ERUNE

Heroic Rules

These rules come in addition to the Erune rulebook.

On your way to level 30!

Once your character is level 30, you have reached the maximum level!
You are now a prestigious Adventurer/Master of Shadows and no longer gain experience. Congratulations!

Heroic Expansion Components:

- Heroic Rulebook
- Heroic Quest book
- 15 Heroic Class Cards
  - *3 Master of Shadows Class Cards*
  - *3 Warrior Class Cards*
  - *3 Guardian Class Cards*
  - *3 Archer Class Cards*
  - *3 Wizard Class Cards*
- 4 Monster Cards
- 104 Skill Cards
  - *24 Master of Shadows Skill Cards*
  - *20 Warrior Skill Cards*
  - *20 Guardian Skill Cards*
  - *20 Archer Skill Cards*
  - *20 Wizard Skill Cards*
- 12 Spell Cards
  - *6 Arcanic Magic Fields*
  - *2 Telluromancy Fields*
  - *2 Magic Essences Fields*
  - *2 Rune Magic Fields*
- 12 Rune Tokens
- 1 Stone Wall
- 15 Open Doors
- 7 Closed Doors
- 11 Monster Miniatures
  - *4 Devil Hound Miniatures*
  - *3 Fiend Miniatures*
  - *2 Goblin Rider Miniatures*
  - *1 Troll Miniature*
  - *1 Banshee Miniature*
- 30 Scenery Elements
- 22 Door Bases
- 4 Chests
- 3 Barrels
- 3 Tables
- 2 Wardrobes

Heroic Classes

Your Adventurer and Master of Shadows Characters evolve when they master a Heroic Class.
Mastering a Heroic Class gives your Character **new Characteristics** and unlocks **3 Class Skills**.

A character can master their chosen Heroic Class as soon as they master the prerequisite Skills.
A Character can only master one Class.
The effects of the Class Card are added to the effects of the basic Character Card.

Master of Shadows



Builder



- Proximity Trap
- Shifting Floor
- Icy Wind

Dark Mage



- Stamina Drain
- Impotence
- Evil Eyes

Warlord



- Defensive Support
- Hail of Blows
- Stun

Warrior



Assassin



- Camouflage
- Assassination
- Hail of Blows

Berserker



- Brutal Blow
- Berserk Rage
- Dark Herald

Knight



- Strike Order
- Rally
- Strategist

Guardian



Pyro



- Point-blank Shot
- Burning Explosion
- Fast Reload

Runesmith



- Precipitated Glyph
- Rune Convening
- Rune Coalescence

Huscarl



- Impregnable
- Rally
- Escort

Archer



Mage Archer



- Rain of Arrows
- Multiple Impregnation
- Perfect Impregnation

Druid



- Overload
- Devour
- Beast Form

Sharpshooter



- Hail of Blows
- Lethal Shot
- Multiple Shot

Wizard



Arcanist



- Quintessential Spell
- Precipitated Incantation
- Arcane Overload

Battle Mage



- Spell Channeling
- Spell Chain
- Twin Spells

Occultist



- Unstable Body
- Impotence
- Dark Eyes

Heroic Class Card

Write the name of your Character's Class in the Character Area of your Character Sheet (e.g., Runesmith Guardian). An Adventurer's Class Card is placed next to their Adventurer's Card.

*Beware, **if the Limitations of the Mastered Class are not met**, your Character cannot benefit from any Class Characteristics, nor can they use their Class Abilities and Skills.*

Characteristics

These Characteristics (max ♥, max ⚔, max ✋) are added to your Character's Characteristics. *Write them down on your Character Sheet.*
Some Classes allow the character to **master new Weapon Ranks**, to **instantly master Spell Fields** (*the character updates the Mastered Spells on their Character Sheet*) and to **unlock the learning of Spell Fields** (*the character will be able to learn their Spells during the next level gains, they do not master them yet*).

Limitations

The Limitations must be met for the Character to be able to use their Class. If they are not met, the Character does not benefit from any class Characteristics (max ♥, max ⚔, max ✋), nor can they use their Class Abilities and Skills.





Heroic Skills

A character who has mastered the associated Heroic Class can now choose to master **all 3 of its Class Skills** during future level gains.

Abilities

These **3 Class Abilities** are unique, they can be used during Quests as soon as the conditions are met. Some Abilities are free, others have a cost in ✋ and ⚔ that must be spent to be used.

Prerequisites

Once you have mastered this list of Skills, the Heroic Class is unlocked and you can immediately learn it.

Magic Essences

The Mage Archer (*Archer's Heroic Class*) masters Magic Essences, which allow him to impregnate his arrows with Magic to **add an effect to his Attack Roll with a Bow**.
Using a Magic Essence Spell is a Free Action that can be performed once per Turn ✋ and must be combined with an Attack with a Bow.
Magic Essence Spells have unlimited use.

***Example:** The Mage Archer uses a Combat Action to attack a Monster at range. The attack roll for his Sylvan Bow is 4. He uses a Fire Magic Essence Spell and spends 2 ✋ which adds 1 to his Attack Roll. His final attack roll is 4 1.*

The Magic Essences Spell Fields come in addition to the Telluromancy Spell Fields chosen by the Archer at the beginning of the Quest. He therefore chooses 4 Spell Fields at the beginning of each Quest (2 Telluromancy and 2 Magic Essences).

Rune Magic

The Runesmith (*Guardian Heroic Class*) masters Rune Magic Spells.

Rank II Spells may only be used once, like regular Spells.
Rank III Spells are for unlimited use. They must be used with the tokens corresponding to each of the 3 Spells:

Growth **Strength** **Resistance**

The tokens must be placed on the Field.

These Spells allow the Runesmith **to place an Active Rune** on an ally. That ally receives the corresponding Rune Token, places it on their Character Sheet, and then benefits from its effects **until the end of the Quest**.

Unlike Rune objects, the bearer of a Runesmith rune does not have to spend or an Action to activate it.

Runic Discharge

During their phase, the bearer of a Runesmith Rune can, for a Free Action , use **Runic Discharge** to benefit from the effects of the Discharge. The Discharge destroys the Rune, the bearer loses the effects of the Active Rune and the token is returned to the Runesmith.

Example: *The Runesmith casts the Rank III Rune Spell Growth on the Wizard. He spends 3 and the Wizard places the token on her character sheet to gain 2 max .*
At any time during her phase, she can use the ***Runic Discharge*** *of her Rune to gain 2 . In this case, she returns the token to the Runesmith and no longer benefits from the 2 max .*



Monster Cards

Yellow Monster Abilities are **Reaction Abilities** performed during the enemy's Phase.

Example: *The Devil Hound's Watch Dog Ability allows it to immediately move 3 squares to inflict a Lightning Attack Roll on an enemy that enters its Line of Sight.*

Large Bases

Monsters with a base size larger than 1 square, such as the Troll, the Devil Hound and the Goblin Rider, are subject to special rules.

Movement: for Movement, choose a square of the base as a reference and move this square taking into account the rules of movement.

> None of the squares of a character's base can cross a square occupied by an obstacle such as a wall, a closed door, a piece of furniture or an enemy.

Combat on a table: Monsters with a base larger than 1 square can move on tables. They can end their move on a table as long as no square of their base is not on the table.

Combat: unless stated otherwise, if an attack covers several squares occupied by a miniature with a base size larger than 1 square, it only suffers the effects once.

Pits : miniatures with a base size larger than 1 square cannot fall into a Pit if one of the squares of their base is not on a Pit Token.

Example: *The square is used as a reference so that the Troll moves 4 squares. The Pit on its path has no effect and none of the 4 squares of its base meets an obstacle.*

