns.

In any exploratory action performed to interact with elements, diagonal squares will not be considered adjacent.

1. REVEALING A NEW SECTION ⓔ

If a hero stands on an **exploration arrow** and declares that he wants to reveal the new section, such section will be revealed. This also includes the elements and creatures found in that section.

Once the section to which an exploration arrow leads is revealed, that arrow (and all adjacent ones with the same orientation) will be removed from the board.

The elf Taeral ① advances 3 spaces until he steps on the exploration arrow and declares that he wants to reveal the new section. The corridor is revealed Ⓐ. Borgron ②, on the other hand, starts his activation adjacent to the double door. He uses his action to open it and, after revealing the new section Ⓑ, decides to advance.

2. OPENING UNEXPLORED DOORS ⓔ

As a general rule, all doors (and similar access elements) of an unexplored scenario will be closed.

Doors and open or closed accesses (front/back of the same tile)

If a character is **adjacent** to a closed door that has not been previously opened during the game, you may decide to open it. The section to which this door gives access will be revealed. This also includes the elements and creatures found in that section.

As soon as it is open, turn the door over to show it open.

If the door cannot be opened because of some obstacle (a trap, a locked door, a riddle, etc.), the action will NOT count as spent.

3. OPENING LOCKED DOORS ⓔ

When a hero declares that he wishes to open a door or access and the Quest Sheet or a Dark Player card indicate that the door is locked, this or another hero adjacent to the door will be able to devote one action to try to open it by passing a **Dexterity test** (this means that they will try to open it stealthily).

The group will **only have one attempt** to do so.

Success: the door will open.

Failure: the door can only be opened by breaking it down.

4. OPENING CHESTS ⓔ

A hero adjacent to a chest can devote an action to perform a **Dexterity test** in order to open it and get the loot.

The group will **only have one attempt** to do so.

Success: the chest will be opened. Draw a card from the Treasure Deck to find out what is inside. The objects found can be immediately distributed among the group of heroes.

Failure: the chest can only be opened by breaking it.

5. SOLVING RIDDLES ⓔ

Normally this Action will be needed whenever the Dark Player activates an Obstacle card which forces the heroes to solve some kind of riddle before opening a chest or a door.

Riddles are solved by successfully passing an **Intelligence test.**

The group will **only have one attempt** to do so.

Success: the chest or door will be opened.

Failure: the door can only be opened by breaking it. The chest cannot be opened or broken in any way during the current quest.

6. BREAKING DOORS, CHESTS AND OTHER OBJECTS

Characters and creatures may use an action to hit a door, chest or some other adjacent object. Doors and chests may only be hit **after they have been tried to open without violence**.

No opposed roll is required to hit these elements, as they will be **hit automatically**. Then damage dice are rolled in the usual way.

If one of these elements is hit, the heroes will roll only **1D6 on the next Initiative roll** they make.

The elements usually have the following characteristics:

Door: Armor 5, Vitality 5. Average size.

Reinforced door: Armor 6, Vitality 6. Average size.

Chest: Armor 5, Vitality 5. Average size.

Other elements: those determined by the Quest Sheet.

Once a door is broken, the existing section to which it gives access will be revealed, as if it had been opened normally (in this case, **revealing the new section will not be an exploratory Action**). This also includes the elements and creatures found in that section. However, **this door cannot be closed again**.

Once a **chest is broken**, a card will be drawn from the Treasure Deck.

Elements such as **chest, walls or doors** will always be regarded as **heavy armored** by any weapons* and spells used against them.

Note: combat skills are not useful when hitting these items and may not be applied.

*These elements will not be damaged by ranged weapons (except those with the rule "Noise" 🔥, as described on page 25).
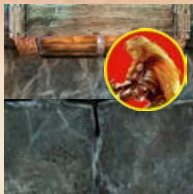
Shara moves adjacent to the door. She has a Strength attribute of 4 and her Broadsword adds 1 damage die. She therefore rolls 5 dice against the door's Armor 5. For each result equal to or greater than 5, she deals 1 wound to the door (reducing its vitality). She gets the following results: 1, 3, 4, 5, 5 and thus causes 2 wounds. In her next turn she rolls the dice again and gets the following results: 2, 4, 5, 6, 6. She therefore deals 3 new wounds to the door, whose Vitality is reduced to 0 and is considered broken (its tile is turned over). On Shara's next Initiative roll, she will only roll 1D6 instead of the usual 2D6.

7. RUNNING

Characters may decide to run to increase the number of spaces they will advance that turn. They can advance as many extra squares as their Movement. Previously they must have moved their entire movement capacity that same turn.

8. GREAT JUMPS

In order to avoid a pit or a cliff* (or even descend to a lower floor), a character may perform a great jump, which requires an Agility test and a free square in which the character may finish his jump.

*Up to 3 squares wide.

Success: the character will finish the jump on an empty square adjacent to the pit or cliff. If there are no empty squares because they are occupied by allies or enemies, the character will be able to finish the jump in an occupied square, pushing back whoever was occupying the square and finishing his movement.

Failure: the character's activation is over. Check the section on Falls on page 13.

Taeral advances 2 spaces, jumps to a free square beyond the pit (he passes the test).
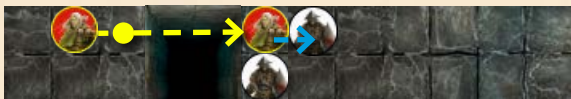
Taeral performs the same jump, but since there are no empty squares to land on, he pushes one of the two adjacent enemies back and takes its place, ending his movement.

HELP FROM AN ALLY

If there is an ally (a hero or a mercenary) adjacent to the cliff on the side to which the failed hero intended to jump, and that **ally has a Rope**, he can immediately **perform a Strength Test** to help his mate in the pit.

Success: the jump is successful.

Failure: the activation of the character who tried to jump is over. Check the section on Falls on page 13.

9. CLIMBING OUT OF PITS

If a character is at the bottom of a pit after failing a test, he can climb out of it. In this case, he must pass an Agility test.

Success: the upper end has been reached, ending the activation in a free square adjacent to the pit. If there are no empty squares because they are occupied by allies or enemies, the character will be able to climb to an occupied square, pushing back the one who occupied the square and finishing his movement.

Failure: the character will remain at the bottom of the pit and his activation finishes.

HELP FROM AN ALLY

If there is an ally (a hero or a mercenary) adjacent to the cliff on the side to which the hero failed to jump, and that **ally has a Rope**, he can immediately **perform a Strength Test** to help the jumping mate.

Success: the character will climb out of the pit successfully.

Failure: the character who tried to climb will remain at the bottom of the pit and his activation finishes.
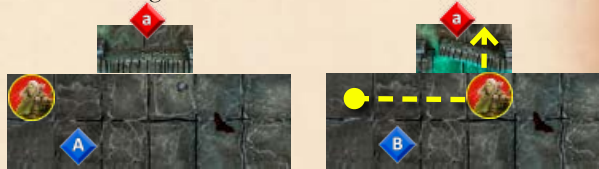
10. SEARCHING FOR SECRET DOORS €

This Action **cannot be combined with a move** in the same turn.

A character will be able to declare that he is searching for secret doors in the section he is in. He does not need to be adjacent to any wall or element. In order to do so, the character **must pass a Perception test**.

Success: if there is a hidden secret door in that section (indicated on the Quest Sheet), you will place it in its exact location. This secret door shall be treated as a normal door and may be opened in the usual manner (and the Dark Player can apply obstacles to it as with any other door).

Failure: nothing was found.

In Taeral's turn (A) he chooses to declare that he wants to search for secret doors. He makes a Perception test. He gets a result of 9 and adds his +2 bonus, so he is successful and the Dark Player places a tile with a closed secret door (a). In his next turn (B), Taeral advances 3 spaces and decides to open the secret door, visualizing the section in front of him.

11. SEARCHING ROOMS €

If a character is in a room* (not a corridor) that has not previously been examined for this purpose, he can declare that he wants to inspect it to search for treasures. He does not need to be adjacent to any wall or element. This Action cannot be combined with a movement. In order to do so, he must pass a Perception test.

The group will only have one attempt to do so.

Success: he will find hidden objects worth 1D3+1 coins. If the character gets a result of double 6 in the test, instead of calculating the number of coins found, he will draw a card from the Treasure deck, which will represent what was found.

Failure: nothing was found.

*Indoor section.

12. SEARCHING OR INTERACTING WITH ELEMENTS €

Characters can search or interact with adjacent elements (Furniture, Special Element) to resolve its effects (e.g., search a cupboard, drink from a fountain, or pray before an altar).

The content of the card corresponding to each type of element will be read and its effects resolved. **Each element can be searched only once**. Even if the heroes return to the scenario for a second time, those elements that were searched during their first visit will be regarded as already searched (and their possible effects will remain the same).

Therefore, the effects caused by the interaction, unless otherwise stated, will be the same for the rest of the heroes and will be maintained in later visits of these to the same scenario.

For example: a character searches a cupboard and finds nothing. No other character will be able to search that cupboard again during the quest. However, later on a character drinks from a fountain and the effects of the fountain are beneficial to him and to all those who drink from it. Therefore, all heroes will be able to drink from this fountain obtaining the same benefits.

Once the Main room or section has been **discovered**, it will not be possible to search elements previously revealed.

13. PUTTING ARMOR ON OR OFF

A character may put on or take off his armor. This Action **cannot be combined with a move** in the same turn.

14. DEACTIVATING TRAPS €

This Action can be performed after some of the characters have detected a trap (Obstacle card). If a trap is dormant (in a chest or door or on any other square), a hero adjacent to that element or square may disarm it by passing a Dexterity test, and must get the result required on the trap card.

Success: the trap is now disabled. Discard the card. The door or chest is **not considered to be open**.

Failure: the trap will be activated and will have the effects described on its card. The door or chest is not considered to be open.

Note that in the card of the example the result needed to detect the trap is 7, but only a 5 is required to deactivate it, in which case it will be deactivated for the rest of the game.

15. SEARCHING CORPSES €

Immediately after finishing a combat, one hero will be able to devote his first action to search the corpses of his enemies. This doesn't require being adjacent to them. **Roll 1D6** for each eliminated enemy. 2D6 for each Elite level enemy. If the enemy was Champion level, roll as many D6 as its Strength or Intelligence (choose the higher). You can learn more about levels on page 49.

With each result of 4+, the character will **find 1 coin**. In addition to this, depending on the number of 6s on the roll, the following will be found:

Random Common Object.

Random Special Object.

Random Common Object and Special Object.

or more. Random Magic Object (not a Relic).

16. ACTIVATING A SOURCE OF LIGHT

As a rule, the sections are sufficiently illuminated, but some Dark Player cards can affect visibility.

Characters can use objects that are a source of light (torch, lantern) to avoid the effects of the cards "Darkness" and "Complete Darkness". The source of light can be identified with the appropriate marker.

17. ACTION: BUILDING FOOTBRIDGES

Characters can build footbridges over a cliff. Two characters (during the same turn) can declare they'll build a footbridge if they're adjacent to the cliff at opposite ends. One of them must immediately spend 1 pickaxes and 1 rope card (which cannot be reused).

Taeral agrees with Borgron to build a footbridge. They are placed at each end of the pit and declare they want to perform this action. Borgron spends his rope and pickaxes and the walkway is automatically placed. It can be walked on in the usual way.

18. PERSUADING THROUGH INTELLIGENCE

Sometimes the heroes can persuade an NPC (Non-Player Character). If the NPC is placed on the scenario, the hero trying to persuade it must be placed adjacent to it. This will be useful for getting information, avoiding or triggering certain situations, etc.

A card or a narrative situation will allow the hero to perform an **opposed roll of Persuasion (Intelligence)** against the target character. Both characters will **roll 2D6** and **add their Intelligence***. The persuasion attempt will only **succeed if the result of the persuader exceeds that of the target**.

*Unless otherwise stated, the target's attribute is always 3.

If a hero gets a **blunder** on a Persuasion roll, all **subsequent attempts against the same NPC** by himself or his allies **will fail**.

19. PERSUADING THROUGH FEAR

A hero may persuade a Non-Player Character by frightening it. If the NPC is placed on the scenario, the hero trying to persuade it must be placed adjacent to it.

A card or a narrative situation will allow the hero to perform an **opposed roll of Persuasion (Strength)** against the target character. Both characters will roll 2D6. The hero trying to persuade will add his Strength, while the **target character will add his Courage***. The persuasion attempt will only **succeed if the result of the persuader exceeds that of the target.**

*Unless otherwise stated, the target's attribute is always 3.

Only one attempt per NPC is allowed for the whole group of heroes.

20. IDENTIFYING MAGIC POWERS AND POTIONS €

There are certain skills that allow you to identify the powers of magic weapons (Secrets of magic) or potions (Alchemist) found during the adventure.

If the heroes find a Magic Object, Relic or Potion, they will generally not know its typology or effects unless one of them has the right skill (and passes an Intelligence test) or they pay for the services of an expert in a settlement (Places and Services cards).

As long as heroes are unaware of the virtues of a Magic Object or Potion, it cannot be used.

In those cases in which heroes are able to identify the effects of a potion, 1D6 must be rolled for each potion and its typology will be shown, drawing the card with that specific potion from the Special Objects deck:

⚀ **Poison** ⚁ **Dexterity** ⚋ **Heroic** ⚂ **Strength** ⚄ **Mana** ⚅ **Healing**

If there are no cards left in the deck for that type of potion, then the potion is considered to have no effect and will be discarded from the game.

Potion Effects: effects are not cumulative. In other words, you cannot take or use two or more potions of the same or different types to accumulate their benefits. The moment a potion is taken or used, the effects of the previous one are cancelled.

21. RANGED ATTACKS

See chapter "Ranged Attacks" on page 15.

22. MELEE ATTACKS

See chapter "Melee Combat" on page 15.

23. CASTING SPELLS

See chapter "Magic" on page 16.

24. OTHER ATTRIBUTE TESTS

A character can devote an Action to performing a test in order to overcome an obstacle or help a partner. For example, performing a Strength test to move a rock or holding a fence so that his companions can cross under it. These tests will be required by the activation of a card or by a certain situation indicated on the Quest Sheet.

Each character can perform one Quick Action **during their activation. This type of action may be carried out before, during or at the end of a character's movement.** You can replace one Action with a second Quick Action.

As a general rule, a **Quick Action may not be performed** while within an **enemy's Melee Range or while adjacent** to an enemy.

The following are among the most frequent Quick Actions:

■Giving an item to an adjacent companion (the same item cannot be used by two characters during the same game turn).

■Leaving or picking up something located in a reachable place (in one of the squares they are moving through or an adjacent one).

■Activating a lever.

■Equipping objects: if the player wants to take new objects in his hands, interchanging them with the ones he carries in his backpack.

■Drinking a Potion or using another disposable object.

■Weapon Change: this Quick Action **can be performed while adjacent to an enemy** or within its Melee Zone.

Falls

In the event of a fall due to a failed test while performing a great jump or any other event, the character will suffer the consequences described* on the Dark Player card or the event described on the Quest Sheet. After resolving damage, the character's activation ends.

*For example, **pits (**height of 4**) cause 4 damage dice and** the character will suffer the **Stunned** condition.
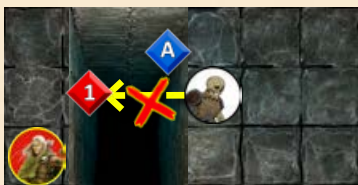
In this example 🔷, the skeleton warrior wants to jump over the abyss in order to be able to engage Taeral. The creature tests Agility and fails, so it falls into the abyss and is eliminated. If it were a pit and the skeleton didn't die as a result of the fall, it would be placed on the square where it fell 🔴.

If two enemy characters fall into a pit, they will not be able to fight each other. They must try to get out of the pit.

Characters in a pit cannot be melee attacked by their enemies, nor can they attack them in this way.

Combat

COMBAT TURN

If there is an enemy located 12 squares or less away from a character in a group of heroes, the whole group will be considered to be in a **"combat turn"**, while all other turns will be regarded as **"exploration turns"**.

Note that, if all the enemies are eliminated and in the same turn there are still heroes to be activated, they will be able to perform their activation, but they will no longer be in combat.

Encounters and Initiatives

As soon as a hero **reveals** an unexplored section and enemies are **spawned** in it, an **Initiative opposed roll** must be made immediately.

> Initiative opposed roll*:
> 2D6 + Perception of the hero closest to any enemy
> AGAINST
> 2D6 + the best Perception value among the Dark Player's newly placed characters or creatures (regardless of their position).
> Tie? the winner is the one with the highest Intelligence

*Remember that in opposed rolls you don't succeed by achieving a total score of 10, but by getting a higher score than your opponent.

Note that a double 6 (unmodified) will always be a success (except if both contenders obtain the same result in an opposed roll).

If the **heroes win** the Initiative roll, **a new turn for them** will immediately begin.

If the heroes lose the Initiative roll, the turn ends for them and the Dark Player turn begins.

If a side scores a total **result of double or more than the opponent**, then the side will **gain the Caught by Surprise! rule**: they will have a **+1 bonus** to their melee and ranged **attacks** during their first activation in that combat.

Initiative rolls can also be made due to the appearance or placement of new enemies at other times (when spawned by the activation of a card or by certain event in the adventure).

Borgron opens the door and reveals the new section 🔷 where the Dark Player spawns 2 orcs. The dwarf wins the Initiative roll, so the Dark Player loses his turn. A new turn begins for the heroes.

Had a wolf been placed behind the orcs (with the skill "Sharp Senses" that gives +1 to Perception), its +1 in Perception would be added to the Initiative roll of the Dark Player's side, even if the wolf was behind the orcs.

LINE OF SIGHT AND COVER

A character **must be able to see his enemy at some point during his activation in order to target him**.

In order to determine whether a character has Line of Sight (LoS) to another character, draw an **imaginary straight line** from the center of that character's square to the center of the target's square (if the character occupies more than one square, choose the center of one of them). **If there are no elements obstructing such a line, there will be clear LoS**.

No creature will be able to have Line of Sight through elements of the same height or higher than themselves, except in those cases in which the target is higher than the interposing elements or the target is in an **elevated position**.

If there is LoS but with obstacles, there will be cover (even if the line drawn touches only the corner of a square occupied by an element).

Characters can block LoS, but will never provide any cover.

NOTE: if you see any reference to light or heavy cover on a card, keep in mind that it refers to the standard rules. In DUN Basic all cover is treated in the same way.
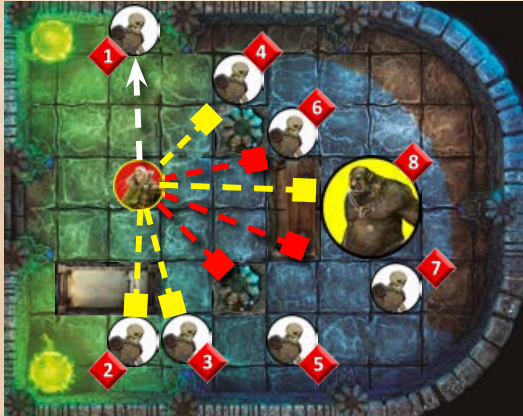
Taeral, an elf archer of height (2), is surrounded by enemies, almost all of them of the same height. If he chooses the facing in the image, he will have LoS to the skeleton without any obstructions ❶. The skeletons ❷ ❸ ❹ have cover. Taeral will not be able to target enemies ❺ ❻ ❼ because he has no LoS to them, since they are behind some columns (height 4) or a cupboard with the same height as his enemies (height 2). He has LoS to the troll ❽, since it has height 3, greater than that of the cupboard (2), but the troll will benefit from the cover provided by the furniture.

NOTE: squares separated by a wall are not considered adjacent and there is no LoS between them.

FLYING CHARACTERS AND LoS

All flying characters and creatures are considered to be higher than the other characters (that are not flying) around them. When flying characters are targeted, consider that they are flying at height 4. Therefore, all characters have Line of Sight to a target that is flying, unless that LoS is blocked by an impassable obstacle.


Almost all enemies of the celestial Nariant ❶ have Line of Sight to her, since the heroine is flying. The only one who does not have Line of Sight to them is the orc ❷, because the line is obstructed by the tree.

FRONT AND BACK OF A CHARACTER

The front of a character or creature includes those squares that he has before him or to his sides, as described in the following diagrams.

The squares behind him will be considered his back.
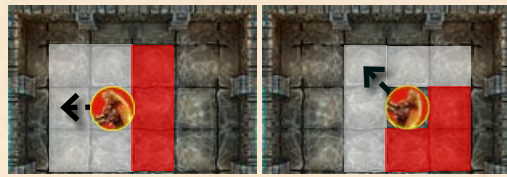
Front: white shading. Back: red shading.

MELEE RANGE

Each character exerts a Melee Zone on each of its adjacent squares.

A **running character cannot enter or move into** an enemy's Melee Zone.

A character located inside an enemy's Melee Zone is considered engaged. Disengaging means moving out of such zones.

If an engaged character moves to another square located in a Melee Zone of the same or another enemy, he **must spend one extra Movement point** for each space he wishes to advance.

MULTIPLE ATTACKS

If an attacker can perform several attacks, these will be resolved separately. A **maximum of 3 attacks** can be made by one **character or creature**, regardless of the combination of weapons or skills he is using.

Momentum: sometimes characters push or are pushed during their own activation. In these cases they may not be able to perform some of their actions because they have exhausted their movement and aren't adjacent to an enemy. When this happens, they are **allowed to advance one extra square** to perform their remaining action.

Example: an Orc boss has 2 attacks. He moves next to Borgron (equipped with a shield) and attacks him. However, Borgron wins the round and pushes the Orc. The Orc has exhausted his movement and one of his attack actions, but the defender's push does not allow him to perform his second melee attack because he is no longer adjacent to an enemy and has already exhausted his movement during his activation. However, he can advance one extra square to make his second attack against Borgron or any other adjacent enemy.

Ranged Attacks

Ranged attacks are carried out with Ranged Weapons (either projectile or throwing ones), against targets located within the weapon's range (remember that Actions cannot be carried out while within an enemy's Melee Range or while adjacent to it).

COUNTING THE DISTANCE

The **target must be within the range of the attacking character's weapon**. The distance is calculated by counting the number of squares from the attacker to the target (including the one in which the target is). The squares can be counted diagonally.

The orc is 4 squares away from the elf Taeral.

HITTING WITH RANGED ATTACKS

In order to achieve a hit with a shot or a throwing a character will have to pass a **Shooting Skill test**, applying the appropriate modifiers. That is to say, a character will be able to hit with a ranged attack when he gets a result of 10 or more, once his Shooting Skill and the modifiers described in this chapter have been added to the 2D6 result.

BLUNDERS

A **blunder** (critical failure) result when attacking at a distance may result in the **weapon breaking** (see the section "Breaking Roll" on page 25). In addition, the shot or throwing will **automatically hit the closest ally** among those adjacent to the squares through which the path of the shot passed. In case of doubt, when there are several allies located at the same distance from the trajectory, one random character will be hit.

A **critical failure** while attacking means the **end of the character's activation.**

The elf Taeral 🔴1 shoots his bow at the orc 🔴2. If he passes the Shooting test he will manage to hit. If the elf had a blunder result, he would hit Shara 🔴3, as she is the closest ally among all those adjacent to the arrow's trajectory.

Magic Arrows And Throwing Weapons: if shot or thrown during a combat turn, they cannot be used again until the end of the combat (except for certain magic weapons that return to their user's hands).

MODIFIERS

COVER: **-1**. Shooting at characters behind **cover** (see on page 14) has a penalty of **-1.**

DISTANCE: **-1**. When target is 3 or more squares away.

DIFFERENT SECTION: -1 if the target is in a different section from that of the attacker.

SMALL TARGET: **-1**. If the target is Small, the **shooter gets a -1** to his Shooting Skill.

MOVING AND SHOOTING: **-1**. Characters shooting a projectile weapon after having moved, **get a -1** penalty to their Shooting Skill. There is no penalty if the attack is made with throwing weapons and the character has advanced only 1 square.

DIFFICULT TERRAIN: -1. If the shooter is **located on difficult terrain**, he will get a **-1** to his Shooting Skill.

STATIONARY TARGETS: **+1**. If the target is stationary, the **shooter gets a +1** to his Shooting Skill.

Melee combat

WINNING A COMBAT ROUND AND HITTING

Characters can attack adjacent enemies (not diagonally) located in their Melee Range. Attacker and defender must roll 2D6 in an **opposed roll** and add their respective **Combat Skill** attributes. The character who gets the highest result (once all relevant modifiers have been applied), wins the combat round*. If it was the defender, the attack simply did not succeed. If it was the attacker, he will hit his target and will roll the damage dice.

> Opposed Combat Skill roll*:
> 2D6 + Attacker's Combat Skill
> AGAINST
> 2D6 + Defender's Combat Skill

*Remember that in opposed rolls you don't succeed by achieving a total score of 10, but by getting a higher score than your opponent.

Note that a double 6 (unmodified) will always be a success (except if both contenders obtain the same result in an opposed roll).

TIE-BREAKING

Ties in combat opposed rolls will be won by the character with the **highest Agility**. In case of a **new tie in Agility,** the winner will be the defender.

PUSHING AND TAKING AN ENEMY'S POSITION

If the **attacker wins** the hitting roll **against an opponent of the same size or smaller**, he **may push him back** to an adjacent empty square after resolving the damage roll. The attacker may occupy the square abandoned by the defender.

CRITICAL FAILURES

When an attacker or defender makes a blunder, a **breaking roll** must be made. Roll 1D6. The weapon will break, becoming useless, if the result is in the range of values indicated according to the type of weapon (you can check these values on page 25). A blunder from the attacker means the **end of the character's activation**.

WEAPONS

Some weapons have penalties when used for attacking, defending, and sometimes in both cases. This represents how difficult it is to use each weapon in a specific situation(see chapter "Equipment" on pages 25 and 26). *For example: the axe reduces the user's Combat Skill by 1.*

MODIFIERS

FLYING TARGET: **-1**. A character attacking a **flying target** will have a **-1** penalty to his Combat Skill roll.

DIFFICULT TERRAIN: **-1**. If the character is located on difficult terrain, he will get a -1 to his Combat Skill.

STATIONARY TARGETS: Attacks against stationary targets (doors, furniture or characters affected by this condition) will not require a hitting roll and will **automatically hit**.

UNARMED

Unarmed characters have -1 to their Combat Skill, roll as many damage dice as their Strength and increase their target's Armor by +1.

Ranged weapons used in melee: a character armed with a projectile weapon will be considered unarmed if he intends to attack or defend with it in melee combat, unless the weapon indicates otherwise.

Magic

MANA POOL

Each spellcaster has **two mana for each spell learned**, placed in the form of markers on the hero file. The mana pool of a spellcaster can **never exceed his Intelligence multiplied by 3**.

IMMEDIATE AND PERMANENT DURATION

Spells, depending on their duration, can be of two types: **immediate or permanent**. Immediate effect spells are resolved in the turn in which they are cast and their effects disappear after that turn. However, the effects of permanent spells last for the determined number of turns.

CASTING SPELLS

A spellcaster can use an Action to cast a spell as long as he has at least **one free hand**. In order to cast a spell it is necessary to pass an **Intelligence test**. If successful, the effects of the spell will be resolved, and the spellcaster will **remove all mana markers spent with the cast** and place a mana marker on the spell card to record the number of times the spell has been cast.

PERMANENT EFFECTS

If the spell is of **permanent effect**, it will persist for a number of **turns equal to the highest result of the two dice rolled in the Intelligence test**. You can count the remaining turns placing such die on the spell's card. After the last turn of the caster's side, the spell's effect will finish.

Example: a spellcaster casts a spell with a result of 6 (4+2) and adds his Intelligence of 5. In total he gets an 11 and the spell, being permanent, will last 4 turns. In other words, at the end of the fourth turn of the spellcaster's side (counting the turn in which the spell was cast), its effects will disappear.

A new spell may be **cast while another spell is still active**, but in this case, the wizard will have a **-1 penalty** to casting it.

If the person who cast the permanent spell is Knocked Out, the effects of the spell will disappear immediately.

Two permanent spells cannot be held at the same time. If a spellcaster casts a second permanent effect spell, the effects of the first spell will disappear.

Spellcasters can voluntarily choose to stop the effects of their permanent spells during their activation.

LIMITS ON THE NUMBER OF CASTS

A spellcaster can only cast the same spell up to 3 times during a quest, unless he takes a Mana Potion. These potions, in addition to recovering mana points, allow the wizard to remove one mana marker placed on the card of a particular spell he has already cast.

USE OF COMPONENTS AND SCROLLS

Spellcasters may only use one magic scroll or components for magic per turn.

TYPES OF SPELLS ACCORDING TO THEIR POWER

There are two types of spells according to the consumption of mana: the basic ones and the superior ones. Basic spells consume 1 mana point for each successful cast, while **superior spells** require **2 or more mana points and cannot be combined with a move** in the same turn.

LINE OF SIGHT AND COVER

Spells require Line of Sight to their target. Cover will only be taken into account in the case of magic projectiles.

Borgron has several nearby enemies. He has no LoS to skeleton ◆. He has LoS to the other ones, though, although if he wants to cast a magic projectile, he must consider that skeletons ◆ ◆ will benefit from cover.

DISPELLING

As soon as a **spell is successfully cast, a spellcaster on the opposing side can immediately declare that he will try to dispel it**, before its effects are resolved. Such dispelling will require an Intelligence test on the part of the dispelling caster, which **must exceed the total result with which the spell was cast** (therefore, it will actually be an opposed Intelligence roll). If the **dispelling is successful,** the **spell** will have no effect, but will still **consume the caster's mana**.

Spells cannot be dispelled while within an enemy's Melee Range. Successful **dispelling** will **require 1 mana point**. Characters can't try to dispel when they have no mana left.

Only characters 8 squares or less away from the spellcaster who cast the spell or from the spell's target **may try to dispel** a spell.

The sorcerer from the underworld casts a magic projectile at Shara. He passes the Intelligence test (he has a result of 7 when casting 2D6 and adds his Intelligence of 5, making a total of 12) and the spell is cast successfully. Borgron decides to try to dispel it. He rolls 2D6 and adds his Intelligence. If he exceeds the total result obtained by the sorcerer from the underworld, Borgron will manage to dispel the spell and will remove 1 mana from his mana pool.

CRITICAL

Each result of 6 while casting spells that require rolling for damage will be **regarded as critical** and will deal extra damage (see "Damage" on page 17).

Example: the witch Maeliss throws a fireball at a human barbarian. The spell normally causes 5 damage dice, but as she got a critical result on one of the two dice rolled during the Intelligence test, the damage dice will be 6 instead of 5.

CRITICAL FAILURES

A **blunder** result (double 1) while attempting to cast a spell will cause the spell not to be cast in any case. However, the **mana** (and the Components for Magic or Magic Scrolls used) will nonetheless be **spent**.

In addition, the spellcaster will be **automatically** Knocked Down and his activation will end.

KIND OF SPELLS

A **Nature of the spell**.

B **Area of Effect**: it may have the values 1, 2, 3... If there is no symbol, it means that it only affects target character or square and therefore has no AoE.

The value means that the spell affects those squares located within a radius of the same number of squares counting from the selected target. If the spell only affects allies or enemies, it will be specified in the card.

C **Range**: is the maximum distance expressed in squares at which a target is eligible for this spell.

The target can be a square or a character.

If it has a range of 1, it means that it can only be cast on adjacent targets.

If it has a range of ➤⟩, it can be cast on targets at that distance from the caster.

If it has a range of 🎩, the caster can only cast it on himself.

If it has a range of 🎩⟩, it means that it can be cast on the sorcerer himself or on targets up to the indicated distance.

Remember that it is the target who sets the reference for the areas of effect.

D **Description**: the effects of the spell are detailed here.

If a spell causes a condition, such condition will last for as long as the spell does (e.g. Stunned). As soon as the spell is over, the condition it was causing will be removed.

E **Mana Cost**: indicates the mana spent by successfully casting this spell. Therefore, it will be helpful to distinguish between basic and superior spells.

F **Permanent Effect**: its effects last for several turns, determined by the roll to cast the spell.

G **Learning Cost**: expressed in coins, is the cost of learning the spell in an appropriate place, usually in a School of Magic.

H **Lore of Magic**: indicates the Lore to which the spell belongs.

NATURE OF THE SPELL

MAGIC PROJECTILE: spells cast on rivals at a certain distance. Draw a straight line as you do when shooting. Characters not selected as targets, but within the spell's AoE, will suffer 2 less damage dice than the target, unless the spell's description indicates otherwise.

Characters who benefit from cover will take 1 less damage die than the spell indicates.

CONTROL: will only affect Large or Huge creatures and Champion level 🟥 ones when they were cast with a critical result (this does not affect the summoning of creatures).

DAMAGE: spells that are not magic projectiles, but are used to cause some type of damage to enemies and reduce their Vitality: via impacts, diseases, suffocation….

PROTECTING: the AoE of protection spells will not vary during the duration of the spell, and the **affected squares will remain** the same. Any character leaving that area will lose the related effects, including the spell caster.

ENHANCING: **affect characters** within the spell's AoE at the time the spell is cast. Then those characters can move freely and keep the spell's bonuses for as long as it lasts.

HEALING

LARGE OR HUGE CREATURES

Occasionally, a Large or Huge creature will be designated as the target of a magic projectile that also affects adjacent squares. If these adjacent squares are occupied by the same creature, the creature will not receive extra damage.
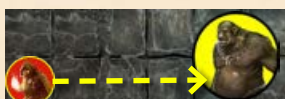
If Borgron throws a fireball that causes 5 damage dice to the target's square and 3 dice to adjacent squares, the troll will only take 5 damage dice, even if it occupies adjacent squares.

Damage and Conditions
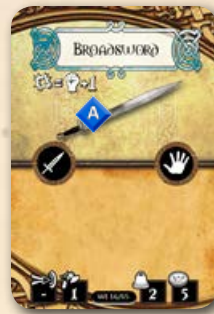
Once a target is hit, either by an accurate shot or by winning a melee combat, or by successfully casting a spell (one which causes damage), a damage roll must be made.

Each weapon includes the damage it can cause in its profile A. When it comes to melee and throwing weapons, the strength of the bearer will be determinant.

Example: a broadsword handled by a warrior with Strength 3 will deal 4 damage dice, since this weapons adds +1 damage die.

DAMAGE DICE

Each damage die will cause 1 wound to the target if it equals or exceeds target's Armor.

Results of 1 on a damage die will **never cause a wound**, regardless the modifiers applied.

Minimum damage: a character will always roll 1 damage die. If he had to roll 0 dice, he would still roll 1 die, but his opponent would have his armor increased by +1.

Example: a creature with the skill "Aura" deals 1 damage die to an enemy that is using a shield. The shield provides cover against this skill (page 43), reducing it by 1 damage die. Therefore, the enemy will still take one damage die, but his armor will be increased by +1 against this damage.

Flaming attacks/fire damage: those from weapons, obstacles or spells that literally include the term "fire" or "flaming" in their name or in the effects they cause. Some creatures are vulnerable to this element.

WOUNDS AND VITALITY

The **total amount of** damage or **wounds** a character can take is equal to his **Vitality**.

Therefore, when we say that a character has lost X Vitality we will refer to the number of Wounds he has received. Thus, if a character has lost 3 Vitality, this is because he has received 3 Wounds. If he recovers any Vitality , he will remove the same number of wound markers.

When a character has received so many wounds that he only needs one more to lose all Vitality, he will be considered **Wounded** (this may have an effect on some skills).

CRITICAL HITS

For each critical hit (each result of 6 on the roll to hit) the number of **damage dice will be increased by 1.**
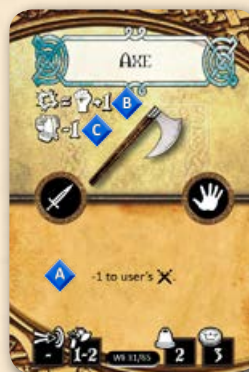
NATURAL ARMOR OR TOUGHNESS

The Armor attribute before applying any modifiers derived from the equipment used represents the **Natural Armor** or Toughness.

THE ARMOR

Armor makes it more difficult for an attack to cause damage to the wearer.

The maximum armor attribute after modifiers (including those derived from spells) is 6.

Borgron manages to hit with his axe (which subtracted 1 point from his Combat Skill A in the roll to hit). Borgron has Strength 4 and the axe adds 1 damage die B. He will roll 5 damage dice that must equal or exceed the opponent's armor in order to cause damage. However, the axe reduces target's armor by 1 C.

Thus, if the opponent has Armor 4, Borgron will roll 5 dice that will cause a wound with each result of 3 or higher.

DAMAGE AGAINST OTHER ATTRIBUTES

When an attack or damage is made against an attribute other than Armor, it will mean that 1 Vitality point will be lost each time the result of the die equals or exceeds that attribute.

Example: 5 dice against the opponent's Intelligence. It means that if the opponent has Intelligence 3, each of the 5 dice rolled whose result equals or exceeds 3 will cause the opponent to lose 1 Vitality point.

Conditions

KNOCKED DOWN

Creatures that **hit smaller enemies will knock them down** when they get a **critical hit**.

Creatures that hit **enemies of their own size will knock them down** when they get a **double critical hit**.

As soon as a character or creature is Knocked Down, it will be **placed lying face up**.

Effects: the character has a **-1 penalty to all attribute tests and opposed rolls**. They cannot move, perform any actions or push while affected by this condition, but they **can defend and dispel**.

Duration: until they stand up in their Recovery phase.

STUNNED

Effects: the character has a **-1 penalty to all attribute tests and opposed rolls.**

Duration: as a rule indefinitely. May be cancelled in each recovery phase at the beginning of the character's activation (as indicated on page 8).

If it was caused by a spell it will last as long as the spell does.

FRIGHTENED

Effects: same as Stunned, but the character will be able to run. All Courage tests against Fearsome enemies will be automatically failed.

Duration: unless otherwise indicated, it will last until the beginning of the character's next activation.

DISEASED, POISONED

Effects: same as Stunned.

Duration: until the quest is over. As a general rule, only potions or healing spells can remove this condition.

STATIONARY

Effects: characters under this condition cannot be activated. They are automatically hit by melee attacks and are an easy target for shots. They cannot dispel and have no Melee Range.

Duration: unless otherwise specified, it will last until the beginning of the character's next activation or until hit by any enemy attack.

CUMULATIVE EFFECTS

If a character suffers penalties for different and simultaneous conditions (for example, Stunned and Poisoned), these will be cumulative (i.e., in this case he would have a -2 penalty to all his attributes).

KNOCKED OUT

When a character has at least as **many accumulated wounds as his Vitality** (i.e., when his Vitality is reduced to 0 or below 0), he is automatically Knocked Out.

Effects: the character is removed from the game.

Duration: indefinite. In the case of heroes, at the end of the quest they will roll 1D6 and check the table "Consequences of being knocked out" to determine their fate.

CONSEQUENCES OF BEING KNOCKED OUT

The player handling the hero must roll 1D6 at the end of the quest or event and check the result in the following chart (no Fortune points may be applied to the rolls in this chart).

1 DEATH*: the hero is dead. Nothing can be done to recover him.

2-6 INJURED: the hero is alive, but permanently injured (his injuries may be **healed** by a healer, but not by any potions or spells). The hero will lose 2 random objects. Roll 2D6 to determine the injuries the hero suffers.

*If you play with children, we recommend you to move on to the next result.

INJURIES

2 **One-armed**: The character may not use any equipment that requires two hands or use a weapon and shield at the same time. In addition, he gets a -1 to his Combat Skill, Dexterity and to casting spells.

3 **Damaged Joints**: The character gets a -1 to Agility.

4 **Weakened Knee**: The character gets a -1 to Movement.

5 **Weakened Muscles**: The character gets a -1 to Strength.

6-7 **Unspecified Injury**: The character gets a -1 to one attribute of his choice.

8 **Amnesia**: The character loses 1 random skill among those acquired by his class.

9 **Damaged Nerves**: The character gets a -1 to his Courage.

10 **One-Eyed**: The character gets a -1 to his Shooting Skill and Perception.

11 **Damaged Thorax**: The character has his Vitality permanently reduced by -1.

12 **Brain Damage**: The character gets a -1 to Intelligence.

Use of Shields

BLOCKING WITH SHIELDS

Characters using a shield are obliged to use it to block attacks, push or as cover.

BLOCKING AGAINST HITS AND SHOTS

A defender with a shield may try to block any melee or ranged attacks against him. To do so, he must **roll 1D6** and **get a result equal to or greater than his blocking ability**. If he succeeds, **the hit will not damage him**. However, blocking with a shield does **not prevent any Knock Down** condition that the hit might cause.

Example: a skeleton attacks Shara, who uses a shield. The skeleton wins the opposed roll to hit after obtaining results of 4 and 6 on the dice and getting a total result greater than that of the knight. Shara will block the impact with a result of 5+ in 1D6.

COVER

A shield does not completely block **magic projectiles or Breath or Aura attacks**, but gives the same benefits as **cover** (the bearer takes 1 less damage die).

CRITICAL FAILURES WITH SHIELDS

A **defender** who uses a shield and gets a blunder while defending, will **lose the shield** in the same way as if it were a weapon (therefore, it is the shield that is lost, not the weapon), making the proper breaking roll.

Huge creatures automatically break shields blocking their attacks.

The Dark Player

General Guidelines

The icon represents the Dark Player.

CONDUCTOR

Before the beginning of the quest, one of the players will be appointed as the game's Conductor. He will be in charge of reading the Quest Sheet, activating the ⊙ cards and characters, as well as deciding which skills are most beneficial for the characters and creatures on the ⊙ side, or making decisions in case of doubt. He will have to control the ⊙ characters observing the general and specific behaviors of each type of creature.

These roles may be shared or rotated among the players during the game.

THE SCENARIO DIE

On many occasions the ⊙ will have to roll the Scenario Die. On each of its sides there is a symbol representing one of the different card decks ▦ ⚔ ☠. Each result will reflect the type of deck from which a card must be drawn and played according to the circumstances. Then, the card may be activated for its cost or else be discarded, increasing the Reserve points in the counter.

CREATURE LEVELS

The characters or creatures in the Bestiary that can be used by the Dark Player are classified into Grunt ⬜, Elite 🟨 or Champion 🟥 levels, depending on how powerful they are. To better distinguish them, and whenever possible, Champion level characters will be placed on red bases. Elite level characters in yellow ones. Grunt level characters in white ones.

Human Dark Player

If playing with a human Dark Player, apply the following guidelines:

■ He will decide on target selection, moves, and specific creature behaviors at his own discretion, not necessarily following the patterns outlined in this chapter.

■ The Leader will not receive extra actions as an upgrade.

Dark Player's Cards

The ⊙ will place and activate all the creatures and obstacles according to the rules you will see below.

DARK PLAYER'S CARDS

The Dark Player's cards are classified into three large groups Ⓐ:

▦ **Obstacles**: to block the way or cause direct damage to the characters.

⚔ **Encounter**: to spawn characters and creatures in the scenario.

☠ **Power**: to activate special skills for his creatures.

The icons Ⓑ at the bottom of the cards with the Obstacles symbol ▦ mean that these cards can be activated only if the character that caused the card to be revealed meets these conditions:

Ⓒ The character is in a room*.

Ⓓ The character is in a corridor*.

Ⓔ The character is trying to open an unexplored door.

Ⓕ The character is trying to open a chest.

If the obstacle is a **trap** Ⓖ, the card will include the result required in order to detect it by means of a Perception test Ⓗ, as well as the result required for deactivating it Ⓘ (if possible) after detection. If it has the value (-), it cannot be disarmed.

The card name will always be found here Ⓛ. And under it the effects it produces.

Remember that heroes on an exploration arrow who reveal a new section, are always on a corridor or room square.

NOTE: *all traps can be activated both in indoor and outdoor scenarios. Remember that depending on its shape an outdoor section can be treated as a corridor or a room (page 5 of the rules).*

Each time a Dark Player card is revealed, the cost of its activation Ⓙ must be paid, reducing the Reserve Point Counter by the same amount.

In the case of Encounter cards ⚔, the cost and number of creatures to be spawned will be that indicated in the Creature Spawn Table, as will be seen below.

Once a card is revealed, it will be discarded from the game.

A card that is discarded without being activated, will increase this number of Reserve points Ⓚ in the Reserve Point Counter.

Card Activation

The ◉ activates its cards according to the following situations, after the Scenario Die has been rolled.

The ◉ will be able to continue activating all kinds of cards even after the heroes have accomplished their mission, until they leave the scenario.

ACTIVATION OF OBSTACLE CARDS

▦

Roll the Scenario Die when a character of the group of heroes declares he wishes to perform one of these actions:

■Reveal a new section.

■Open an unexplored door (doors, trapdoors and gates are included in this concept).

■Open a chest.

■Searching rooms

■Search furniture (only in case of a blunder, if so specified by the furniture card).

■Running. Roll the die as soon as the character steps on the first square beyond its movement capacity.

If the result is ▦, a card from the Obstacles deck will be drawn. If this card can be activated according to the conditions and requirements included in the card, its cost points are subtracted from the Reserve points budget and the card is activated.

NOTE: when a character steps on a square with the exact location of a trap indicated on the Quest Sheet, the Scenario Die will not be rolled. Simply read the contents of the trap card.

The following **conditions** must also be met:

■The Scenario Die will not be rolled for obstacles in sections where there are heroes and Dark Player creatures at the same time.

■No more than one Obstacle can be activated in the same door, chest or square.

■An Obstacle cannot be activated in a square **adjacent to another Obstacle**.

■If a trap affects an exploration arrow, it will also affect the adjacent arrows that lead to the same section (therefore, if it is disarmed, it will also be disarmed in all the adjacent exploration arrows).

REACTION TO TRAPS

As soon as a **trap is activated**, the hero who has triggered its activation (through an action or movement) must pass a **Perception test**. The result of the test must be equal or higher than the value indicated on the card.

Success: the trap is detected and will remain dormant in the door, chest or square where it was spawned (leave the Dark Player card face up to remember it). **The action that the hero intended to perform is not carried out** (therefore, he will be able to disarm the trap in that very same turn). If the trap is activated after stepping on a square, the character will take a step back, returning to the previous square from which he came (any character placed on the square with the trap at the time of its activation will do the same). If the trap was activated for any other reason, the character will be able to move to any adjacent empty square. In any case, the **character will not be able to move** during the rest of his activation.

Any of the heroes can try to disarm the trap (not only the one who discovered it).

Failure: the trap will be triggered and its effects applied. The action the hero intended to perform will not be carried out. The hero's activation will be over.

NOTE: if the placement of a detected trap on a square affects a square occupied by another character (for example, a two-square pit placed after its detection), this character will be able to retreat one square, just like the hero who detected it (without affecting its activation).
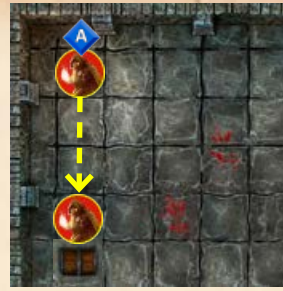
Borgron decides to go and open the treasure chest. He places himself in an adjacent square and declares that he wants to open it, which would require a Dexterity test to successfully manipulate the lock. However, the Scenario Die is rolled with a result of ▦, so an Obstacle (a trap) card is revealed. Borgron fails the Perception test required to detect the trap and suffers the effects of its triggering, losing several Vitality points because of the damage suffered. The hero's activation is over.

COURAGE OR FOOLISHNESS?

If a character tries to open (or hit) a chest or door where there is a dormant trap already detected, the trap will be triggered and its effects applied. The same will happen if a square where a dormant trap remains is stepped on.

MAXIMUM UNCERTAINTY

It can happen that a trap is spawned in such a way that it cuts off a section. For example, a pit may appear on some exploration arrows when a hero reveals a new section. This hero can climb or jump to a square on the other side of the pit, even if it hasn't been deployed yet. Once the jump has been successful, the new discovered section will be revealed in the usual way, and the hero will be placed on the square he intended to reach.

Taeral steps on an exploration arrow and declares he wishes to reveal a new section. A pit trap is activated and detected, so the elf goes back to the square he came from and the action of revealing the new section is not carried out. In his next activation he decides to jump over the pit, even though he does not know what is on the other side. He jumps successfully and then the new section is revealed. Enemies can be spawned in this section in the usual way.

ACTIVATION OF ENCOUNTER CARDS

🛡

Each time a section is revealed, the Conductor will roll the Scenario Die (except during the heroes' first turn).

On a result of 🛡, a card will be drawn from the Encounter Deck. The contents of the card will be observed and then 1D6 must be rolled. Keeping in mind the result of the roll, the Creature Spawn Table* 🅐 on the corresponding faction sheet in the Bestiary book must be checked in order to determine the type and number of characters and creatures to be placed.

1st The cost of the activated Encounter card is paid.

2nd The enemies are placed in the section.

3rd Then, the pertinent Initiative roll must be made.

In addition to the result of the Scenario Die, an Encounter card 🛡 will always be activated (at the usual cost), in large sections (more than 40 squares) or the Main room/section. Additionally, if the Main room/section is large in size, 1 extra 🛡 card will be activated.

*Add +1 to the result if the revealed section is large (only if a Wandering Creatures, Enemy Spotted! or Special Creature card is activated), and +1 for every 30 V.P. the group of heroes has. A maximum modifier of +4 can be applied.

When Borgron opens the door, he finds a normal room. The Scenario Die is rolled and the result indicates the presence of any enemies 🔫 *.*

A card is therefore drawn from the Encounter deck. It is the card "Enemy Spotted!". 1D6 is rolled in order to determine the number and kind of creatures that will be placed in the newly discovered section, according to the type of card and the Creature Spawn Table for the faction used in that quest. In this case: Great Orc Clans. The result of the roll is 3. According to this result, the creatures to be placed on the board are the following: 1 orc champion, 1 dire wolf and 1 orc shooter 🔷A *. If the room were the Main room and there was enough budget for it, a* 🔫 *card would be activated before rolling the Scenario Die.*

If there are not enough Reserve Points to activate a 🔫 card, move to the previous result on the faction's Creature Spawn Table. If the minimum number of creatures indicated in the column cannot be spawned, discard the card as usual.

Bestiary Faction Sheet
Creature Spawn Table

1D6	WANDERING CREATURE	ENEMY SPOTTED!, AMBUSH!, REINFORCEMENTS
1-2	(V.P. 2) 2 Zombies.	🔷B (V.P. 4) 2 Skeletons with Spear and Improvised Shield, 2 Skeletons with Short Bow.
3-4	(V.P. 2) 1 Skeleton with Short Bow, 1 Skeleton with Spear and Improvised Shield.	(V.P. 6) 1 Mummy, 4 Zombies.

🔷B *Example: the Reserve Point counter shows a budget of 4. When a new section is revealed, the players roll the Scenario Die, and the result indicates that a card from the Encounter deck must be activated. It is an "Enemy Spotted!" card. The players roll 1D6 with a result of 3 and then check the Creature Spawn Table. The table says that 1 Mummy and 4 Zombies are spawned in the new section (6 VPs, so 6 points should be subtracted from the Reserve Point counter). But since the* 🔴 *does not have 6 Reserve Points left, the players move to the previous result in the table. For a cost of 4 points, 2 Skeletons with spear and 2 Skeletons with short bow are spawned. Therefore, these points will be subtracted from the Reserve Point counter and the new enemies will be placed. If there were only 3 Reserve Points on the counter, the card could not be activated and would be discarded, since the minimum number of creatures could not be reached.*

ACTIVATION OF POWER CARDS

Roll the Scenario Die at the start of a 🔴 combat turn, before any the of the creatures are activated.

If the result is 👹, a card must be drawn from the Power deck. If the card specifies what kind of creatures are affected by its effects, the text on the card must prevail. If no specific kind of creature is mentioned or there are several creatures which may benefit from its effects, the **creature with the highest VP** among all the creatures placed will always **prevail**. The Quest Leader will prevail over all the other creatures.

Once a Power card is activated, its effects will be resolved if they are immediate. If they are not, its cost will be paid and the card will be placed face up on the table to represent that its effects are sustained (or that it will cause effect once the conditions described on it are met) until the creature that benefits from it is removed from the game.

Fortune Points: if a card provides one of the creatures handled by the 🔴 with one fortune point, remember that two similar cards add up to 2 fortune points (i.e., if you roll 1D6 after being Knocked Out and you don't get a result of 5+, you can guarantee your success by using a second Fortune point).

Example: an undead champion gets the effects of a Power card which has just been activated called "Fortune", and whose effects are not immediate. This card will remain face up. If another Power card is drawn in successive turns, it will benefit the same character as long as he is the one with the highest VP. If the effect of the newly activated card is not immediate either, it will remain face up. That is, if a second Fortune card is activated, there will be two Fortune cards that can benefit the undead champion.

When the heroes are in a combat turn fighting against enemies placed in the Main Room, a result of 👹 is always considered to be obtained each time the Scenario Die is rolled.

DISCARDS

If a ▦ 🔫 👹 card cannot be activated by any means, it will be discarded, adding the corresponding points to the Reserve Point counter.

Occasionally, some revealed cards may remain face up until activated, when the proper condition is met.

Example: Taeral walks in a corridor and the Scenario Die is rolled with a result of ▦ *. A card is drawn from the Obstacles deck. However, the card ("Closing Walls") cannot be activated in corridors* 🔷A *. Therefore, the card cannot be activated. It is discarded and it increases the discard points on the Reserve Point counter. The* 🔴 *has not been able to activate the trap against the elf, but in return he sees his budget increased, which will allow him to generate other obstacles and more creatures later on. If a "Locked Door"* 🔷B *card is revealed, then it will remain face-up and will be activated (paying for its cost) when the conditions indicated on the card are met.*

Placement of Creatures

The characters and creatures controlled by the ⊙ will be placed on the board always **observing the general directions** in this rulebook, as well as the specific instructions on each card.

After being placed, the usual Initiative roll will be made (see on page 13).

Unless the players decide otherwise, the **creatures to be placed** will be those **indicated on each faction's Creature Spawn Table**. This table includes the number and kind of creatures to be spawned with the activation of each Encounter card, as well as the optional equipment they may carry with them.

❧ EXTRA SKILLS ❧

As soon as a Large or Huge creature is spawned, 1D6 must be rolled for each hero in the game to determine the extra skills the creature has. The creature's profile icon ❧ includes the extra skills it can get as well as their cost. These extra skills will increase the creature's V.P.

With each result of 1 the creature will get one ❧ skill worth 1VP. With each result of 2, it will get one ❧ skill worth 2VP. And so on. With each result of 6, it will get one ❧ skill worth 6 or more VP. Such skills* must be paid for with Reserve Points. Those with the highest VP will be paid first and in a left to right order, as listed in the creature's profile.

*If the creature already has one or more of the extra skills listed, ignore them for this roll.

ENEMY PLACEMENT AFTER REVEALING A NEW SECTION

The characters and creatures spawned in a new section will be placed in an **ascending order according to their level**, following a checkerboard pattern (contacting only diagonally with each other) as indicated by the following diagrams. The **lowest VP** creatures will be **placed first**. In case of equality, the following order will be observed:

1st Has **no ranged attacks**.
2nd Has a **long range weapon** (spear, halberd, etc.).
3rd Has **ranged attacks or spells.**

Note that the placement of creatures must at all times comply with the general rule that requires creatures to be placed more than two squares away from the hero who revealed the new section.

The first creature Ⓐ must be placed opposite the hero who first visualized the section, 3 squares away from him. The following creatures will be placed according to the indicated pattern, always to the right Ⓑ with respect to the hero. When all possible positions in the row where the first creature is placed have been occupied, creatures will be placed in the next row Ⓒ.

In corridors, the first creature will be placed in front of the hero that revealed the section (in the square farthest from the hero), or adjacent to the wall closest to the hero, following the zigzag pattern. Creatures will never be placed within 3 squares of the hero.

In the example in the room, in the 1st, 2nd and 3rd position there are orc warriors with axe. In the 4th position there is an orc warrior with spear. In the 5th and 6th positions there are two orc archers with a short bow. In 7th position there is an Elite-level 🏆 ogre.

When a square is occupied by a creature or an impassable element Ⓓ or piece of furniture, this square will be ignored and the new creature will be placed in the next one according to the established order.

If no more characters can be placed according to the established pattern, they will be placed one by one in the free squares that are still empty Ⓔ, starting again in the first row.

If there are no free squares where the characters or creatures can be placed, they won't be placed at all, and their cost will not be paid for.

When a creature with a **base larger** than one square is placed Ⓕ, it will suffice for part of its base to occupy the corresponding square, although the rest of its base must be more than 2 squares away from the closest enemy when placed.

PLACEMENT OF CREATURES FOLLOWING THE ACTIVATION OF THE CARD "THIEF"

When the "Thief!" card is activated, the creature will be placed in the square designated by the Conductor, according to the indications of the card, preferably placing it closer to the hero with the worst Perception attribute in the group. If the creature cannot be placed in the same section as the heroes, it will be placed in an already explored section adjacent to that where the heroes currently are.

According to the Thief! card, the creature must be placed 3 squares away from a hero, and mustn't be closer to any other. Therefore, in this example it can only be placed in one of the yellow shaded squares.

PLACEMENT OF CREATURES FOLLOWING THE ACTIVATION OF THE CARDS "AMBUSH" AND "REINFORCEMENTS"

Carefully read the text on the Dark Player cards "Ambush!" Ⓔ and "Reinforcements" Ⓓ. The creatures must be placed in an already explored section which is adjacent to one where there is at least one character from the group of heroes. They will be placed in the same way as if a hero had just revealed the section, as if he were adjacent to the door or access that leads to it Ⓒ.

SINGLE CREATURES

If a single creature is spawned in a room (except if it is the result of the card "Thief"), it will be placed in the center of the room. In case of doubt about the proper square, always choose the one furthest away from the hero who revealed the section).

Activating Order

During the 🔴 turn, the order in which the creatures must be activated is as follows:

1st Spellcasters and battle wizards (including Leaders).

2nd Creatures that have ranged attacks (if they cannot carry out their attack that turn, they will be activated last).

3rd Leaders.

4th Rest of creatures (except Leaders).

In case of **equality in the order**, creatures with a **higher V.P. will activate first**. (if they have the same VP, creatures with the higher Agility will activate first).

Behavior

TARGET SELECTION

The 🔴 creatures and characters, according to their Movement attribute or the range of their weapons or attacks, will choose the target of their actions (usually attacks)*, following these criteria:

1st Enemies that have not yet been attacked that same turn (therefore, the attacks are distributed among the group of heroes), except when the behavior card specifies that the equal distribution of attacks is ignored.

2nd Those specified by their **behavior card**.

3rd One randomly chosen enemy.

*That is, a creature with several attacks will follow the same criteria, distributing its attacks against different enemies if possible.

When the behavior card reads that the creature will attack the enemy which is easiest to hit, different factors must be taken into account here (such as who is the enemy with the **lowest Combat Skill** ✖ or any other attribute that concerns the attack such as, the proximity of the target, the conditions he might be suffering, whether he has cover or not, which skills he might have that would make it difficult to hit him, etc.).

In A , the orc chooses to attack Borgron 1 , even though Shara 2 is closer, because the dwarf's Combat Skill is lower than that of the knight.
The orc B attacks Shara, since Borgron has already been attacked by another orc.

*In C , the orc can only attack Shara 2 . It cannot attack Borgron 1 , since it has Movement 5 and cannot reach the square adjacent to Borgron (due to the knight's Melee Zone). If the orc were an archer, he would target Shara because she is more likely to be hit, as she is closer.*

MOVING CREATURES

If a creature cannot make an attack, it will move towards the nearest enemy (running, if necessary) in order to get close to it, or until it has LoS to one. The creature will need a valid route if it moves in order to attack an enemy. Enemies which require the creature to pass an Agility test in order to get to them (for example, if it had to avoid a moat to get to them) will never be regarded as the nearest ones.

Characters and creatures handled by the 🔴 will always try to take the most appropriate path towards their targets, trying to avoid blocking the way of other allied creatures or characters whenever possible.

GENERAL BEHAVIOR

1. ACTIONS AND SKILLS

Maximize their potential: if a creature **can choose among several attacks or different skills**, it **will choose** to perform the **most effective** conventional attack or skill at that moment.

Different attacks: a creature with the possibility of carrying out several types of attacks will prioritize attacks with Spells, then attacks at a distance (even those provided by skills) and finally melee attacks or skills. If a creature cannot use any of its skills, it will be able to make a conventional attack.

Conventional attack: it is an attack made with its Shooting or Combat Skill, depending on whether it has ranged weapons or not.

Skills: The 🔴 characters will prioritize the use of their skills in each of their attacks or actions.

Skill limit: a character or creature handled by the 🔴 can not use a certain active skill ⚡ more than **3 times** during the same quest, **nor use the same skill two consecutive times**, as long as they have other attack options available.

2. COMBAT

Blunders: if a creature makes a blunder, its activation will end and it will automatically lose its weapon (or its shield if it was equipped with one and the blunder took place while defending). Leaders will not lose their weapons.

Weapon changes: the 🔴 creatures will use the most appropriate weapon at any given moment among all the weapons they possess.

Characters with the behavior 🗡 that have projectile or throwing weapons, will have the behavior 🏃 until they use up those weapons and as long as they have no adjacent enemies.

3. SPELLCASTERS

Spellcasters: creatures with the behavior 🔮✖ know all the spells of that magic lore specified by their profile, but they only have the mana points indicated on their profile. If they can choose among different lores, choose a random one.

Spells: a creature controlled by the 🔴 may cast a spell against its enemies even if the spell affects its own allies, as long as the spell affects more enemies than allies.

If a spellcaster casts a permanent effect spell while he was upkeeping an active spell, the effects of both spells will be maintained (but two of the same spells cannot be kept).

4. OBJECTS

Disposable objects: if a creature has any disposable objects (scrolls, magic components, potions, etc.) it will use them as soon as it has the opportunity to do so, prioritizing the most expensive objects.

Specific Behaviours

The specific behavior of each type of creature is indicated in the "Creature Behavior" cards. In case of contradiction , a specific behavior will be prioritized over the general one.

There are different types of creature behavior A , represented by these symbols:

🏅	Specific Leader	💀	Undead
🐾	Animals and vermin	✳	Large or huge creature
🔮	Sorcerer	✖	Battle Sorcerer
🗡	Melee Fighter	✴	Berserker
🏹	Ranged Fighter	🦇	Flying
🌊	Aquatic creature		

Each creature's profile includes the icon of the specific behavior card B to be used when controlled by the 🔴.

Bestiary

When using the Bestiary to check the creature profiles, you should pay attention to the numerical data representing their attributes. If you see values separated by a slash (3/4), pay attention only to the value on the right (it represents the attribute once modified by the defensive equipment the creature is using).

Ⓐ Symbol of the creature's specific behavior.

EQUIPMENT AND EFFECTS

The Bestiary shows quite varied weapons and armor in the creature profiles, but in DUN Basic this equipment will be used in the following way when used by the 🔴 creatures.

🎲 = number of damage dice that are rolled after hitting the target.

Unarmed.

🎲 = user's 👊 |-1 to user's ⚔️ |+1 target's 🛡️.

■**Spear, Halberd, Scythe.**

🎲 = user's 👊 |Allows attacking diagonally in melee (users will preferably position themselves diagonally when attacking).

■**Broadsword, Short Sword, Scimitar, Saber, Katana, Falx.**

🎲 = user's 👊 +1

■**Mace, Axe, Hammer, Flail.**

🎲 = user's 👊 +1|-1 to user's ⚔️ |-1 target's 🛡️.

■**Battleaxe, Great Flail, Warhammer, Great Falx, Bastard Sword, Greatsword.**

🎲 = user's 👊 +2|-1 to user's ⚔️ |-1 target's 🛡️.

■**Improvised Weapon, Dagger, Staff, Natural weapon** (Fangs, Horns, Claws) and any other weapon not similar to those described above.

🎲 = user's 👊 .

■**Bow, Sling.**

Ranged: 🎲 = 3| 🎯 12 squares.

Melee: considered unarmed.

■**Throwing weapon: Javelin, Heavy Javelin, Throwing Axe.**

Ranged: 🎲 = 3| 🎯 12 squares|-1 to user's ⚔️🎯 |-1 target's 🛡️.

■**Arquebus, Handgun, Crossbow.**

Ranged: 🎲 = 4| 🎯 12 squares|-1 to user's 🎯 |-1 target's 🛡️.

Melee: considered unarmed.

Reloading: cannot be used the turn after a shot.

■**Shield, Improvised shield, Buckler (only in melee).**

It blocks hits with a result of 5+|User has cover.

■**Great Shield.**

It blocks hits with a result of 4+|User has cover.

■**Breastplate, Chainmail and other heavy armors.**

Modifiers already applied on the creature's profile|-1 to user's 👁️

■**Leather armor:**

Modifiers already applied on the creature's profile.

BESTIARY - SKILLS

DUN Basic only takes into account Nature skills 🐾 . Disregard all other skills creatures may have. In the last page of this manual you can find the text of all skills used in Dun Basic for profiles in the Bestiary (you will see that they are simpler than those of the standard game).

If a creature cannot use a skill because it is adjacent to an enemy, it will move its entire movement away from the enemy and position itself so that it has LoS with its target, and then use that skill.

Leader

PLACING THE LEADER

The Leader 🔴 will be placed in the square designated on the Quest Sheet. If he has no defined location on the map, he will be placed at the end that is furthest from the hero who visualized the section first (or in the square which provides him with the most advantage against him or protection from him).

LEADER IMPROVEMENT

When the heroes visualize the Main Room, after all creatures have been placed, reduce the Reserve Point counter to 10. All unspent points will be used as follows:

For every 2 Reserve Points* not spent, the Leader will get 1 extra Vitality Point. If the Leader has the "Invulnerable" skill or an Armor value of 6, he will get only 1 extra Vitality point for every 3 Reserve points not spent.

The Leader receives 1 extra Action at the start of his activation for each hero above the second one (with a maximum of 2 extra Actions each turn).

Thus, if the group is made up of 4 heroes, the scenario Leader will get 2 extra actions per turn. If a creature has the skill "Double Attack" and gets 1 extra action, it will be able to perform 3 attacks during its activation.

*In those quests in which the Reserve Point Counter is not used. the Leader will get 1 Vitality point for every 10 VP the group of heroes had at the time it was first spotted. If the Leader has the skill "Invulnerable" or an Armor value of 6, he will get only 1 extra Vitality point for every 20 VP of the group of heroes.

Example: the Leader of a quest played with 4 heroes is an Undead Champion. Its profile in the Bestiary has the behavior 🔘 . Its cost in VPs (8) has been paid in Reserve Points at the beginning of the quest.

There are 16 Reserve Points left on the counter after all the creatures have been placed in the Main room, so the counter is reduced to 10. The Leader, who has the skill "Invulnerable", only gets 2 extra Vitality points. It starts with Vitality 10 instead of the 8 stated on its profile. In addition, it will have two extra actions each turn.

LEADER BEHAVIOR

Some very specific leaders may have their own behavior card 🔘 , such as Raazbal. The 🔴 must follow the indications on the card.

Increase the Challenge!

In groups of heroes with more than 100 VP, the following rules will be added to increase the difficulty of quests and epic events (each new rule is cumulative with the previous ones):

■ Groups with more than 100 VP:

🔴 If there was not a result of 👹 after revealing a new section, the die must be **rerolled** if **no enemies** appeared in the **last two sections revealed**.

■ Groups with more than 125 VP:

🔴 Repeat each roll of the Scenario Dice (only once) when the result didn't activate a 🀫 card.

■ Groups with more than 150 VP:

🔴 All creatures and characters of Elite or Champion level (except Leaders) get a +1 modifier to all their rolls and one extra action*.

*If the quest or epic event uses the Reserve Point Counter, the cost of the creatures will be twice their VP. At most, one creature will increase its usual V.P. by 25 points. Damage dice will not get the +1 to the roll.

Equipment, Elements and Companions

Equipment

There are 6 types of equipment cards (as shown in the images above, from left to right): Ranged Weapons, Melee Weapons, Armor, Shields, Common Objects and Special Objects.

Below we show you the content and symbols you can find in these cards and their meaning.

A Object's Name.

B Object's Value Points.

C Icon that identifies the type of object:

Ranged Weapon   Melee Weapon

Armor   Shield

Common Object   Special Object

D **Properties**: describes the effects derived from its use.

E **Hands needed** to use the object.

F Common and Special Objects are consumed after use, unless this symbol is shown, which indicates that they can be **reused**.

G **Acquisition cost e**xpressed in coins. This symbol (-) means that it has no cost, either because it is a very rudimentary weapon or because the character has it in a natural way (claws, horns).

H **Weight:** no effect in this game mode.

I **Blocking** capacity.

J Ability to **push**: no effect in this game mode.

K Breaking roll after a blunder.

L **Penalties** to the bearer's **attributes**.

M **Increase of the wearer's armor value**.

N Type of armor: light or heavy.

O **Damage**: indicates the number of damage dice that are rolled when using the weapon, once the user has managed to hit.

Example: if you see the +2, it means that +2 extra damage dice will be rolled, plus as many dice as the user's Strength. On the other hand, if it indicates =4 it will mean that 4 damage dice are rolled, independently of the user's Strength.

P **Target's armor** is reduced by 1. Note: some ineffective weapons will increase the target's armor by 1.

Q **Reload:** an **Action** is required to reload the weapon in order to use it in a later turn. If two weapons that require reloading are used at the same time (e.g., firing two handguns at the same time) the user will need to use two Actions to reload them before they can be fired again.

R **Range**: shows the **maximum range** of the weapon, expressed in squares. If "x3" is so expressed, it means that the maximum distance will be the result of multiplying the thrower's Strength by 3.

S **Breaking roll:** shows the chances the weapon has to break after a critical failure. If the result of the roll (1D6) is equal to that number the weapon will be broken and rendered useless.

T **Noise:** no effect in this game mode.

U **Uncommon:** no effect in this game mode.

V Weapons' properties and different uses.

W Breaking shields **:** no effect in this game mode.

X **Long-range weapon:** allows attacking diagonally in melee.

Y **Unarmed:** an unarmed character without any natural weapons (horns, claws, fangs) may use this card.

OTHER CONSIDERATIONS

Natural Weapons: a character who has any natural weapons must have both hands free in order to use them.

Two weapons: a character may carry one weapon in each hand, but to use both during the same turn he will need the appropriate skill.

Potion Effects: effects are not cumulative. In other words, you cannot take or use two or more potions of the same or different types to accumulate their benefits. The moment a potion is taken or used, the effects of the previous one are cancelled.

Poisons on weapons: the following weapons may not be selected to gain the effects of poison: Sling, Net, Fangs, Horns, Claws, Staff, Club, Mace, Hammer, Cavalry lance, Macuahuitl, Iron fist, Gladiator scissors. Essentially, neither natural nor blunt weapons can benefit from its use.

CARD LIMIT

If the heroes search an element and the object they find is not available because there are no more such cards in the deck, then they will not have found that item (they will not be able to replace it with another one). The same thing will happen when they want to acquire objects in blacksmiths, markets, etc. They must stick to the number of cards (subject to any exceptions the Dark Player may wish to apply to meet certain backgrounds or special situations).

Magic Objects and Relics

Magic Objects and Relics are classified in a typology similar to that of ordinary equipment.

Magic objects

Relics

🅐 Icon identifying the type of object::

⚔ Ranged Weapon ⚔ Melee Weapon

🛡 Armor 🛡 Shield

🪄 Magic Item: objects other than weaponry (rings, boots, wands, cloaks, etc.).

🅑 Value Points of each object. Notice that the Relics have a value of 5 or higher.

🅒 **Breakage of magic weaponry**: in the case of magic weapons and shields the bearer will be able to **reroll the breaking roll**.

AGILITY BROADSWORD

+1 to user's ⚔ while attacking.

BOOK OF THE DEAD

Spellcasters only. User can cast up to 2 Raise the Dead spells (Necromancy) at no 💎 cost. Once the 2 spells have been cast item has no more power and must be discarded. Spells cast with this object are regarded as if they had got a 12 in the casting roll (for dispelling effects). Only once per quest (lasts for 6 turns).

Limit of objects: a character can only be equipped with one magic object or Relic of each type at the same time. Characters can't use 2 Magic Objects of the same type (same object type icon) at the same time. If a character has more magic items he must carry them in his backpack and exchange them whenever he deems appropriate.

Example: a hero can use magic armor, a magic bow and a magic ring.

Relics cannot be used by Large or Huge creatures.

NOTE: a common weapon enhanced by a spell will not be considered a magic weapon. It will be regarded as an enchanted weapon. Therefore, it may be broken in the usual way, since it is not a magic weapon.

Special Elements

These are unusual objects, creatures, or obstacles that can be found in a section. Carefully read the contents of the card and apply what is described on it. The creatures included in these cards often have no cost for the Dark Player or their cost is reduced (if they has a cost, it will be specified).

ICONS

The Special Items and Furniture cards share most of the icons listed below:

🅐 The effect starts as soon as you enter the section.

🅑 You need to interact with the element to know its effects.

🅒 It indicates the height of the element, if relevant.

🅓 🅔 The element provides cover..

🅕 The element is impassable.

🅖 The Dark Player must pay half the usual cost of that character or creature to spawn it (see the Bestiary). Otherwise, the section will be empty.

🅗 In this section, the Dark Player will not be able to activate any Encounter cards..

🅘 No effect in this game mode.

Furniture

These cards represent furniture and elements integrated into the rooms and corridors (usually rooms) of a scenario. They range from wells and kitchens to cupboards, armories or libraries, and can generally be searched. In such a case, the Dark Player will read the contents of the corresponding card.

Furniture may never obstruct the entry and exit squares of a section when placed. They may **only be searched once**. Even if the heroes return to the scenario a second time, those elements that were searched during their first visit will be regarded as already searched.

Treasure chests are considered Furniture but in no way obstruct movement or LoS. When they are opened, Treasure cards will be used instead of Furniture ones.

Mercenaries and Pets

A hero may have **only one pet or mercenary to accompany** him, as long as he pays for the cost of their acquisition and maintenance. The cost of maintenance will be paid whenever the heroes choose to rest in an Inn or Home.

Restrictions and use of pets and mercenaries:

■If the cost of **maintaining** a pet or a mercenary is not paid, they will **leave the group**.

■Animals and mercenaries move like independent heroes.

■**There can't be two of the same** mercenaries or pets.

■There will be a maximum of 2 companions in the group, whether they are mercenaries or pets.

■The **maximum number of characters** that can form a group, including heroes and companions, is **6**.

■An animal or mercenary that is Knocked Out will not be able to recover.

■Animals and mercenaries will keep their wounds and conditions at the end of a quest, just like the heroes. They will recover in the same way as these: at inns, homes and similar places.

■They can perform Quick Actions.

■Cannot share their belongings with the heroes, nor can they carry any treasure or found objects. They can take disposable objects as long as they use them immediately during their next activation.

MERCENARIES

If a mercenary can have several equipment options, the hero who hires him will decide the equipment himself, and this configuration will be kept for all the games the mercenary plays.

Their maintenance cost also includes the replenishment of their own equipment. Heroes will not be able to provide them with other weapons or armor, except in those cases in which the mercenary has lost his weapon or shield during a game.

A Value Points
B Cost of acquisition/maintenance

ANIMALS WITH SHARP SENSES

Heroes can benefit from their pet's "Sharp Senses" when the animal is 3 or less squares away from them and in the same section.

Herbod and his giant rat advance along the corridor. ①*The rat moves first and then Herbod* ② *advances to the exploration arrow. The human will benefit from the animal's "Sharp Senses" if a trap or an enemy are spawned, since the rat is two squares away from him and in the same section.*

Heroes

When you choose a hero Ⓐ, keep in mind that they will be able to evolve. Take the Race Ⓑ and Class Ⓒ card corresponding to that hero. These include the starting skills of your hero, as well as the characteristics indicated in their profile and all the restrictions (if any). They will be used when you wish your character to evolve.

Race cards indicate the hero's **alignment** Ⓓ. The symbol ⊗ indicates an evil alignment. ◉ is for good heroes, while ◉ is for neutral ones, those who can be in a group of any alignment, since good and evil alignments are incompatible.

The columns on the Race Ⓔ card determine the racial attributes, as well as the limits to improve them, indicating the minimums he has according to his race (left column) and the maximums achievable (right column).

There are three major class groups. The **Fighters** ⭕, the **Explorers** ⭕ and the **Spellcasters** ⭕.

Each profession has an icon that identifies it Ⓖ.

The yellow points Ⓕ are the development points that have to be spent in order to increase the value of each attribute by +1 point (check the section "Character Evolution").

SKILLS

There are four types of skills in four different decks: 1) Combat, 2) Scholarly and Leadership, 3) Exploration and Subterfuge, 4) Nature. The first three can be acquired depending on the chosen profession, this way, they'll be sometimes referred to as "professional skills", the others being called "natural".

At the bottom of each professional skill card are the symbols of the classes that can learn this particular skill. **If the symbol of a class is not included, it means that it is impossible** for a character with that class **to learn it**.

Players will draw the cards of the heroes they chose, according to the decks to which they belong.

🦁 COMBAT SKILLS

They provide certain advantages during combat, both in melee or using ranged weapons.

📖 SCHOLARLY AND LEADERSHIP

Many of these skills can improve the spell casting, knowledge of magic objects, or be useful when it comes to encouraging allies.

👁 EXPLORATION AND SUBTERFUGE

They are especially useful during exploration turns

🗿 NATURE

These are extraordinary skills or skills that affect particular creatures.

INITIAL EQUIPMENT

Predesigned characters will have an **extra** starting budget of **5 coins** as well as the equipment indicated on their hero card. They will take the cards that represent those pieces of equipment.

EQUIPMENT LIMITATIONS

Heroes can only carry one armor and one shield in their inventory. They can have a maximum of 10 items in total.

There is no limit to the number of coins a hero can carry.

NEW HEROES

Remember that with the standard rules you can create your own heroes on a blank card using the rules for character creation (as described on page 76 of the standard rules).

Character Evolution

Heroes can use **every 3 accumulated experience** points in one of the following **upgrades**:

■ Skill learning.
■ Development points.
■ Increasing in Fortune.
■ Learning spells.

SKILL LEARNING

A **hero will only be able to learn twice as many new professional skills as his Intelligence value**.

■ Professional skills ⚔☸◉:

The player will roll 1D6 and check the result, comparing it to the range of new skills his character can learn, which varies according to his class. In most cases only certain types of professional skills will be available (Combat, Scholarly and Leadership, Exploration and Subterfuge). He will choose a specific skill of his choice, sticking to the typology indicated by the die and observing all other restrictions (remember that, as a general rule, two heroes cannot have the same skill per class). **If the previous skill** that the hero learned through this system belongs to the **same type** that has been rolled, he can ignore the result and choose the type he prefers. He will do the same if it is not possible for him to learn any skill of the type indicated on the die.

The player controlling Borgron, a Runic Master, rolls 1D6 and gets a result of 4. Therefore, he must choose one skill among the Scholarly and Leadership ones, as indicated by the learning range on the card of his class.

■ Nature skills ☙:

Some heroes, as indicated on their race card, may also learn Nature skills. Instead of rolling 1D6 to determine the type of professional skill they will learn, they can choose an appropriate Nature skill instead.

DEVELOPMENT POINTS

For **every 3 experience points**, a hero can get **one development point** which he can **invest in increasing an attribute** (without exceeding the racial limits in any case).

Players can accumulate experience points to increase attributes that require several development points. *For example: if an elf needs 3 development points to increase his Strength by 1, he must accumulate 9 experience points, which will provide him with the 3 development points required.*

As a **maximum, each of the attributes can be increased once** by means of using accumulated experience. *For example, an elf can increase his Vitality, Strength and Agility by 1 using the experience accumulated after many games.*

NOTE: remember that Dexterity and Perception cannot be increased with development points, only by acquiring skills.

INCREASES IN FORTUNE

The hero gets an extra Fortune point permanently. At most, 2 points of Fortune can be increased above the initial ones (heroes who have the "Invulnerable" ability, are of Large size or start with only 2 or 3 initial Fortune points can only increase them by 1 point).

LEARNING SPELLS

In order to learn a new spell from the chosen lore (with the usual restrictions), heroes must visit a School of Magic and pay the cost of learning it. They can also learn new spells from a different lore if their class card allows it.

For each spell learned, heroes increase their mana points by 2. A hero's mana limit is Intelligence x 3. However, they can continue to learn spells even if they reach their maximum Mana points. This way, they will become more versatile spellcasters as they will know more spells that will be useful in different situations.

Character's Value Points

A hero's initial Value Points will be 10.

As he gains experience points and invests them in improvements, his attributes and skills will increase and with them his value points.

A hero's VP will be equal to the sum of **10 plus the upgrades or evolutions made.**

Each upgrade will increase a hero's VP by 2, regardless of the experience points invested.

Example: the elf Taeral wants to increase his Strength from 3 to 4, for which he needs no less than 3 development points, according to his race card. To get 3 developmental points, Taeral needs to gain 9 experience points. He has accumulated 8 experience points and records them on his file, but they won't increase his VP until he invests them in increasing his strength. Once he invests the 9 experience points he needs, he will increase his VP by 2. After several quests, he decides to invest 3 more accumulated experience points in learning a new skill, so his VP will increase again by 2.

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How to Play

Here we describe seven turns both of the heroes and the so that you can visualize the mechanics of this mode and the different Actions available.

TURN 1

The heroes begin. Each one starts his activation on the starting marker, revealing the first section. In front of them there is a corridor. They see a closed door on the right side of it. At the end of the section there are two exploration arrows, so if a hero steps on one of these squares and declares he wishes to reveal the new section, or if he decides to open the door, a new section will be revealed.

Borgron, the runic master, decides to activate first. He's not too good at exploring, but he's better than Shara, a knight specialized in melee combat who wears heavy armor. Borgron decides to advance four spaces, Javelin in hand, and gets adjacent to the door. He will use his Action to open it. Therefore, the Scenario Die is rolled with a result of . That means a card from the Obstacles deck is revealed. It is the card "Locked Door" Ⓐ, which can be activated since the necessary conditions are met. Finally, the cost of the card is paid and the corresponding Reserve Points are subtracted Ⓑ from the counter.

Therefore, Borgron decides to use his Action to unlock the door stealthily. He takes his picklocks from his backpack and exchanges them for the javelin, which requires a Quick Action. He then tries to pass a Dexterity test. He rolls 2D6 and adds the +1 bonus to Dexterity given to him by his picklocks. He gets a total of 10 and manages to open the door stealthily. That means +1 point on the Achievement counter for the heroes. If he hadn't succeeded, they could still have broken through the door, but that has disadvantages since they would attract the attention of possible enemies on the other side.

Borgron reveals the new section and the Conductor must place the tiles as indicated by the Quest Sheet (or the game's APP): an empty room with a cupboard. The Scenario Die is rolled, but doesn't give a result of . Shara wishes to advance 6 spaces, but only has a Movement of 4. Therefore, she uses her Action to run, so she could advance up to 4 more squares. As soon as she steps on the first square above her movement capacity, the Scenario Die is rolled. The result does not appear. Therefore, no Obstacle card is activated.

She advances to position herself adjacent to the dwarf and thus be able to cover the possible appearance of enemies from the bottom of the corridor.

Once the heroes' turn is over, the 's turn begins, who does not perform any action since it has no creatures on the board.

TURN 2

The heroes' second turn begins. Borgron enters the room and decides to search it. He rolls the Scenario Die and gets a result of , so one more card from the Obstacles deck is revealed Ⓒ.

In this case it is a card that contains a trap called "Electric Shock". 3 points are subtracted from the Reserve Point counter for activating it Ⓓ. If the card does not meet the conditions for activation (according to the symbols at the bottom of the card) or there are not enough Reserve Points, it will be discarded and the points on the counter will increase by 2.

Borgron needs a result of 9 or higher in a Perception test to be able to detect it Ⓔ.

He gets a result of 7 and has no Perception bonuses. Therefore, the test fails and the trap is triggered against him. The contents of the trap card are read Ⓖ. Since he wears leather armor (light armor), he takes 5 damage dice. The rolls the dice. He must equal or exceed Borgron's Armor, which is 4. The result of the dice is 1, 4, 4, 4, 5. Thus, the dwarf suffers the loss of 4 Vitality points (indicated by 4 Wound counters), which would knock him out (he has a Vitality value of 4). For this reason, the hero decides to use one of his 5 Fortune points

to force the to reroll. The dice are rolled again and this time the result is this: 1, 2, 3, 5, 6. Borgron only loses 2 Vitality points and finishes his activation.

Had Borgron detected the trap, he would have taken a step back, returning to the square he came from, and could have then used an Action to disarm it by passing a Dexterity test Ⓕ.

Shara decides to go into the room and reach the cupboard Ⓗ. When she is adjacent to it, she devotes her Action to searching it. Following the instructions in the Furniture card called " Cupboard ", she rolls 2D6 and gets a result of 11: she finds a random special object. So she randomly draws a card from the "Special Objects" deck and gets a card of "Components for Magic". She decides to keep them in her backpack and the turn of the heroes ends.

TURN 3

Shara decides to go out into the corridor. Borgron leaves the room advancing 4 squares and the turn of the heroes ends.

TURN 4

Shara advances only 1 square. The 🔴 could roll the Scenario Die if Shara tries to to open a door or a treasure chest, or stepped on a exploration arrow while declaring that she wants to reveal a new section. But the knight is cautious and prefers to wait for her partner.

Borgron equips the axe from his backpack (it is a quick action). He finishes his movement on a square with an exploration arrow and performs the action Revealing a New Section.

The Scenario Die is rolled with no result of 🔲, so the new section is revealed.

The Scenario Die is rolled with a result of 🗡. A card from the Encounters deck is revealed. It is the card "Wandering Creature" 🔵, which is instantly activated. 1D6 is rolled to determine the creatures to be spawned according to the Creature Spawn Table for that faction. It reads that one Orc Archer 🔴 and one Orc Warrior 🔴 must be spawned, each with a value of 1 VP. The creatures are placed as indicated in the creature placement diagram for rooms. The Orc with no ranged attacks is placed first, 3 squares away from the hero who revealed the section.

Both sides must now make an opposed Initiative roll. Borgron rolls 2D6 and adds his 0 Perception. The orc closest to Borgron does the same thing. If Borgron had obtained a higher or equal result (in case of a tie, the winner is the one with the best Intelligence attribute), the heroes would have won the Initiative and the 🔴 would have lost his turn. But the orc gets a higher result, which means the heroes lose their turn.

Before activating its creatures, the 🔴 rolls the Scenario Die. It gets a result of 🗡, so a card from the Power Deck is drawn. This is the card "Fortune" 🔵. It has a cost of 2 points, which are subtracted from the Reserve Point counter. Since this card does not specify the creature that benefits from it, the one with the highest VP of all those placed in the room will do so. Since the two orcs have the same VP, one is chosen at random and the orc archer gets the enhancement.

According to the rules of activation order, the 🔴 activates creatures with ranged attacks first, the orc archer 🔴. According to his behavior card 🏃, the orc archer chooses Borgron as his target.

The orc 🔴 tries to shoot. He has no penalties because he didn't need to move and is 3 squares or less away from his target. He rolls 2D6 and adds his Shooting Skill (3). He gets a total of 10, so he hits Borgron. He rolls the 3 damage dice his short bow deals. He rolls 1, 2, and 5. Only one manages to equal or exceed Borgron's Armor, who loses 1 Vitality point.

The 🔴 then activates the orc warrior 🔴, who pounces on the dwarf. The orc's behavior is that of a melee fighter ⚔ and will choose the target which is easiest to hit (the dwarf's Combat Skill is lower than the knight's and also uses an axe which reduces this attribute by 1). However, Borgron has already been attacked this turn, which means the orc should choose Shara as a target. But he can't do it, since he only has Movement 4.

He moves through the squares with a wall (in this case, the walls do not prevent movement, but only serve to delimit sections). He stops when he gets adjacent to his enemy. The orc rolls 2D6 and adds his Combat Skill (3). Borgron does the same to defend himself, since in melee combat attacker's and defender's rolls are opposed. The dwarf gets the higher result, even though his axe, very good for piercing armor, subtracts 1 from his Combat Skill. Borgron manages to avoid the attack and the 🔴's turn comes to an end.

TURN 5

Shara advances two spaces and attacks the orc warrior diagonally. The bastard sword has two different uses in combat. She decides to use the one which causes 2 extra damage dice. She rolls 2D6 and adds her Combat Skill (5). She gets a 3 and a 6 (a critical hit). The total result is 14. The orc gets a total of 10. Therefore, she manages to hit.

Shara has a Strength of 4. Having won, she rolls as many damage dice as her Strength, +2 for the weapon, +1 for getting a critical (since she got a result of 6 on one of the dice when trying to hit). Before rolling the damage dice, the orc declares that he is going to use his shield to block the hit. He rolls 1D6. With a result of 5 or 6, he would have blocked it. The orc gets a 3 on the roll and fails. Shara rolls the 7 damage dice. She rolls 1, 2, 4, 5, 6, 6, 6. The orc (who has Armor 4) loses 5 Vitality points and is eliminated. Shara decides to move to the square which her fallen enemy previously occupied.

Borgron is no longer engaged with the enemy at his side and decides to cast his "Lightning" spell on the archer. He rolls 2D6 and adds his Intelligence. He gets a 6 (a critical hit) and a 1. To this he adds his value of 5 in Intelligence. Total result of 12, so he succeeds. Since he successfully casts the spell, he loses one mana point. The range of "Lightning" is shown on the card itself. In this case, it only affects the target square.

Borgron rolls the damage dice caused by the magic projectile. The orc archer has Armor 4 and no shield. Lightning reduces his Armor by -1. The 7 damage dice (the 6 the spell deals plus the extra die for getting a critical on the roll) have these results: 2, 2, 3, 4, 4, 5, 6. Therefore, the orc also falls and is eliminated.

However, the players remember that the orc archer had one Fortune point, so he uses it after being Knocked Out. He rolls 1D6 and gets a result of 3, so he does not manage to avoid being Knocked Out and is eliminated.

TURN 6
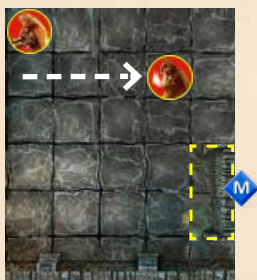
Shara enters the new room by occupying the square of the orc she has just killed (the Dark Player's characters or creatures that are Knocked Out are considered eliminated). Since there are no doors in sight, she declares that she wants to search for secret doors. She rolls 2D6 and applies a -1 to Perception (a disadvantage of wearing heavy armor). However, she rolls an 11 and the final result

of 10 gives her a glimpse of a secret door to be placed by the Conductor (only if indicated on the Quest Sheet map).

Borgron searches the enemy corpses. He rolls 1D6 for each orc killed (Grunt level). He gets a 3 and a 5, so he finds 1 coin. He then moves forward, decides to drink a Healing Potion (Quick Action) and thus restore his Vitality.

TURN 7

Shara advances four spaces. Borgron advances 3 spaces and decide to open the secret door. The Scenario Die is rolled with a result of ⊞. A card from the Obstacles deck is revealed. It is the card "Ambush!". 1D6 is rolled to determine the creatures to be spawned. The players check the faction sheet in the Bestiary and the Creature Spawn Table states that 4 orc warriors must be spawned. These are placed as indicated on the card, in a section already explored and adjacent to that where the heroes are. They are placed according to the corresponding pattern for corridors, as if the heroes had just discovered the section. Then the appropriate Initiative roll is made. The heroes win, so a new turn begins for them. If they had lost, their turn would be over and the turn of the Dark Player would begin, who would activate the newly placed orcs.

Quests

Quest Sheet

In Dungeon Universalis, a quest is a game that takes place in a given scenario and is represented on a Quest Sheet, regardless of whether it belongs to a campaign or not. In the book "Quests and Campaigns" we include several independent scenarios, a big campaign with a narrative thread and other smaller campaigns.

In the main campaign "The return of Raazbal, the first two quests are introductory and highly recommended to get started in the game:

■M1 Free the merchants (this small quest which doesn't use Dark Player decks will help you learn the combat mechanics).

■M2 Rorg's Lair (it will help you learn the exploration mechanics).

We also recommend these two independent quests (and any epic event) if you want to practice without starting a campaign:

■M34 The Bandits Den

■M39 Cattle-Thief Trolls

Remember that, unless otherwise specified on the Quest Sheet, the **heroes always start**. Initiative rolls are normally made only when enemies are encountered after revealing an unexplored section. Therefore, if the heroes start in an already explored section or scenario, they will always start first and then the Dark Player's side will be activated. **The starting section of a scenario is always considered as already explored.**

Here are the different parts and elements of a Quest Sheet:

1. SECTIONS

Ⓐ Name of the Quest.

Ⓑ Narrative **background** of the adventure.

Ⓒ Quest number. Each color represents a type of quest (it will help you locate it on the campaign map, which the Dark Player can check (the one on the first page of this rulebook and also the campaign and quest books):

🚩 Quest that starts a campaign.

🚩 Quest belonging to a campaign.

🚩 Independent quest.

🚩 Epic event (only played if activated by a Travel Event card).

Ⓓ Difficulty level: although the difficulty is usually adjusted to the level of the heroes, it can be increased depending on the objective proposed or the special rules of the scenario. You'll see that some small adventures are easy, since they serve as introductory games or small missions. The greater the number of icons, the greater the level of difficulty: ⚔.

Ⓔ Only in **Epic Events**: it shows the kind of terrain or settlement where the event may take place.

Ⓕ Estimated time: indicates the duration of the quest, variable according to the number of players.

Ⓖ Goal: brief description of the mission.

NOTE: if the quest goal is "The heroes must leave the scenario" or "The heroes must get to square X", it is actually only referring to the heroes (not their companions).

Ⓗ Faction: indicates the faction to which the creatures in the scenario belong. If the creatures do not belong to any faction, the quest sheet will specify which ones can be used. The characters or creatures used by the Dark Player generally belong to a single faction, although creatures and warriors from different factions can be combined, especially in adventures designed by the players themselves.

TIP: in certain situations you may find that there aren't enough standees from creatures of a particular type or race to place them on the board, especially if you decide to play with factions that aren't included in our predesigned quests. You can choose between two options. Either you activate other creatures from the faction with the same cost, or you use standees of different creatures that represent the creature you want.

Ⓘ Set-up: here are the various arrangements prior to the start of the game. Learn about changes and variations in the construction of card decks, Reserve Points, use of counters, etc.

Ⓙ Special elements 🔶: here the different special elements on the map are shown.

Ⓚ Furniture 🔷: indicates the various items of furniture on the map.

Ⓛ Other elements: very diverse information. Location of elements that are not included among the previous ones, creatures for the Dark Player's use, obstacles, etc. They are indicated on the map by these numbered circles and squares:

1️⃣ 🔴 🔵 ⚪ 🟡

The **Dark Player must pay** for the cost of all the **creatures located in specific squares** in the scenario as soon as they are placed on the board, except in those cases in which the quest sheet specifies that they come at no cost or when the Reserve Points left are not sufficient to pay for them. If the latter happens, you will simply not be able to spawn them. The creatures will have no cost if the Reserve Point counter is not used during the quest.

M Leader: this indicates whether there is a Quest Leader and what equipment or qualities it has.

N Special rules: different information about the specifics of the adventure. Limitation of turns ⧖ , special behaviors and situations or restrictions on the use of cards or creatures, etc.

O Quest End: information about what happens when a mission is accomplished ( ) or failed ( ).

As a rule, heroes will have **two attempts to accomplish a mission**. After the first unsuccessful attempt, if they are playing a campaign, they will have to decide whether to follow the narrative thread or whether to make a second attempt. After the second attempt they must follow the narrative thread, even if it is fatal for them.

In the case of **Epic Events, a second attempt is not allowed.**

P Rewards 🎲: coins and experience points awarded to heroes based on merits earned during the adventure. They are usually obtained only if the mission has been accomplished.

Q Tiles: the numbering of the tiles needed to represent the map.

R Map of the quest.

S Notes on a **red shaded square should NOT be read** by players in **cooperative playing** mode if they are using the support APP, since these notes will appear on the screen as the map is explored.

2. NOTES

🏚 It refers to Encounter cards from the Dark Player's deck.
▦ Obstacle cards.
👹 Power Cards.
🔴 Refers to the Quest Leader.
🛏 Narrative nexus icon
◎ Exclusive rules for the cooperative mode using an Artificial Dark Player.

3. MAP

▷ Main Room or section: indicates its location and the possible special rules affecting it.
🔴 Location of the Quest Leader.
🖐 Starting point for the heroes: Shows the first square where the heroes must be activated in the scenario. They can never be occupied by any creatures controlled by the Dark Player. As a general rule no enemies will be placed in the section where the starting squares are located.
🔰 Goal: represents the square that must be reached in order to achieve an objective. They cannot be occupied by the opposing side.
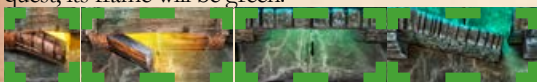🔵 Quest's Goal.
Secret Doors: they must not be placed on the map unless heroes pass a Perception test in the section where they are. Once found and placed, they will be regarded as normal doors that may be opened normally.
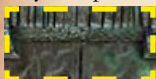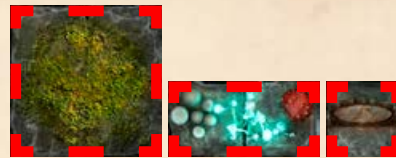
Access element: frame with a yellow dotted line.

If a door or access is considered open at the beginning of the quest, its frame will be green.

Special element: frame with a thick, red dotted line.

Furniture element: frame with a thick, light blue dotted line.

Elements already included in the tile: although most elements are independent of the tiles in order to favour modularity, sometimes these are included in the design of the tile itself.

Squares which are impassable and block LoS: they are delimited by a red frame and shaded in red.

Other elements or overlapping tiles: these are delimited by a frame with a dashed dotted line.

Markers

Turn Counter: useful in certain adventures where there is a turn limit to complete the mission.

Berserker: the character remains in Berserker state.

Goal: represents a scenario's goal.

Frightened: the character suffers the effects of fear.

Reloading: the weapon is being reloaded this turn.

Starting Square: represents the square where the heroes start the quest.

Goal: represents the goal square that the heroes must reach to fulfill a mission.

Wounds: shows a character's lost Vitality points.

Campaigns

The best way to enjoy Dungeon Universalis is to play a campaign. Campaigns are a set of stories linked by a thread that allows players to fully immerse themselves in the role of their heroes, who evolve, acquire equipment, find magic objects and live unforgettable experiences as they travel through territories and cities, explore hidden places, hire mercenaries or healers, until they are faced with their final mission.

In Dungeon Universalis we consider a major campaign to be any campaign that has 10 or more linked quests.

The group of heroes will start the campaign in a specific location. From there, following the narrative thread, they will travel through different territories until they reach their next destination.

The Campaign Map

The campaign map is made up of the following types of territories: Forest, Mountain, Plain, Swamp, Desert, Volcanic, Glacier and Sea (sea areas bordering on land are considered coastal sea areas). At the same time, it will be possible for heroes to use roads and rivers (only navigable ones) in order to travel . There are also 3 types of settlements (Castles, Cities and Towns). Travel events can be resolved in both settlements and territories.
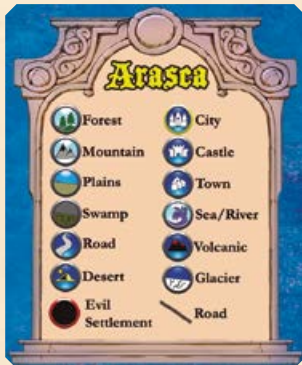
Symbols representing the different territories. Cities, Towns and Castles have their corresponding names on the map, and each territory is numbered to help you find or remember the location of the group of heroes on the map.


In order to travel by sea or river, it will be necessary to use a ship (see later in this chapter).

In Dungeon Universalis, heroes **are free to move** around the map, travelling around a region or territory of their choice, taking shortcuts or detours, visiting cities or castles of their choice, perhaps in order to visit a healer or a magic school, or to improve their skills before undertaking the following mission.

On the campaign map board that the heroes can check, they will find the names of settlements and geographical features. On the other hand, on the campaign map which the Dark Player can check (the one on the first page of this rulebook and also the campaign and quest books), the adventures that can be played in each territory will be numbered on flags 18, represented with the same numbering and colour as in the book "Campaign and quest book". Remember that the flags will be as follows:

- Quest that starts a campaign.
- Quest belonging to a campaign.
- Independent quest.

To play the quests of a campaign, just start in a quest and follow the narrative thread to continue through the quests that will be unlocked . Several campaigns can be played simultaneously.

To access an independent quest , on the other hand, it must have been previously unlocked in a different way. An **adventure of this type will be unlocked if**:

■You are **offered the chance to play it while visiting a settlement.** In certain places such as taverns, oracles and kings' and governors' quarters you will find out about these quests. Quests chosen through these cards will be unlocked.
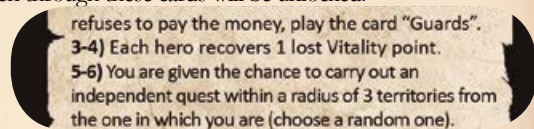
■You **get a result of 1 on a Travel Event roll**. The independent quest in that territory will be unlocked (if there are several, only one will be unlocked at random).

All independent quests will be locked again at the end of the current year.

Each hero will be able to **complete each independent quest only once per current year.** That is to say, he will be able to make two attempts to complete an unlocked quest, but once the quest has been accomplished, he will not be able to play it again until the following year.

Campaign Turns

During a campaign there will also be turns, although these will be different from those usually played in a scenario or quest.

The heroes marker will be used to mark the territory they are passing through.

One campaign turn represents several days of real time (one week) and, at the beginning of each turn, the heroes will be able to choose one of these two options:
1. TRAVELLING
2. STAYING IN THE TERRITORY WHERE THEY ARE.

Additionally, they will be able to enter or leave a settlement (or stay in it) in the territory where they started the campaign turn or in the one they are moving to.

On the other hand, during a campaign turn the heroes will be able to perform different activities, such as undertaking a quest in the territory they are moving to or staying in, performing actions such as using objects or casting spells, interacting with characters, camping, crossing bridges, etc.

Only one quest may be played during a campaign turn.

TRAVELLING

During a campaign turn, a group of heroes may move in the following ways:
■**Move to an adjacent territory**.
■If using a **boat**, move to an **adjacent sea area or up to two advance icons on a navigable river**.

FATIGUE AND WOUNDS

During a campaign, the **injuries suffered by the heroes are maintained**, and their **Mana, Vitality and Fortune are not replenished** unless they visit certain places (inns, healers...) or take certain potions or healing herbs. Remember that the Knocked Out, Wounded and Diseased conditions are not cancelled at the end of the quest.

ACTIONS IN A CAMPAIGN TURN

Characters can use objects (potions, provisions) or cast spells (healing) during a campaign turn, before the travel event roll is made.

TRAVEL EVENTS

A **Travel Events roll must be made** each time the heroes **enter** or **remain** in a territory or settlement, each time they **leave** a settlement, or each time they reach a **navigable River.**

Such a travel Event will correspond to the type of territory they travel through or the settlement they visit*. Draw a random card from that type of territory or settlement and roll 1D6. If the roll equals or exceeds the required result on the card 🔵, flip the card and read its contents. If the required result is not achieved, it will mean that no event affects the heroes.

*If they leave a settlement, they are considered to be traveling through the territory where the settlement is located.

The group of heroes decides to travel from Sudfall to Norkfall, since there is an herbalist 🖤 in this castle. They must make a Travel Events roll in a Plain 🔵, since that turn they enter a territory with a Plain, and then they must make a Travel Events roll in a Castle 🔵, because in the same turn in which they have moved to an adjacent territory, they will visit that settlement. If they decide to leave Norfall during the next turn, they will make a Plain Travel Event roll in the territory where the castle is located.

Most events are resolved quickly with one or more rolls. However, some of them offer the possibility of playing an **Epic Event** 🔵. In other words, they allow a simple quest to be played instead of applying the event's automatic effect. These quests are represented with a flag 🚩 in the "Quests and Campaigns" book.

Fortune in events: Fortune points may not be used to change a Travel Events roll, but may be used to alter or avoid the results of an event.
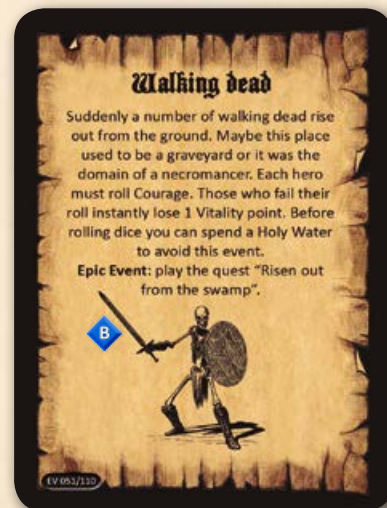
According to this Travel Events card, heroes are attacked by the undead. They may resolve the effects automatically or else play an Epic Event: Risen out from the Swamp.

ROADS

A group of heroes who travels through territories following a road, may choose between making a Travel events roll using the deck of the territory they travel through or the one corresponding to the deck "Road" 🔵.

The group of heroes decides to travel from the north to Norkfall, but they agree to do so using the Road instead of walking along the Plain. They must make a Travel Events roll because in the territory where Norkfall (t30) is located there is a Road icon 🔵.

BRIDGES

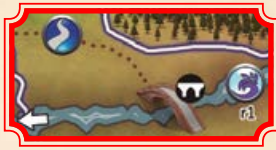If during a journey a river is reached that divides two territories, it will be possible to enter the territory on the other bank if there is a bridge that joins both banks. In this case, read the contents of the "Bridge" card from the Places and Services deck before crossing to the other side.

Here you can see the Bridge icon, which coincides with the Places and Services card of the same name.

MOUNTS

Travelling using mounts (see the chapter "Advanced Rules" to learn about handling mounts, on the standard rules) can be very useful for long journeys, especially if you have equipment that exceeds the maximum weight your character may carry. When the heroes begin an adventure, and unless they decide otherwise, the mount will be considered to have been left outside with the belongings so indicated by the heroes. During Epic Events, however, the hero will start the quest on his mount or adjacent to it, as he chooses.

BOATS

A group of heroes will be able to take a rowboat, a merchant ship or a warship on a Pier/Dock (see the Places and Services cards) in order to transit navigable rivers or sea territories. From that moment on, until they decide to leave the boat, they will travel exclusively on the river or sea area.

A group of heroes may disembark in a territory and deep into it. However, if they move to territories other than the one in which they disembarked, they will lose the ship unless they pay 1 coin for each campaign turn they have been away from that territory. They will pay that sum when they return to the territory where they left the ship.

Navigation will be possible as long as the vessel retains at least 1 Structure point, as there will be events that could damage or even sink it.

A boat will be considered sunk the moment it loses all its Structure points.

NAVIGABLE RIVERS

Navigable rivers run through and split territories.

Unlike in territories, in a navigable river you must travel by moving from icon to icon 🔵, being able to move up to 2 icons in the same turn if the advance is made downstream, towards the river's mouth. If you travel upstream (against the current), you can only move to an adjacent icon each turn.

The direction of a river's current is indicated in the river's own course.

For the purposes of Travel Events rolls, each icon will be considered as a different territory.

If the map and the means of transport in which the heroes travel allow it, a boat can move from a navigable river icon to a sea zone.

The group of heroes is on a merchant ship in the sea zone m20 🔵*. They decide to enter the Asarlung River. They therefore travel upstream on the river. In a campaign turn, they will only be able to move as far as the r10 icon* 🔵 *, making a single Travel events roll* 🔵*. If they were in r11* 🔵 *and wanted to travel to the M20 sea zone, they would only need one turn to do it, since they would travel downstream. This way, since they would advance a distance of 2 icons, they would make 1 Travel events roll whenever they reached each of these icons.*

SEA AREA

A group of heroes will be able to move from one sea area to another while using a boat.

WRECKING

If during a voyage a vessel loses all its Structure points while in a **sea zone**, it will be considered sunk. As a result of this, animals lacking the skill "Fly" will drown, and all heroes and mercenaries will take **2 damage dice against Natural Armor.** All characters will then appear in the territory closest to the sea zone where they transited at the time of the sinking. **Each hero will lose 2 random Equipment cards.**

If during a journey a boat runs out of Structure points while travelling **along a river**, it will sink. As a result, animals that lack the skill "Fly" will drown, and heroes and mercenaries (and surviving animals) will have to continue on foot in the territory they were transiting at the time the Event took place (if they sailed between two territories, they will choose a shore). **Each hero will lose 2 random Equipment cards.**
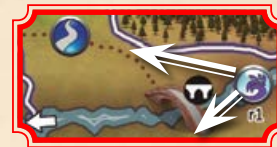
The boat where the heroes travel is shipwrecked at the level of r1. The group will choose one shore or another to continue on foot, making a Travel Events roll according to the type of territory where they are.

PLACES AND SERVICES

Each hero may visit up to **3 Places and Services** 🔵 during the turn they enter a settlement or for each turn they remain there. They may choose among the available ones in that settlement. Before visiting, the heroes must make the corresponding Travel Events roll as usual.

The Places and Services in a settlement will be represented by the icons adjacent to it. The icons of Places and Services that are dispersed in a territory, but not in settlements, may be visited at any time of a turn in which the heroes are travelling through that territory or stay there.

Each player will choose three places his hero would like to visit, represented by cards 🔵, and will carefully read their content, making the pertinent decisions (for example, he will be able to acquire objects or use some of the services offered in each card).

Each of the visits made by a hero will be resolved before the visits of another one start. Fortune points cannot be used to change the results of these cards.

If the card says that is effects apply to the entire group of heroes, then each of them will be considered to have made a visit to that place.

NOTE: remember that heroes must pay the cost of maintaining mercenaries and animals as soon as they rest in an inn.

Shara and her comrades travel to Norkfall Castle. She first rolls Travel Events and checks to see if anything happens. Then, she decides to go to an Inn to rest and replenish her Vitality. Later she decides to visit a Tavern and a Combat School. Even if there were ten different places to be visited within the settlement, during this campaign turn she will only be able to visit three of them. If she wishes to stay in the settlement for one more turn in order to visit other places or services, she will have to make a new Travel Events roll.

Exceptionally some Places and Services will be found outside settlements. Each hero will be able to visit all those in a territory while entering or staying in that territory.

SELLING EQUIPMENT DURING A CAMPAIGN

Heroes will be able to sell any of their belongings in **any kind of settlement.** All items (including magic items) **can be sold automatically for a half of their original price** (rounding up).

THE PASSING OF YEARS AND WINTER

When you play in the world of Arasca, you must count the campaign turns as you play. **A year will consist of 52 campaign turns,** equivalent to weeks.

The **first 12 turns** will form the **winter** season. Therefore, the weather cycle will have the sequence 12/40/end of year/12/40.

The heroes will choose the campaign turn (or week) of the year in which they wish to start a campaign.

During the winter turns, all sea areas adjacent to Glacier will be considered a Glacier territory.

In addition to this, during the winter, at the end of each campaign turn in which the heroes travel or remain in a **Glacier** (including sea areas turned into Glacier) or **Mountain** territory (unless inside a settlement), each of them will suffer **1 damage die against their natural armor** due to the intense cold.

SETTLEMENTS WITH A DIFFERENT ALIGNMENT

When a group of heroes of benign alignment (even if only a few of them) enters an evil settlement, or in a territory with an evil-alignment settlement, they will be penalized (as indicated in some Places and Services cards) for being in settlements whose indigenous races have a different alignment. Exactly the same thing will happen with evil-aligned groups visiting non-malignant settlements. Note, therefore, that neutral races have a good advantage here, especially if the whole group is neutral.

In addition to the above, a **+1 modifier is applied to each travel Event roll** when the territory has a settlement of alignment different from that of the group heroes.
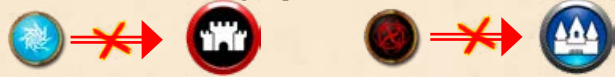
AN EXAMPLE OF CAMPAIGN TURNS

The group of heroes is located in Norkfall Castle ①. Their next mission takes place in the Troll Forest ②, quest number 6 🗒. They decide to stay for one campaign turn in the castle, in order to acquire some supplies. They make the Travel Events roll for that settlement and nothing happens. Then, they visit several places and services. They buy potions, train and hire a mercenary.

In the following campaign turn they set out for the north. Since they leave the settlement, they must make a Travel Event roll in the Plain where it is located. They decide to go to territory ③, because they do not want to cross more forest territories than strictly necessary (they know they are specially dangerous!) nor do they want to take a detour (although they were interested in visiting the market in the nearby town ④). In territory ③ they might undertake quest 33, 34 or 39 🗒, but eventually they agree to reaching their destination as soon as possible. They make a Travel Events roll for Forest before starting quest 6 🗒.

After fulfilling the mission, and seriously wounded, they decide to travel along the plain towards ④, since they are interested in recovering their strength and acquiring a boat to travel south (in the village of Nimfall there is a pier ⑤).

HOME

The heroes can choose to buy a house in a settlement of the territory where they stay at any time during the campaign. This house will be considered their home. The cost of resting there will be lower than that at the inns and there they will also be able to keep any objects they wish to keep, but do not want to transport during their journeys. When they choose a house, take the card "Home" from the Places and Services deck. Check its contents whenever the heroes return to this place.
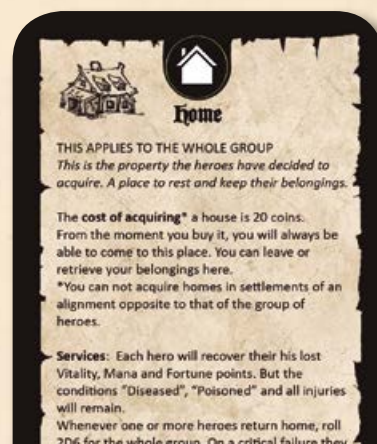
⚔ NATURE SKILLS ⚔

AQUATIC ANIMAL: moves and acts with no penalties in difficult terrain (water) or deep water. While in water they move with their Movement attribute. If its location is not indicated, the creature will appear in one random corner of the section. If it is located entirely on a water surface, it will use the behavior ⬤.

AURA: a character which enters into or starts his activation in a square adjacent to a creature with this skill suffers 1 damage die.

BREATH (x): Action to perform this attack even while adjacent to enemies. The creature's breath affects up to (x) frontal squares in a straight line. All targets in affected squares must pass an Agility test. If they fail, they will take (x) damage dice (against natural armor). It deals one less damage die if the target has cover.

Dragon with Breath (3)

BRUTAL: +1 damage die against targets located on its front (never adjacent) at the beginning of its activation. Creature must have moved forward at least one space.

CLUMSY HANDS: -1 to his Dexterity.

CORROSIVE VOMIT: the creature can use this attack against an enemy in a frontal, adjacent square. Target must pass an Agility test. If the roll is failed, the target takes 5 damage dice with a -1 to Armor.

COWARD: if wounded at the beginning of its activation and if its side is outnumbered within that section, it will have to pass a Courage test or else be removed from the game.

DOUBLE ATTACK: one extra offensive action during its activation.

ETHEREAL: can only be wounded by spells, magic weapons or spell-enhanced weapons. It also ignores difficult terrain and automatically passes all Agility tests.

FAMILIAR: when linked to a spellcaster and adjacent to him provides a +1 bonus to Intelligence while casting spells.

FEARSOME: immune to the effects of Fearsome from enemies of the same or smaller size. A Courage test will be required in the following circumstances:

1- Before attacking an enemy with this skill.
2- Before being attacked by an enemy with this skill.

Success: can act normally and becomes immune to the effects of Fearsome from enemies of that Level or lower (Leader*>Champion>Elite>Troop) until the end of the combat.

Failure: gets the condition "Frightened". Activation ends if the fearsome enemy is Large or Huge, or if the Courage test was failed with a blunder.

*Heroes and their companions will be equivalent to Leaders with respect to this rule.

FLYING (x): this skill cannot be used while wearing heavy armor or being Wounded. Flying creatures automatically pass Agility tests while jumping or climbing. Additionally, in outdoor sections, can move as indicated in their profile (x), ignore obstacles (being able to land on them) and non-impassable terrain.

Newly spawned creatures are always regarded as currently flying (if allowed by the scenario). Creatures with the behavior ⬤ will be able to fly in indoor sections, but with only half of their movement capacity.

GRAB AND EAT: Action against an adjacent average or small enemy. Both attacker and target must roll Agility +2D6. If the creature wins it manages to grab its victim and swallow it. Target is instantly Knocked Out.

GRAB AND SUFFOCATE (x): Action. It affects as many enemies as indicated by (x) (they must be the same or smaller size than the creature and be adjacent to it). All of them take 1 damage die against their Agility. Those of them who lose one Vitality point will also lose their next activation.

GRAB AND THROW: Action against an adjacent average or small enemy. Both attacker and target must roll Agility +2D6. If the monster wins, it will cause as many damage dice as indicated by its Strength (reducing Armor as usual). The target character and those adjacent to it (even diagonally) will be knocked down.

HUGE: cannot perform Dexterity tests. -1 to Perception. Smaller size enemies hit by this creature always get a -1 to Armor. Attacks from this creature always break ordinary Shields blocking them.

HYPNOTIC: Action against an enemy that is adjacent to it and in its LoS. Both target and attacker will roll Intelligence. If the attacker wins, the target will remain Stationary during this and its next turn.

INVULNERABLE: it takes 2 fewer damage dice than usual against any hit, trap or obstacle, except those caused by spells or spell-enhanced weapons.

LARGE: -1 to Perception. Smaller size enemies hit by this creature always get a -1 to Armor.

LEECH MANA: Action. The creature must choose an enemy it has LoS to, among those with Mana points. It must then roll 3D6. For each result that equals or exceeds the target's Intelligence, it will steal 1 Mana point which will be added to its own Mana pool.

LEECH VITALITY: recovers 1 Vitality point for every 2 damage inflicted. Only applies to melee attacks.

LETHAL GAZE: chooses the target (even if adjacent) with the lowest Intelligence located up to 6 squares from the caster. It deals 3 damage dice against Intelligence. -1 damage die if the target uses a shield.

LOST IN THE DARK: -1 to all Attributes (except Armor, Vitality and Mana) while in a section under the effects "Darkness" or "Complete Darkness".

MAGIC RESISTANCE: when targeted by a successful spell (not including magic projectiles) the creature must roll 1D6. On a result of 5+, the spell has no effect on it.

MIMETISM: this skill is only applied to one specific kind of terrain, which must be chosen beforehand. While in that kind of terrain, enemies get a -1 to their Shooting Skill and Initiative rolls when they target the owner of this skill.

MOUNT: can be ridden by creatures of the same size or smaller. If the mount has no rider, it will only attack adjacent enemies who attacked it in melee combat in the previous turn.

MULTIPLE ATTACKS: the creature will have two extra offensive actions during its activation.

ONSLAUGHT: Action to carry out this attack as long as it is not adjacent to an enemy at the beginning of its activation. If it moves and contacts an enemy in its front, it will roll Agility against such enemy. In case of multiple enemies, choose the one with the lowest Agility. If the attacker wins, the target will be Knocked Down and take as many damage dice as the attacker's Strength (increase the target's Armor by +1).

PARALYZING POISON: if it causes the loss of at least 1 Vitality point, roll 1D6. If the result equals or exceeds the enemy's natural Armor, it will lose its next activation.

PATHFINDER: ignores difficult terrain. This skill only applies to one specific kind of terrain specified in the creature's profile.

PLAGUE BEARER: targets who have lost at least 1 Vitality point as a result of an attack from this creature must roll 1D6. If the roll is equal to or greater than its Natural Armor, target gets the condition Diseased.

POISONOUS: if it causes the loss of at least 1 Vitality point, roll 1D6. If the result equals or exceeds the enemy's natural Armor, it will get the condition "Poisoned" and will lose 1 extra Vitality point.

PROJECTILE IMMUNITY: immune to all non-magical, non spell-enhanced projectiles and throwing weapons.

RAGING MOUNT: can be ridden by creatures of the same size or smaller. If it has no rider, it will act as an independent character or creature.

REGENERATION: at the beginning of its activation the creature must roll 1D6 for every Vitality point lost during the previous turn. For each result of 5+ one Vitality point is recovered. This skill can't be used by Knocked Out characters.

ROCK THROWING: Action. It will be considered a ranged attack with -1 against targets up to a distance equal to its Strength. If it hits, it deals a number of damage dice equal to its Strength (-1 to Armor). Knocks Down smaller targets.

SHARP SENSES: +1 to Perception.

SHRIEK FROM THE UNDERWORLD: requires the use of an Action. All enemies up to six spaces away from this creature (even if they have no LoS to it) are instantly Stunned and suffer 1 damage die against their Courage.

SMALL: +1 to Perception.

SPELL-ENHANCED ATTACKS: all its weapons are considered enhanced by spells, so it ignores the skill "Invulnerable".

STAGGERING: can't run, swim or perform great jumps.

STING: Action against an adjacent enemy. A creature which uses its sting to attack gets a -1 to its Combat Skill, but rolls a number of damage dice equal to its own Strength. Additionally, target's armor is reduced by one.

STUPID: -1 to Perception and Dexterity. In addition, at the start of its activation, and provided it hasn't got LoS to any enemies, he must roll 1D6. On a result of 1, it will do nothing during that turn.

SWEEP: Action against up to two adjacent smaller enemies, located on its front. Both attacker and targets will roll 2D6+ Agility. If the attacker wins, it will deal as much damage as its Strength (but will not reduce the opponent's Armor). Target will also be Knocked Down.

TAIL SWIPE: Action against up to two adjacent smaller enemies, located in its back. Both attacker and targets will roll 2D6+ Agility. If the attacker wins, it will deal as much damage as its Strength (but will not reduce the opponent's Armor). Target will also be Knocked Down.

TENTACLES: may attack from 2 squares away (even using actions that require being adjacent to enemies). Up to 3 squares away if the creature is Huge.

TRAMPLING: Action against all adjacent enemies which are much smaller. All of them take 1 damage die against their Agility. Those of them who lose one Vitality point as a result of this attack will be Knocked Down. If the result of the damage die is a 6, they will be instantly Knocked Out.

UNDEAD: ignores the conditions Poisoned, Diseased, Wounded and Stunned and extra damage from poison. Ignores Complete Darkness.

UNDERWORLD: takes 1 less damage die than usual from fire or flaming attacks. It is also immune to the conditions Poisoned and Diseased and ignores extra damage from poison. Ignores Complete Darkness.

VERMIN: hundreds of small creatures (bats, insects, snakes, rats…) on a large base. Immune to poisons and diseases. They can't be Stunned or Knocked Down. They block LoS as if they were average size.

VULNERABLE: creature's Armor and Combat Skill will be reduced by -1 against attacks made with the element it is vulnerable to.

WATCHMAN: +2 to all Initiative rolls.

QUICK RULE REFERENCE

ATTRIBUTES AND TESTS

- Fortune
- Dexterity
- Perception
- Movement
- Combat Skill
- Strength
- Shooting Skill
- Armor
- Agility
- Intelligence
- Mana
- Courage
- Vitality

Attribute test= 2D6 + Attribute ≥ 10 (or else a specific result).
Opposed roll: two characters roll 2D6 and add their attribute to the result.
A result of **double 6** (unmodified) will **always be a success** (unless both contestants get the same result on an opposed roll).
Fortune Points: character must roll 1D6. On a result of 5+ he ignores a "Knocked Out" result, avoiding both the condition and the damage suffered. If the roll is failed, character may spend one extra point to automatically get the same result. Character may choose to reroll his last roll instead, or that of an opponent.

CALCULATE THE VP FOR THE WHOLE GROUP:

VP Heroes + VP Mercenaries and Animals + VP Special Objects + VP Magic Objects and Relics

DARK PLAYER DECKS

Obstacles: heroes x 6 +1 Thief! +1 Ambush! (2x if 3+ heroes)
Power: heroes x 6 +1 Reinforcements (2x if 3+ heroes)
Encounter: VP of the group of heroes / 10 (rounding up)

EXPERIENCE POINTS

+2 if the group has accomplished the mission on the first attempt.
+1 if the group has accomplished the mission on their second attempt.
Those heroes who finish the quest Knocked Out will get no experience.

PHASES OF EACH ACTIVATED CHARACTER

1. **Recovery**:
Stunned. Roll 1D6. On a result of 4+ the condition is removed.
Knocked Down. He stands up automatically, but Stunned.
2. **Performing Actions and moves**: 1 Action, 1 move, 1 Quick Action.

MOVEMENT

A character or creature will not be able to move through a square occupied by an enemy or an impassable obstacle.
Difficult Terrain: spend one extra Movement point for each space. -1 to and casting and dispelling spells.
Swimming: can advance a number of spaces equal to .
Movement of large and huge creatures: select one of the 4 squares at its base and move it as if it were an average-sized creature. However, such a creature must finish its movement in an area where the 4 squares of its base are free of obstacles or other characters. If it does not: difficult terrain.

ACTIONS

Not be performed while within an enemy's Melee Range or adjacent to one, except when so indicated in the Action itself. Exploratory Actions (only Heroes) may not be performed during combat turns.
1. **Revealing a New Section** : on an exploration arrow.
2. **Opening Unexplored Doors** : if cannot be opened, the action will not count as spent.
3. **Opening Locked Door** : test to open it. One attempt per group
Failure: the door can only be opened by breaking it down.
4. **Opening Chests** : test. One attempt. Opened: Treasure card.
Failure: the chest can only be opened by breaking it down.
5. **Solving riddles** : test. One attempt. Failure: the door can only be opened by breaking it down. The chest cannot be opened or broken.
6. **Breaking doors, chests and other objects:** may only be hit after they have been tried to open without violence. Hit automatically. Heavy armor. Heroes will roll only **1D6 on the next Initiative roll** they make.
Door and chest: 5, 5. Average size.
Reinforced door: 6, 6. Average size.
7. **Running**: extra .
8. **Great jump**: test or fall. Help from an ally (with a rope): adjacent to the cliff. test.
9. **Climbing out of pits:** test or remain. Help from an ally.
10. **Searching for Secret Doors** : test.
11. **Searching rooms** : test. One attempt. Success: 1D3+1 coins. Double 6, draw a Treasure card.
12. **Searching or interacting with elements**
13. **Putting armor on or off:** cannot be combined with movement.
14. **Deactivating traps** : test (result required on the trap card). Success: trap disabled. The door or chest is not considered to be open. Failure: effects described on its card.
15. **Searching corpses** : Roll 1D6 for each eliminated enemy . 2D6 for each enemy. If the enemy was , roll as many D6 as its or (choose the higher). With each result of 4+, 1 coin. Depending on the number of 6s on the roll: 6,6: Random Common Object. 6,6,6: Random Special Object. 6,6,6,6: Random Common Object and Special Object. 6,6,6,6,6,6: Random Magic Object (not a Relic).
16. **Activating a source of light.**
17. **Building footbridges.**
18. **Persuading through Intelligence:** opposed roll of against the target character. Success: if the result of the persuader exceeds that of the target.
19. **Persuading through fear:** opposed roll of against . Success: if the result of the persuader exceeds that of the target.
20. **Identifying magic powers and potions**

INITIATIVE

Opposed roll: 2D6 + . Tie? Highest
If the heroes win the Initiative roll, a new turn for them will immediately begin. If the heroes lose the Initiative roll, the turn ends for them. Dark Player turn begins. If a side scores a total **result of double or more than the opponent**, then the side will **gain the Caught by Surprise! rule**: they will have a **+1 bonus** to their melee and ranged **attacks** during their first activation in that combat.

COMBAT

21. **Ranged Attacks:** test to hit.. Blunder (double 1): character ends its activation and hits the closest ally. Weapon breaking roll. **Modifiers**
Cover: -1
Distance: -1 (when target is 3 or more squares away.)
Target in different section: -1
Small target: -1
Moving and shooting: -1
Difficult terrain: -1
Stationary target: +1
22. **Melee Attacks:** Opposed roll to hit. ¿Tie?: highest .
Blunder: end of the character's activation. Weapon breaking roll.
Modifiers:
Flying target: -1
Difficult terrain: -1
Stationary target: Automatic hit.
23. **Spell casting:** test (one free hand required). If it fails, is not spent. One spell may be cast a maximum of 3 times during the quest
Permanent spell: lasts for as many turns as the highest result of the two dice rolled in the test. Superior spell: Requires 2 points and does not allow moving. Blunder: end of the caster's activation. Caster is Knocked Down. Dispelling: must exceed the result with which the spell was cast. Successful dispelling consumes . Control spells will only affect Large or Huge creatures and Champion level ones when they were cast with a critical result.

DAMAGE AND CONDITIONS

Knock down: Larger enemy hits with a critical hit. Same size enemy hits with a double critical.
Knocked Down: -1 penalty to all rolls. They cannot move, perform any actions or push while affected by this condition, but they can defend and dispel normally. Duration: until they stand up in their Recovery phase.
Stunned: -1 penalty to all rolls.
Frightened: same as Stunned, but the character will be able to run. Duration: until the beginning of the character's next activation.
Diseased: same as Stunned. Remains even after the quest is over.

EQUIPMENT AND EFFECTS

= number of damage dice that are rolled after hitting the target.
■**Unarmed.**
= user's |-1 to user's |+1 target's .
■**Spear, Halberd, Scythe.**
= user's | Allows attacking diagonally in melee.
■**Broadsword, Short Sword, Scimitar, Saber, Katana, Falx.**
= user's +1
■**Mace, Axe, Hammer, Flail.**
= user's +1|-1 to user's |-1 target's .
■**Battleaxe, Great Flail, Warhammer, Great Falx, Bastard Sword.**
= user's +2|-1 to user's |-1 target's .
■**Improvised Weapon, Dagger, Staff, Natural weapon.**
= user's .
■**Bow, Sling.**
Ranged: = 3| 12 squares|Melee: considered unarmed.
■**Throwing weapon: Javelin, Heavy Javelin, Throwing Axe.**
Ranged: = 3| 12 squares|-1 to user's |-1 target's .
■**Arquebus, Handgun, Crossbow.**
Ranged: = 4| 12 squares|-1 to user's |-1 target's |
Melee: considered unarmed. Reloading: cannot be used the turn after a shot.
■**Shield, Improvised shield, Buckler (only in melee).**
It blocks hits with a result of 5+|User has cover.
■**Great Shield.** It blocks hits with a result of 4+|User has cover.
■**Breastplate, Chainmail and other heavy armors.** -1 to user's

DARK PLAYER

Placement Of Creatures (Rooms): the lowest VP creatures will be placed first. In case of equality, the following order will be observed:
1st Has no ranged attacks.
2nd Has a long range weapon (spear, halberd, etc.).
3rd Has ranged attacks or spells.
Activating Order:
1st Spellcasters and battle wizards (including Leaders).
2nd Creatures that have ranged attacks.
3rd Leaders.
4th Rest of creatures (except Leaders).
In case of equality, higher V.P. will activate first. (same VP, higher).
Target Selection:
1st Enemies that have not yet been attacked that same turn (attacks are distributed among the group of heroes).
2nd Those specified by their behavior card.
3rd One randomly chosen enemy.