
Dungeon Universalis
Rulebook



Dungeon Universalis

DUN

Introduction

The dragon descended slowly and landed on the ground next to the gutted horse. Its wings produced a true blizzard when it last flapped them before folding them. Then he bit the animal hard, ripping off the head with a bite and swallowing it as easily as a man swallows an olive. It was time to act. However, the three of them remained still for a few moments that became eternal, until the dragon had finished and all that was left of the horse was a pool of blood and some fleshed bones on the ground. Now that the winged monster was so close, each of them was pondering inside if that had really been a good idea. Even the brave Ascadius feared exposure.

Martin took a deep breath to fill himself with courage. He mounted one of the horses and pulled the reins out of the shelter of the rocks. Beld and Laertes looked at him with a mixture of disbelief and admiration. Martin stood right in front of the dragon and called out to him with a shout. Then he took the shield hanging from the saddle and drew his sword.

That mass of muscles, scales and teeth like sabers turned his neck to look curiously at the insignificant rival before him. His big eyes shone like opals illuminated by the morning sun. From his throat came a soft, inquisitive gurgle, barely a murmur, that Martin thought was a clear warning not to be disturbed.

The young man decided to shout again to get his attention, waving his arms and hoisting his weapons, which reflected the sunlight. Then the dragon uttered a threatening roar that tore through the air, so deafening that even the guards at Bandmor's gates would no doubt had heard it. Martín noticed that a shiver was taking control of him, but it was not him but his own mount that was shaking.

—Flee! —Ordered Laertes to the young man riding with Beld on the other horse—. If you flee, he will chase you and we will bring him near the gates!

Game Summary

Dungeon Universalis (DUN) is a one to six player, dungeon exploration board game. A true homage to the classic dungeon crawlers. But it's much more than that, because it's really a system whose universal nature has been conceived as such right from the beginning. Its versatility, balance and number of options allow you to use components and narrative backgrounds from other games, be they adventures, maps, characters, miniatures, etc., You can use them with these rules easily and with scalable difficulty. In addition, it has different game modes. This way, you will find it has an incredible replayability. We want your imagination to be the only limit.

Aim of the Game

The game consists in introducing one or more heroes into a quest whose goal will be set at the beginning. Players will select the quest they want to play and will choose sides when one of them wants to play the role of Dark Player. You can play independent games or choose to engage in a campaign, which is a set of related adventures that conform a story with its own plot and allow you to play events while traveling between different locations on a map. You will discover that this is a game that requires intense cooperation between the heroes and their companions.

Arasca and its Possibilities

In DUN you will explore the world of Arasca, the hidden continent described below, and dive into the fantasy novel Raazbal (written by Óscar Bribián and published in 2010), whose cosmogony and nature bring together a multitude of races, creatures and civilizations, extrapolable to other universes of medieval fantasy and to some mythologies of the ancient and classical historical periods. You will find dozens of factions such as the Clans of the Great Orcs, the Creatures of the Night, the Devastators of the North, the Kingdom of the White Tree, the Empire of Pulse, the Sons of Jupiter, the Kingdom of the Followers of the Claw, the Kamaerin, the Forgotten Pharaohs, the Tribes of the Desert or the Kingdoms of the Renegade Dwarves.

On the other hand, heroes can range from the typical human adventurers, dwarves, elves or halflings, with an enormous variety of classes and professions, to groups of creatures with a very different profile: orcs, trolls, ogres, goblins, fauns, etc. Why not play with an orc shaman, or a rat-man assassin... What about a goblin explorer? You can create your own characters or use predesigned ones. Be ready to accumulate riches and magical items as you gain experience and improve your skills. You will endure war wounds, suffer the hardships of long journeys, feel exhaustion defending against your enemy's blows and celebrate your good fortune after achieving the goal of a quest, if you don't die trying...

You can find more information about the game and the world of Arasca on our website:
www.dungeonuniversalis.com



Index

INTRODUCTION 2
INDEX 3
CONTENTS 4
SET-UP 8
- Setting up a game 8
- Choosing and setting up Heroes 8
- Dark Player's set-up 9
- Glossary and other considerations 10
- Game mechanics 12
- End of game 12
- Victory and achievements 12
- Heights and size 13
- Hero card/file 13
- Tests and Fortune 15
- Card Organizer 15
- Game Diagram 16

THE TURN 18
- Character activation 18
- Movement 18
- Kinds of terrain 19
- Unusual movements 20
- Actions 21
- Quick Actions 25
- Exploration, critical failures and falls 25

COMBAT 28
- Encounters and Initiative 28
- Line of Sight 29
- Melee Ranges 30

RANGED ATTACKS 31
- Guidelines 31
- Modifiers 32

MELEE COMBAT 33
- Guidelines 33
- Modifiers 34

MAGIC 36
- Lores of magic 36
- Guidelines 36
- Kinds of spells 37

DAMAGE AND CONDITIONS 39
- Damage 39
- Conditions 40
- Use of shields 41
- Breaking roll 41
- Consequences of being Knocked Out 42

PSYCHOLOGY 42
THE DARK PLAYER 44
- Card drawing, activation and discards 44
- Creatures and leaders 44
- Dark Player's cards 45

EQUIPMENT, ELEMENTS AND COMPANIONS 48
- Equipment 48
- Magic objects and relics 50
- Special elements 51
- Furniture 51
- Mercenaries and animals 52

CHARACTER CREATION 54
- Equipment limitations 57
- Transporting companions 57
- Experience 57
- Character's evolution 58
- Character's value 58

HOW TO PLAY 60
BACKGROUND 64
QUESTS 70
- Quest Sheet 70
- Between adventures 72

CAMPAIGNS 73
- The Campaign map 73
- Campaign turns 74
- The role of the Dark Player in a campaign 78

ARTIFICIAL DARK PLAYER 80
- General Guidelines 80
- Artificial Dark Player decks 81
- Turn and card activation 82
- Placement of Creatures 83
- Activating order 86
- Character and creature behavior 86
- Specific behaviours 88
- Leader Improvement 88

OTHER GAME OPTIONS 90
- Time-limited games 90
- Collaborative/competitive play 90
- Gridless Scenarios 91
- Classic Dark Player 92
- RPG mode 93

ADVANCED RULES 94
- Mounts 94
- Acquisition of objects by the Dark Player 96
- New companions 96
- New actions 97

DESIGN YOUR OWN QUESTS 98
- Adapt adventures from other games 99
- Quest Sheet 100

FURNITURE AND ELEMENTS TILES 101
SKILLS 102
QUICK RULE REFERENCE 109
MARKERS 113
USUAL EQUIPMENT 114
CREDITS 116
- Listing of illustrators 116
- Credits and Acknowledgements 117

Contents

♦Illustrated Rulebook.
♦Bestiary: 24 factions and hundreds of creatures.
♦Campaign & Quest book: a huge campaign, 40 quests and 28 Epic Events.
♦Special quest book for heroes: 10 personalized quests.
♦1.010 cards (570 poker size, 440 mini poker size)
♦146 tokens.
♦41 double-sided tiles of rooms and corridors.
♦125 overtiles with elements and furniture.
♦318 creature and hero standees.
♦Campaign map board and ocean (size A2).
♦Dark Player Screen.
♦20 plastic coins.
♦Chequebook for the creation of heroes.
♦5 organizers for heroes.
♦Custom dice for Artificial Intelligence.
♦5 envelopes to save games and heroes.
♦8 six-sided dice.
♦24 bases for standees.

OPTIONAL COMPONENTS:
♦Bestiary II.
♦11 resin miniatures.
♦Custom dice.



Rulebook



Bestiary



Campaign & Quest book



Special quest book for heroes



146 tokens



41 double-sided tiles



125 overtiles with elements and furniture



Campaign map board and ocean



1 Achievements Counter



1 Reserve Points Counter



5 organizers for heroes



318 standees



Chequebook for the creation of heroes



24 bases for standees



Large size x 4
Average x 20

20 plastic coins



5 envelopes



Dark Player Screen



8 six-sided dice



1 Scenario Die



20 Class cards



25 Race cards



10 Mercenaries cards



31 Beast and Creatures cards



42 Special elements cards



32 Furniture cards



85 Dark Player cards



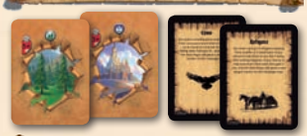
96 Spell cards



10 Danger in campaign cards



110 Travel Event cards



24 Places and Services cards



35 Predesigned heroes cards



11 Creature Behavior cards



1 Achievement card



9 Blank Hero cards



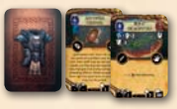
15 Narrative cards for Heroes



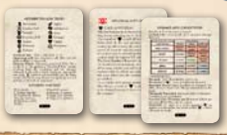
80 Magic Objects cards



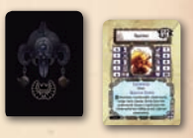
25 Relic cards



13 Quick Reference cards



1 Leader card



120 Skill cards



10 Treasure cards



50 Common Objects cards



32 Special Object cards



18 Armor cards



10 Shield cards



65 Melee Weapon cards



30 Ranged Weapon cards






Dean Spencer

Set-up

Setting up a Game

Preparations prior to the game include the following:

1. **Choose a quest:** players must choose between playing an independent game (not part of a campaign) or starting or continuing a quest belonging to a campaign or within a campaign map.

2. **Designate the Dark Player**: either randomly or by mutual agreement between the players. Whoever decides to play this role during a game or campaign does not need to have read the rules (although it is advisable). It will be enough to read the quick reference or to know the most basic mechanics of the game. It is essential for him, though, to check the Quest Sheet before starting a game (tutored by at least one player who has read the rules). Once this Dark Player has acquired some experience, he'll be able to design his own games and campaigns, as described on page 98, generating his own Quest Sheets.

3. **Markers**: the game's different circular markers are placed within reach of all players.

4. **Treasure cards**: the Treasure, Magic Objects and Relics decks of cards are shuffled and placed face down.

5. **Rest of Decks**: 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).

6. **Counters**: place the Dark Player and heroes markers (one for the tens and one for the units) next to the Achievement Counter. Place the Achievement card next to it too.





The Achievement Counter and card show the points assigned to each achievement scored by the heroes or the Dark Player.

Choosing and Setting up Heroes



NOTE: Take these restrictions regarding races, classes and skills as recommendations for a more balanced game and a greater variety of characters. You're free to skip them occasionally in order to create specific groups, such as an expedition of dwarf explorers or a party of orc warriors without a sorcerer to support them.

Players controlling heroes must:

1. **Choose the hero they want to control:** players can choose a predesigned hero card of their choice or else create their own heroes with the rules of character creation (as described on page 54). 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, which requires a certain consensus among the players. On the other hand, in order to foster the variety of characters, it is recommended not to repeat the races of the heroes. It is advisable to choose heroes according to their alignment too. DUN includes evil, good and neutral races (see page 54). It is advisable not to mix good and evil races, whereas neutral ones can fit into any group.

After choosing a race and a class, each player will choose a miniature or standee to represent his hero (trying to find the most approximate one).

2. **Choose skills:** if the hero is a predesigned one, simply take the card of each skill he initially has. If you make up the hero or he can learn new skills after having gained experience, you must choose them according to the limitations of his class. There are 3 main groups of professional skills: 1) Combat, 2) Academic and Leadership, 3) Exploration and Subterfuge. See page 55 for classes and their options.

No two heroes can have the same professional skill. Racial skills (i.e., those belonging to the Nature group) may be repeated.

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 equipment predetermined for his hero or the one 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. He must consider the price, weight, and restrictions of each item of equipment he may choose.

Before each independent quest (and in the cases described for the campaigns), heroes will also have the chance to purchase new equipment with the accumulated money they own.

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

6. Unless otherwise indicated, the heroes will be placed outside the scenario. Each of them will begin their activation in the **starting square** indicated by the Dark Player (after checking the Quest Sheet). Then the first section of the scenario will be deployed.



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.



NOTE: if you have played this hero before and want to continue using it in later games, keep the hero card and all his skills, spells and equipment cards in a zip bag or similar. That way, it will take you just a little time to start playing again. In the game box you will find five envelopes for this purpose.



Dark Player's Set-up

After or during the heroes' set up, the Dark Player must:

1. **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.

2. **Check the faction** or the characters and creatures from the **Bestiary** that can be used during the quest.

3. **Choose a Quest Leader** (in case none is designated in the Quest Sheet) from among the Champion level characters and creatures (see page 44). In those quests whose background does not include a specific Quest Leader, the Dark Player is not obliged to reveal which creature it is until he decides to place it before the heroes.



Leader



Champion

The Dark Player should spend a few minutes reviewing the profile of the Leader and the creatures he intends to use if he is playing with a faction for the first time, as there are different attributes and abilities that will allow him to vary his tactics according to the circumstances or the type of heroes he is facing.

4. Place the Dark Player markers on his **Reserve Point Counter**, in a number equivalent to the Value Points (VP) of the expedition formed by the heroes. This number will be the result of adding the **VP of each hero** starting the quest, plus that of the **Mercenaries and Animals** accompanying them, as well as the VPs of the **Magic Objects, Relics and Special Objects** held by the group. The final result will be the total number of points that the Dark Player will have in his initial reserve, establishing his budget for the game. This budget can be used to invest in characters, creatures, traps and other obstacles and powers he wishes to use.



VP heroes
+
VP Mercenaries and Animals
+
VP Special Objects
+
VP Magic Objects and Relics

He will **add 2 extra points for each hero** in case the group (even if just one of them) has entered that same scenario before.

The cost in **VP points** of the **Leader** will be **subtracted from the Reserve Points**, not counting optional upgrades. Those will be chosen and paid for during the game (see page 45).

5. He may **acquire a Magic Object** or Relic for the Leader. In that case he will **pay a number of Reserve Points** equal to the Value Points of the object. Players will know that the Dark Player has acquired a magic item, but they will ignore which one it is until he uses it.

6. Take the **Dark Player deck** and **divide it into two decks**, placing the Encounter cards on one side and the Obstacles and Power cards on the other.

7. Take the **Obstacles** and **Power cards**, shuffle them and randomly **draw five cards per hero**. With these cards, (he mustn't check their content) he will form a new deck which he will place to his left, face down. He will then **draw the first card from this deck of Obstacles and Power**.

8. Take the **Encounter cards**. He must then **draw a Special Creature** card and keep it in his hand. He will shuffle the rest and **randomly draw two cards per hero**. With these cards (he mustn't check their content) he will form a new deck which he will place to his right face down.

9. Therefore, the Dark Player starts the game with two decks and one card from each deck in his hand. Cards that are not in his hand or in these new decks will not be used during the game.



Glossary and other Considerations

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 98).

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, which will be one among the following:

a) tiles with 10x8 squares
b) 10x4 squares
c) 6x6 squares
d) 6x4, 4x4 squares
e) 6x2 squares
f) 4x2, 3x3 squares
g) 6x1 squares
h) 3x2 squares
i) 2x2 squares



This is tile 17A/c. This means that it is the front of tile number 17, with a size of 6x6 squares.

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

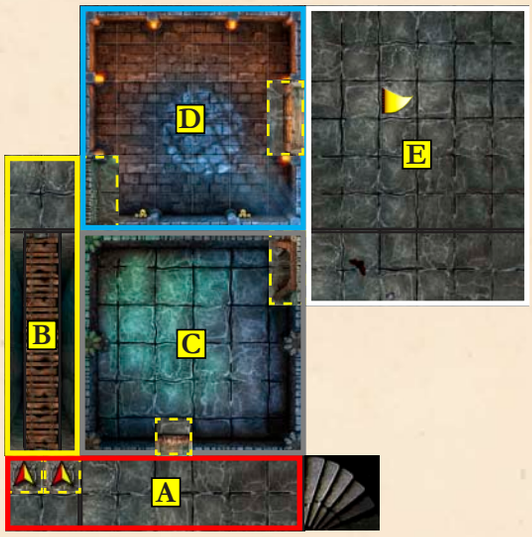
Rooms: tiles of very different shapes and sizes, generally delimited by walls.

Large rooms: rooms with more than 40 squares (most rooms have up to 6x6 squares). Generally there is a **treasure chest** adjacent to one of the walls of these rooms.

Main Room: it is generally a large room, and 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. There is **usually one treasure chest** in this room. **Two** if the heroes are playing a campaign.

Empty room: refers to those room tiles where there are no furniture or special elements.

Section: a section represents a corridor or room, and is delimited by walls, doors or entrances and the very limits of the playing surface.



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.

Indoor zone or scenario: sections considered to have a roof. They correspond to subways, dungeons, castles, buildings, etc.

Outdoor zone or scenario: these are outdoor sections. Mountain tiles, forest, desert, etc. These are large with more than 40 squares.

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, even magic ones.

Capital Letters: you'll often notice that certain words are written in capital letters. This is done to represent words that have their corresponding card in the game or whose use has great relevance in the rules, to the point that it deserves to be highlighted. This is the case of words that represent skills (Elite, Sharp Senses) or specific concepts (Huge size, Dark Player) or attributes (Courage, Combat Skill).

PLACING AND REMOVING TILES

We recommend (especially if you play at a small table) that, as new sections of the scenario are revealed, you remove all explored sections except those occupied by one or more characters or creatures or adjacent to those. In this way, players will be forced to remember the path they left behind (don't let them draw it on paper).

MINIATURES

If at any time we refer to the term "miniature", we will identify as such any cardboard, resin, plastic or metal figure that represents a creature or character.



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 to use white ones since they are the most common).

DICE

Rounding: unless otherwise indicated, all roundings 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+ in 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) from the result of the 1D6 roll.

Repetition of rolls: when a rule allows a roll to be repeated, all you have to do is pick up the dice that the rule allows you to repeat 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.

5+: indicates that a result of 5 or higher must be obtained on a roll of 1D6.

THE LANGUAGE

It's worth noting that this is a game with an infinity of options and a lot of textual content, as well as several different game modes. A role-playing book is not constrained by card spaces or rigid mechanics. This is a hybrid between an RPG and a board game. For this reason, sometimes it is necessary to make concessions to a language which uses certain terms and expressions specifically chosen in order to avoid misunderstandings or misinterpretations.

When we refer to a "hero", it is clear to whom we refer. 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.

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, **heroes always begin** and the Dark Player will reveal the scenario as it is explored.

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 of them have been activated. During his activation, a character may perform an Action and a move. In addition to this, there are Quick Actions that can be performed at any time during or before the move (see page 25).

When all the heroes have finished their turn, the Dark Player's turn begins, using the cards he deems appropriate and activating each of his creatures in the same way.

End of the Game

The game ends when the mission has been accomplished and the heroes have left the scenario, or when the heroes have decided to leave without completing it or simply when all of them have been Knocked Out.

As soon as a hero steps on a starting 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 the starting squares.



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

Victory and Achievements

Specific victory conditions are listed on each Quest Sheet. However, whenever the group of heroes decide 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.

Once the **goal of a quest or an epic event has been achieved, heroes may search** as many elements as they wish and the Dark Player may only activate the cards in his hand.

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



Heroes will get Achievement points as they perform certain Actions or feats of different kinds (described in the Achievement Card), these points will be counted for the entire group in the Achievement Counter.



The Dark Player, on the other hand, will score points according to the Fortune points used by the heroes, in addition to those he wins by knocking out a hero (they will only be counted once, even if he is Knocked Out more than once) and the points generated each turn, precisely to press the players to finish the adventure as soon as possible.

Depending on their Achievement points and on whether they were able to complete the mission, heroes will get experience points with which to develop their skills and attributes (see page 57).





Heights and Size

HEIGHT OF THE ELEMENTS

Both elements and Creatures can have different heights and sizes that affect lines of sight, movements or combat.
Consider the following possible heights:
(0) Ground
(1) Tables, chairs, barrels, chests
(2) Wardrobes, libraries, doors
(3) Large statues
(4) Large trees, walls
(5) Sky

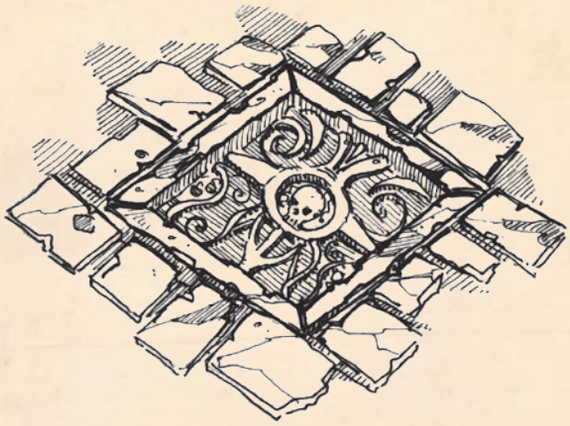
SIZE OF CREATURES

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. Humanoids. In case of mounts, they can occupy 2x1 squares.
(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.
According to these values, a human, for example, will have an average size (2), with a height of (2), equivalent to a door or a library.



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



Hero Card/file

Here are the different elements that make up a hero card. Remember that the game can be played with heroes with predefined initial profiles or with those created entirely by the players. In this second case, cards (poker size) or hero files (A6 size chequebook) with empty spaces will be used. Players can complete them with illustrations (even drawings made by themselves, if they dare!), names and certain numerical values to be determined.



A 1. Name of the hero.
B 2. Character's Image.
C 3. **Race**: it determines the skills and racial attributes of a hero , as well as the possibilities of improvement for these attributes, indicating the minimum and maximum attainable.
D 4. **Class**: determines the type of skills a hero can choose.
E 5. **Value Points**: all newly created heroes with 0 experience points start with an initial value of 10. The value of each hero will be the result of adding 10 plus the experience points invested in improvements over time.
6. **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. This can be modified by the use of certain weapons.
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 obtained by adding the bonuses of the equipment he is using to the hero's Natural Armor.

K 6. Agility: useful for athletic deeds such as jumping over pits or dodging active traps, 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. These points are not replenished until the adventure ends and the hero has gone through a period of rest. During the campaigns, they are replenished after resting in Inns or at Home (see page 78).



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. If Vitality is reduced to 0, the hero is then Knocked Out (see page 41). As a character receives Wounds, he's got less and less Vitality left. Place the wound markers next to the character to represent the Vitality points he has lost. Vitality ❤ is not replenished until after the adventure ends and the hero is able to rest. During the campaigns, they are replenished after lodging in Inns or at Home (see pages 74 and 78).



P 11. Dexterity: required for manual Actions such as disarming traps or unlocking locked doors. **Huge creatures** or those with an **Intelligence below 3 can't perform Dexterity tests.**

Q 12. Perception: essential for discovering secret doors, traps or hidden enemies, as well as for winning the Initiative in combat.

NOTE: Both Dexterity and Perception have initial values of 0, modified by the innate skills proper 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. These points are the main difference between a hero and other types of creatures. Without them, a hero's life is at the mercy of a bad result or a wrong decision. At the beginning of a quest, each player will take the number of Fortune markers that corresponds to his hero and discard them as he uses them. They are replenished in the same way as Mana and Vitality are.



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: the value to the left of the bar shows the weight the hero is currently carrying, totalling the weight of each item he owns. The value on the right represents the maximum weight the hero is capable of carrying. This maximum value is calculated by summing the hero's Strength and Vitality ❤ and multiplying the total by 2.

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 may need 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.



Tests and Fortune

ATTRIBUTE TESTS

Most attribute tests require rolling 2D6, adding the value of the attribute to the result. If you get a **result equal to or greater than 10, the test will be 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** (it will be so in any case, even if you have skills that allow you to repeat results of 1).

A result of **double 6** (unmodified) will **always be a success** (except in those cases in which an opposed roll is required).

NOTE: A result of 12 obtained with a double 6 is a double critical (see page 39). 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 has been 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.

■**Changing the result of a roll of dice**: a hero may spend 1 fortune point to repeat the last roll he made (e.g., a critical failure), or to force an opponent to repeat his last 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 Knocked Out (see page 41) 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 an quest, a hero receives one or more Fortune points, these will have a temporary character and will not be recovered after being used.

Card Organizers

Although they are not essential, each player can use these organizers to place in an orderly way the cards and markers that his hero is using, 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 a card of Mercenaries or Pets). In his backpack he carries one rope and one healing potion ⑩.



This is what a poker-size hero card looks like on the organizer.

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. One of the players, the one with the most complex hero, has decided to use the card organizer. There you can see that he has a trained animal A, several spells B, skills C and a lot of objects D. The other player, however, keeps the Class and Race cards, although he will only use them at the moment of creating the hero and when the hero evolves, not during the quests.

3 **The Dark Player:** the player representing the Dark Player has his deck divided in two. To the left of the Reserve Points Counter are the E Obstacle and Powers cards. To the right is the deck with the F Encounter events. In the center, under the G Reserve Point counter, he holds the cards from his hand and, face up, the discarded ones.

4 Bestiary for the Dark Player's reference.

5 Achievement Counter.

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).





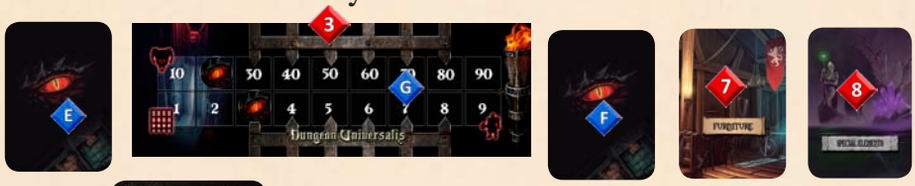








PLAYER 3
Dark Player








DEAN SPENCER

The Turn

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**. With a result of 4 or more, he will no longer be affected.

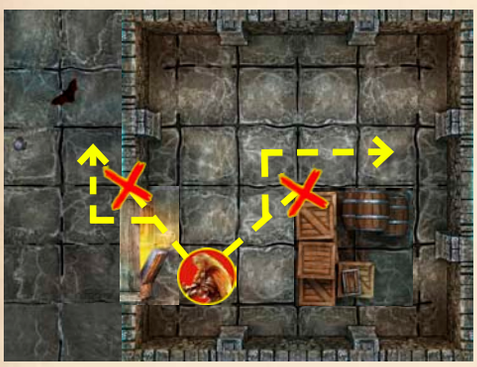
If the character is **Knocked Down**, he will be able to rise automatically. If he has one or more **adjacent enemies, he must pass an Agility test** in order to do it. If he suffered the Knocked Down condition in his previous activation, he will automatically pass the Agility test. If he rises, he can act normally this turn, but is **Stunned** (as described on page 40).

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.

Moving

In this phase, characters can move as many spaces as indicated by their Movement attribute. Once a player finishes moving a character, this player will not be able to rectify the move (as would happen in a chess game, the decision has already been made).

He can move in any direction (horizontally, diagonally). However, **diagonal moves cannot be made** if their **trajectory** is partially **obstructed** by a wall's or an obstacle's corner.



A character can change his facing each time a space is moved. Bear in mind that a turn or change of facing, by itself, will not be regarded as movement.

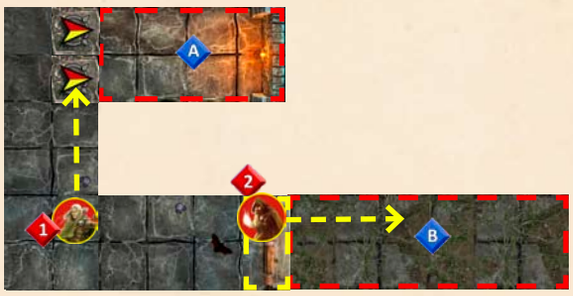
Any move that causes the character to visualize an unexplored part of the dungeon or scenario (such as stepping on an exploration arrow or being adjacent to a door) **must be completed just before entering the unexplored area, finishing** the move adjacent to it. At that time, the Dark Player must reveal the following section in full detail (rooms or new corridors, furniture, walls, even monsters).

EXPLORATION ARROWS



When a character steps on a square where there is an exploration arrow he will see the unexplored section beyond as long as he is **facing** in the **same direction** as the arrow,

Once the **section** to which an exploration arrow leads has been **revealed**, that **arrow** (and adjacent ones) **will be removed** from the board.



The elf Taeral 1 advances 3 spaces until he steps on the exploration arrow and changes his facing so he's looking to the right. At this point, he stops his movement and the Dark Player displays the new section A. Taeral won't be able to move any further during his activation. 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 B, decides to advance.



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.

Terrain Types

OCCUPIED SQUARES

A character or creature will not be able to move through a square occupied by an enemy or an impassable obstacle. They can **move through squares occupied by allies** though (as long as they are not engaged in combat), but **spending one extra movement point** in this case.

No character will be able to finish his movement in an occupied square.

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 or remains** in a square considered difficult terrain (rocky and uneven ground, swamp, leafy forest, waist-high flooded sections, etc.), he **must spend one extra Movement point** for each space he wishes to advance, and **suffers a -1 penalty to his Combat Skill, Shooting Skill, and Agility,** as well as to **casting spells** until his next turn.



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

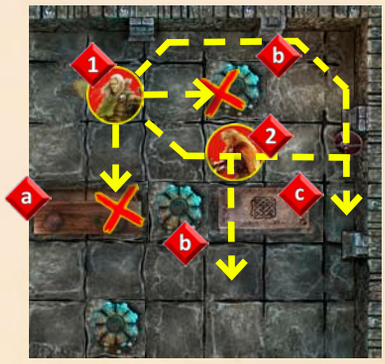
HIGHER GROUND

If a character **advances** to a square occupied by an ascending staircase or on an element of lesser height than himself (i.e., when climbing over a surface), he will have to **spend one extra Movement point for each square** he moves through in this way. In addition, he will be regarded as being in an **elevated position**. This will increase the height at which the character or creature is, for Line of Sight purposes and melee hitting modifiers.

Example: if a human has height 2 and climbs to a table (height 1), he will be regarded as having height 3 only to the effects that we have indicated.

IMPASSABLE TERRAIN OR OBSTACLES

No character may pass through elements of a height equal to or greater than his own height, unless he is able to climb through them and circumvent them.



Taeral 1 has a Movement attribute of 6. He cannot cross neither the wardrobe a, of the same height than himself (2), nor the impassable column (height 4) b.
He´ll be able to move in the following ways:
1) Move one space diagonally and then use 2 Movement points to go through the square where his ally is located 2, then continue and turn to avoid the shrine c.
2) He can also move adjacent to the shrine and climb it using one extra Movement point (the shrine has height 1). He will then use his last Movement point to get down from the shrine.
3) He can advance bordering the wall until he gets to the same square in option 1.

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 his using some object that requires at least one of his hands.

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 and dispelling is not allowed.

Unusual Movements

SWIMMING

If a character wants to swim forward, he will be able to advance a number of spaces equal to his **Agility** attribute. He will have an **extra penalty of -1 if he wears a shield or heavy armor** (-2 if he wears both), in addition to the usual penalties. If his Agility is negative at the end of his activation, he will suffer 3 damage dice against his Natural Armor.

In addition, he will have to roll 2D6 at the start of his activation if he declares that he wants to advance by swimming. With a **double 1**, the character will have noticed that something touched his leg underwater and will not advance at all.

If a swimming character reaches a shore, he will be able to continue his movement by advancing as many spaces as his remaining Agility after swimming.



Borgron has an Agility attribute of 4, so he could advance by swimming a total of 4 spaces. At the start of his activation, he rolls 2D6 and does not get a result of double 1, so he can advance normally. He advances 2 spaces swimming and then reaches the shore. He may use the 2 remaining Agility points to advance normally.



FLYING



Some heroes and creatures have the skill "Flying".

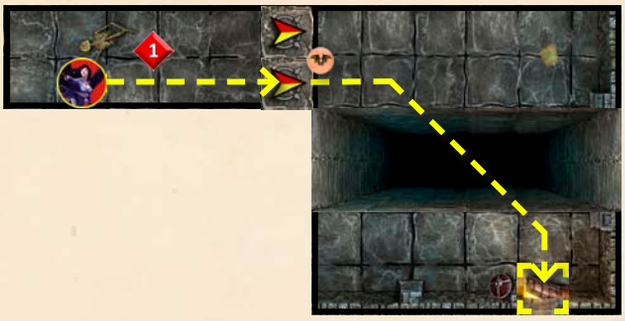
While a character is flying, he will have next to him the marker that represents it.

Flying is **regarded as a move**, even if the character remains on the same square.

A flying character **ignores enemy Melee Ranges, difficult terrain, non-impassable obstacles**, and may normally pass through (but not remain on) squares occupied by other characters. In the same way, non-flying characters can move through squares occupied by flying ones.

In **corridors**, a flying character will only be able **to move a half** of the spaces he usually does.

All the **Agility tests are automatically passed** when **jumping or climbing**.



In this image there are 2 sections (a room and a corridor) framed with a black border. Nariant 1, a celestial, has the skill Flying. As his own skill indicates, he can declare that he flies or descends to the ground at the start of his activation. Since he is in a corridor, he prefers to advance walking. He has a Movement attribute of 5, so he advances to the exploration arrow and finishes his activation. After revealing the new section (a room crossed by an abyss), he declares he is flying and flies until he reaches the door, ignoring the obstacle.

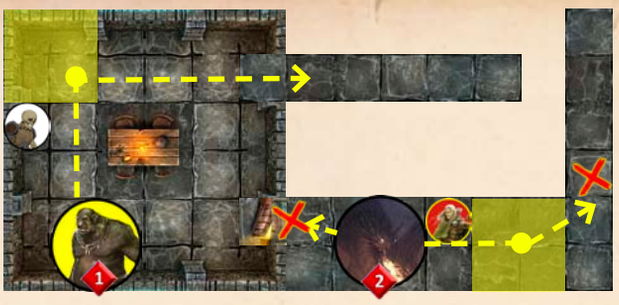
MOVEMENT OF LARGE AND HUGE CREATURES

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.

Creatures of much larger size (remember that there must be a difference of at least 2 points in height or size) than their rivals, will **ignore their Melee Ranges**. They will even be able to a**dvance through the squares occupied** by this type of rivals, having to finish their movement in an empty one.

A creature of **Large size** will be regarded as moving in **difficult terrain when it enters or remains in spaces 1 square wide**. Huge creatures will not be able to enter or remain in spaces 1 square wide (including doors of that width).





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 his next turn he can enter the corridor of a single square of width, although it will regard it as difficult terrain. The dragon 2, which is huge, will be able to move over the elf Taeral, its enemy, and finish its movement in 4 empty squares. But it will not be able to pass through the door or enter the narrow corridor as they are both only one square wide.

MOVEMENT WITH 5 X 2,5 cm. BASES

Although DUN does not include bases of this size, we are aware that many creatures, when represented by miniatures, are offered on bases of 5 x 2.5 cm. That is, they occupy two squares in the game board. This is the case with certain mounts, centaurs, etc. Move them in the usual way, as if it they only occupied one square. However, remember that you must always finish your movement in an area of 2 squares free of obstacles or characters, and that they must not be positioned diagonally.



The centaur 1 decides to advance 3 squares, between his ally and the table, and turn right, facing the door. It may be placed as indicated by the yellow shaded squares. In his next turn he decides to move his 7 Movement points forward in a straight line.



Actions

Remember that the letter E identifies the Actions considered exploratory.

1. OPENING UNEXPLORED DOORS E

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



Doors and open or closed accesses

If a character is adjacent (not diagonally) to a closed door that has not been previously opened during the game, you may decide to open it.

As soon as it is open, turn the door over to show it open. Then the Dark Player will reveal the existing space beyond it. If there are enemies, the appropriate Initiative roll will be made previous to combat (see page 28).

A door that has already been opened and later closed during a game may also be opened again, but in this case it will not be considered an Action but a Quick Action (see below).



NOTE: as you will see, this small tile shows the open access on its front and back. You should use it as a normal closed door.

2. OPENING LOCKED DOORS E

If heroes find a locked door (by indication of a card or a specific rule of a quest), they can try to open it stealthily. The group will **only have one attempt** to do so.

To open a locked door, a hero must stand adjacent to it (diagonally too) and **pass a Dexterity test**. If the test is passed the door will have been opened and the hero will visualize the same as if he had opened an unexplored door.

3. OPENING CHESTS E

All treasure chests are considered locked. If a character is adjacent to a treasure chest, he must pass a **Dexterity test to open it.** If the test is passed, the chest will have been opened and a card will be drawn from the Treasure Deck to reveal what is inside. Objects and coins found may be distributed among the players.

4. BREAKING DOORS AND CHESTS

This Action can be carried out when the characters have found a door locked and cannot (or do not want to) open it stealthily. In this case, they will be able to break it in order to open it. The character attempting to break it must stand adjacent to it (diagonally too) and **roll damage dice directly against the door** (damage rolls are found on page 39) as if he had won a melee hitting roll (no critical hits). An ordinary door has **Armor 5 and Vitality 5** (reinforced doors have Armor 6 and Vitality 6).

If there are **enemies** on the other side of the gate, they will get a **+1 bonus to their Initiative roll** (see page 28) **for each turn** the heroes needed to break it.

A chest may also be broken in the same manner as a normal door (Armor 5 and Vitality 5) if heroes didn't manage to open it normally. However, breaking it will not give any bonuses to the enemy. Draw a Treasure card as soon as the chest has lost all its Vitality points.

Ranged weapons cannot be used to break doors or chests. Weapons with the rule "Detonation" (see page 49) are the only exception.



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). If there are any enemies in the newly revealed section, they will get a +2 modifier to their Initiative roll as a result of the 2 turns Shara needed to break or knock down the door.

5. RUNNING

A character may decide to run to increase the number of spaces he will advance that turn. The player who controls it must declare that he runs before starting the move. He will then roll **2D6 and advance as many squares** as his **Movement plus the result obtained**. However, the distance covered may not exceed twice his Movement attribute. In other words, at most you can move twice as many spaces as you normally move. If a character gets a result of **double 1** when trying to run, he will only **advance a half of his normal Movement** that turn (it will be understood that he has stumbled slightly or felt some muscle or joint pain).

If the character is required to take a **Perception test** at any time during his movement in the turn he decides to run, he will do it with a **-2 penalty** (for example, when detecting traps or rolling Initiative against new enemies that appeared in unexplored zones).

6. 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.

You can interrupt your movement to make a great jump and then **complete the movement** once the Action has been successfully resolved. The total distance of spaces that the character can move, counting movement and jump, cannot exceed his Movement attribute.

When jumping **over obstacles more than one square** wide, a **-1 penalty** will be applied to the Agility test.

If a jump is made while **in the Melee Range of** one or more **enemies**, a **-1** will be applied to the Agility test.

If a great jump is failed, see the section on Falls on page 25.



Taeral has Movement 6 and an Agility 4. Therefore, he advances one space, jumps to a free square beyond the pit (he passes the test, because he gets a result of 7 in 2D6 that adds to his 4 in Agility having subtracted 1 for jumping an obstacle more than 1 square wide) and then decides to resume his movement advancing a total of 6 spaces.

7. 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 to consider that the upper end has been reached, ending the activation in a free square adjacent to the pit.

Characters trying to climb while within an enemy's Melee Range will get -1 to the Agility test.



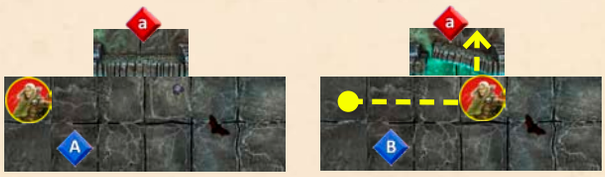
Shara has fallen into the pit and tries to climb up back to the surface. She gets a result of 8 in her Agility test. Since she has an Agility attribute of 3, the test has been successfully passed and she is placed in a free square adjacent to the pit.



8. SEARCHING FOR SECRET DOORS

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. **This search cannot be combined with a move.**

In order to do so, the character **must pass a Perception test**. If he succeeds and there is a hidden secret door in that section (indicated on the Quest Sheet), the Dark Player will place it in its exact location. This secret door shall have the same consideration as a normal door and may be opened in the usual manner unless the Dark Player activates Obstacle cards such as "Locked Door" or "Riddle" on it. **Several Perception tests may be done in the same section** to locate these doors.



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.

9. 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**. If he succeeds, he will find hidden objects **worth 1D3 coins**.

If the character gets a result of **double 6** in the test (as long as his Perception attribute is currently not negative), instead of calculating the number of coins found, he will **draw a card from the Treasure deck**, which will represent what was found.

10. SEARCHING OR INTERACTING WITH ELEMENTS

A character may search a Furniture item or interact with it or a Special Element to resolve its effects (e.g., search a cupboard, drink from a fountain, or pray before an altar). In order to do so he must be adjacent to that item at some point during his activation.

The content of the card corresponding to each type of element will be read and its effects resolved. Each element can only be **searched once per quest.** 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.

11. PUTTING ARMOR ON OR OFF

A character may put on or take off his armor. This Action may **not be combined with a move**. It only refers to the armor that covers the body, not to elements such as shields or helmets, which are manipulated in the same way as other objects (see Quick Actions on page 25).

12. DETECTING AND AVOIDING TRAPS

A hero may try to detect a trap that the Dark Player wishes to activate against him (see page 45). This detection is therefore made as a reaction to the appearance of such an obstacle.

A trap will only affect one square, unless the Obstacle card indicates otherwise (therefore, there will be traps that can be bypassed after being detected with no need to deactivate them).

If the Dark Player decides to pay for activating a trap card (or the trap is simply included on the Quest Sheet), the hero must stop his movement before stepping on the square or opening the chest or door with the trap, and must then perform a **Perception test**. If the test is passed, the character will not step on the square or open the door/chest, and the activation of the trap will be suspended, giving the character the chance to deactivate it in the next turn or to give way to another character who dares to perform that task. In this case, a marker will be placed to symbolize the location of the trap until it is deactivated.

If a character steps on the square where a trap is located once it has been detected, the trap will be automatically activated.



If it is **not detected, the trap will be activated and will have the effects described on its card** (if a square was to be stepped on, the character will be placed on it). Its consequences will affect the character and perhaps those who are close to him.

The character who has performed the detecting Perception test will be **forced to stop his movement** and will lose the rest of his turn.

If a character gets a result of **double 6 when detecting** a trap, he and his allies will get a **+1 bonus when trying to deactivate it.**



13. DEACTIVATING TRAPS

This Action can be performed after some of the characters has detected a trap. It will be enough to move adjacent to the square where it was detected. To be successful in deactivating it, a **Dexterity test** must be passed, depending on the result required for that type of trap. If the Dexterity test fails, the trap will be triggered.



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.

If the characters prefer not to take risks, the detected traps can be ignored whenever possible. If the trap was in a chest, that chest simply cannot be opened without activating the trap, unless a character dares to deactivate it.

14. 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 of heroes will only have one attempt to do so. If it is not achieved, the heroes won't be able to open that specific door or chest for the rest of the quest. If it is a door, the heroes will be able to break it as if it were an **reinforced door**.

15. SEARCHING CORPSES

As soon as a combat is over, a character can devote an Action to searching the corpses of dead enemies or allies, in order to take their belongings. It will not be necessary to approach each one of them. A character which has taken part in a turn of combat with these enemies must simply declare that he wants to carry out this Action.

Roll 1D6 for each eliminated enemy. 2D6 for each Elite level enemy or 3D6 for every Champion level enemy (you can learn more about levels on page 44). **With each result of 4+**, the character will **find 1 coin**. In addition, if he gets 3 results of 6, he will find one random Common Object. If he gets 4 results out of 6, he will find one random special object in addition to the above. If he gets 5 results of 6, he will find one random Magic Object (not a Relic), in addition to all of the above.

If a hero declares he wants to search corpses after **defeating the Quest Leader**, he will **always find the Magic Objects he was carrying**, if any.

If a hero is unarmed and has no chance of receiving any weapon from his partners (because they only have one), he may also take the **non-magic weapon used by the last enemy** he killed, although he will have a **-1 penalty to his Combat/Shooting Skills** while using it. This enemy must be the same size as the character who wants to use his equipment. These weapons won't have any selling value, so the characters won't be able to collect them for that purpose.

16. 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 town.

As long as heroes are unaware of the virtues of a Magic Object, it can be used without applying them, as its non-magic equivalent (these objects, however, will allow their user to repeat failed breaking rolls as all magic weapons and armor do. See on page 50). In other words, a magic broadsword can be used as an ordinary broadsword, but its user will be able to repeat failed breaking rolls.



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:

1- Poison; 2- Dexterity; 3- Heroic; 4- Strength; 5- Mana; 6- Healing

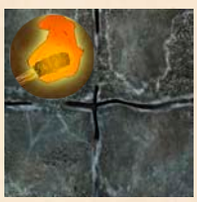
If there are no cards left in the deck for that type of potion, then the potion is considered to have no effect and will be discarded from the game.

17. ACTIVATING A SOURCE OF LIGHT

A character may activate a source of light, either a lantern or a torch, to illuminate a section. Characters located in an illuminated section (or 6 or less squares away from a point of light, if they are outdoors) will not be affected by any penalties they may have in the dark.

As a general rule, the sections are sufficiently illuminated to move and act normally in them. But sometimes, complete scenarios or some sections of these, if so indicated on the Quest Sheet or on the card used by the Dark Player, will be affected by Darkness or even Total Darkness. Darkness affects only those characters who have the negative skill "Lost in the Dark". On the other hand, Total Darkness affects almost all characters and creatures.

Whoever carries a torch or lantern must point it out and place the equipment card in one of his character's hands. As long as he holds it in his hand, it is considered lit. If he leaves the object that emits light in some square, he will indicate it by placing the appropriate marker in it.



18. MOVING FURNITURE

A character may use an Action to move a Furniture item to an adjacent square (as long as it can be moved and the character is adjacent to it) .

If a character has the same height as the furniture he is trying to move, he will be able to do it if he passes a Strength test.

Characters cannot move furniture items higher than them.

19. MELEE ATTACKS

A character may engage an enemy to fight him and try to hit and damage him. See chapter "Melee Combat" on page 33.

20. RANGED ATTACKS

A character may decide to attack at a distance with a throwing or projectile weapon. See chapter "Ranged Attacks" on page 31.

21. CASTING SPELLS

A character can cast a spell whose effects can either benefit himself or his allies or harm his enemies. See chapter "Magic" on page 36.

22. 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 help a mate who's trying to climb with a rope, or holding a fence so that his companions can cross under it.

QUICK ACTIONS

Characters may perform one Quick Action at any time **during their movement** and then continue moving, as long as they do **not run**.

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.

■**Opening or closing a door** that gives access **to an area already explored**.

■Equipping objects: if the player wants to take new objects in his hands, interchanging them with the ones he carries in his backpack (example: **drawing** a weapon).

■Drinking a Potion.

A Quick Action **cannot be performed** if the person who intends to do it or the character who interacts with him is within an **enemy's Melee Range** (except drawing a weapon). See on page 30 about Melee Range.

CRITICAL FAILURES DURING EXPLORATION

When a character gets a result of **double 1** in any Exploratory Action, the **Dark Player** will see his Reserve Point **budget increased by 1 point.**

EXPLORATION DURING COMBAT

Exploratory Actions may not be performed during combat turns (see chapter "Combat" on page 28). **Opening unexplored doors is the only exception** (this doesn't include locked doors).

ACTIONS WITHIN AN ENEMY'S MELEE RANGE

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 (obviously, melee attacks are excluded).

MERCENARIES AND PETS

Mercenaries and animals accompanying heroes will **not be able** to perform any Exploratory Actions or visualize unexplored sections, not even if their movement ends adjacent to them.

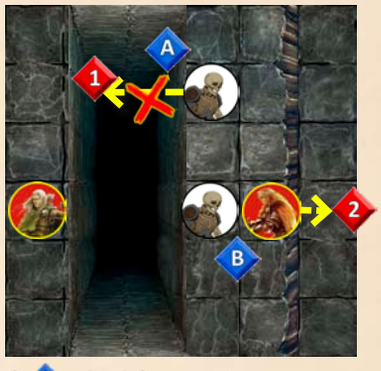
No character or creature controlled by the Dark Player may perform Exploratory Actions, unless otherwise indicated by a specific skill or scenario.

FALLS

In the event of a fall due to a failed test while performing a great jump or any other event, or by being pushed down a pit, the character will fall on the square of the pit where he was pushed or on the one closest to the target of his jump, and will suffer the **Knocked Down** condition and **1 damage die against his Natural Armor for each point of height he fell** for example, **pits cause 4 damage dice** because they are considered to have a height of 4). The character will not be able to do anything else until his next turn.

However, falls from a h**eight of 2 or less do not cause any damage** but character will be **Stunned unless he passes an Agility test.**

Events that throw a character into an abyss will obviously be fatal to the character and will result in him being automatically Knocked Out, with no need to roll any damage dice.



In this example A, 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 1.

In this other example (B), the skeleton wins the opposed hitting roll against Shara, managing to hit her. It doesn't do much damage, but the hero is pushed one square backwards, falling to a square on the lower floor (2), which is a fall from height 2. Shara suffers no extra damage from the fall, but is stunned since she didn't pass the Agility test.

HELPING WITH AN OBSTACLE

A character (not an animal) adjacent to a pit or cliff, and equipped with a Rope, may declare during his activation that he is going to devote his Action to helping an ally who is trying to jump over or climb such an obstacle. If the ally fails the Agility test while performing a great jump or climbing, the **character with the Rope must test Strength**. If he passes the test, the ally will be regarded to have passed his own test and the obstacle will be successfully overcome.

A character within an enemy's Melee Range will not be able to help an ally.

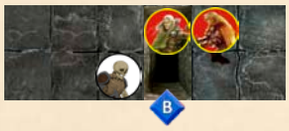
Anyone who jumps or climbs an obstacle with the help of an ally must always overcome it in the direction of the ally using the Rope.

Large characters who try to jump over or climb a pit, will give a penalty of **-1 to the Strength tests of other characters trying to help them**.

Characters helping with a Rope will get a +1 to their Strength test for each ally (animals and mercenaries included) adjacent to them.

A character may not climb out of a pit if there are no empty squares on the other side of the pit (if the square is occupied by an ally, it is understood that it is free and the ally will move to an adjacent square). **If there are empty squares but there is an enemy adjacent to the pit**, the characters involved in overcoming the obstacle will get a **-1 to their Agility and Strength**. It will be understood that the enemies will try to step on the hands of the climber, or they are throwing stones, arrows or cobblestones at him to thwart his attempt.





(A) Taeral has fallen into the pit and wants to climb up. During the next turn, Shara moves adjacent to the obstacle and declares that she is devoting her Action to helping Taeral with a Rope. Taeral fails the Agility test, which would mean ending the turn down there again, but Shara passes her Strength test and manages to lift him to the top. Taeral will be placed in the empty square next to Shara.

(B) Both heroes can perform the same action to get Taeral out of the pit, but since there is an enemy adjacent to it, both of them have a -1 penalty to their Strength and Agility tests. If the enemy were adjacent to Shara, she could not use her Action to help the elf.

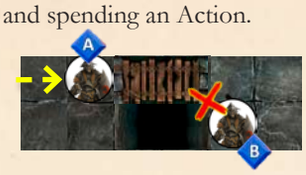
ACTION: BUILDING FOOTBRIDGES

Characters can build footbridges over a cliff. Two characters 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). They will need to use as many full turns (without moving) to perform this task as the width of the cliff. After these turns, at the beginning of the following one, the footbridge is finished and can be crossed.



Taeral agrees with Borgron to build a footbridge. The dwarf discards 1 pickaxes and 1 rope cards. If both characters remain at opposite ends of the cliff for two full turns (the width of the cliff is 2 squares), the catwalk will be placed at the beginning of their third turn and characters will be able to cross it.

Characters may destroy a footbridge moving adjacent to one of its ends and spending an Action.



(A) The orc moves adjacent to and in front of the footbridge, so he can use his action to destroy it.

(B) The orc has been placed diagonally, so he will not be able to destroy it.

Footbridges are regarded as **difficult terrain**. Each time a **Large creature crosses the catwalk**, it must roll 1D6. On a **result of 1, the footbridge will collapse**, becoming unusable again, and the creature will fall with it. Huge creatures cannot step on a footbridge or will automatically destroy it under their weight and fall with it.







Combat

COMBAT TURN

When a character has an enemy, visible or not, located in an explored area of the board and 12 squares or less away from him he will be considered to be about to engage in combat (we can call it a **"combat turn"**, considering the rest as **"exploration turns"**).

Encounters and Initiatives

As soon as a character discovers an unexplored section for his side and visualizes enemies in it, he must immediately make an **Initiative roll against the closest enemy in the section**. This Initiative roll will be made **with the Perception attribute** of the character closest to any of the enemies on the other side.

If the **heroes win** the Initiative roll, **a new turn for them** will immediately begin (without the Dark Player being able to draw cards or add Achievements).

If the heroes lose the Initiative roll, the turn ends for them and the turn of the opposing side begins.

Initiative rolls may also be made due to the spawning or placement of **new enemies** when the heroes' side is already **in combat**. In this case, if **the new enemies** (the Perception of the one closest to the group of heroes is considered) **lose the Initiative** die against the nearest hero (or mercenary or animal), **they will not activate in the turn in which they are placed**, and must wait for their next turn. If these new enemies win the Initiative roll, they may activate immediately as soon as they are placed.

In the event of a tie, the winner is the character with the highest Intelligence. If there is a new tie, a new roll must be made.

If two characters are at the same distance from enemies, the character with the highest Perception will roll for Initiative (if they have the same, choose one randomly).



Borgron opens the door and visualizes the new section A where the Dark Player spawns 2 orcs. The dwarf wins the Initiative roll against the nearest orc 1, so the Dark Player loses his turn. Therefore, he will not draw any card from his decks nor activate the orcs. A new turn begins for the heroes, who decide not to move. Borgron misses a shot with his crossbow and Shara takes a heroic potion. She decides to use her action to perform a second quick action and give Borgron a melee weapon.

Each time the Dark Player places a new character or creature in a section which has just been revealed, or as a result of playing a card or an event, the corresponding Initiative roll must be made between the enemy characters closest to each other. If new enemies are spawned during combat, a new Initiative roll must be made. Then they will activate immediately if they win the Initiative, but will not activate this turn if they lose it**.**



When the Dark Player's turn comes, he decides to activate a Reinforcements card and places the new orcs 2 in the corridor section B, as indicated by the card. A new opposed Initiative roll must be made, this time against Shara, the hero closest to the newly spawned orcs. If the orcs fail, they lose their activation and will not activate until their next turn. However, the Dark Player doesn't lose his turn, and the orcs in the room A may activate normally.

PLACEMENT OF ENEMIES

When the heroes reveal a section with enemies, either because they are located in a predefined place (indicated on the Quest Sheet), because it is so determined by a Special Element card, or because the Dark Player has used one of the Encounter cards from his deck, the Dark Player will place them in squares of his choice within that section. However, **he cannot place any creatures 2 or less squares away from the character who revealed the section**.

When enemies are spawned in any other situation by the activation of Encounter cards, no creatures may be placed 2 or less squares away from any character in the group of heroes.





RULE: CAUGHT BY SURPRISE!

As soon as an Initiative roll is made (after both sides have met when a **new section is revealed**), **enemies 6 or less squares away** from the character or creature that won the Initiative test will be **affected by the "Caught by surprise!" rule** if both dice rolled by the winning side **equal or exceed the Intelligence of the enemy** who rolled Initiative against them.

Example: If an orc with Intelligence 3 loses the Initiative roll against an elf that got a 3 and a 5 on its roll, the orc will be considered affected by the "Caught by surprise!" rule, because the two individual results of the dice rolled by the elf equal or exceed the orc's Intelligence.

The characters affected by this rule in the losing side can be moved by the winner (choosing their facing too) to an **adjacent square free** of obstacles or characters.

Characters and creatures will **never be affected** by this rule if they new section was revealed after **breaking down the access door**.

If one of the sides gets a **critical failure** (double 1) on their Initiative roll, **all the characters** in that side within the 6 square radius mentioned above will be **automatically affected** by "Caught by surprise!"

This rule **cannot be applied** to a side which is already in a **combat turn**.



Returning to the example on the previous page, if Borgron wins the Initiative roll and the orcs are affected by the "Caught by surprise!" rule, the player controlling the hero will be able to move each orc to an adjacent free square, with a facing of his choice (the logical thing to do is to place them facing backwards so they lose their Line of Sight and he gets the bonus for attacking from behind).

LINE OF SIGHT

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 one. **If there are no elements obstructing such a line, there will be clear LoS**. However, the character must be facing the target, there will be no LoS if the target is on his back.

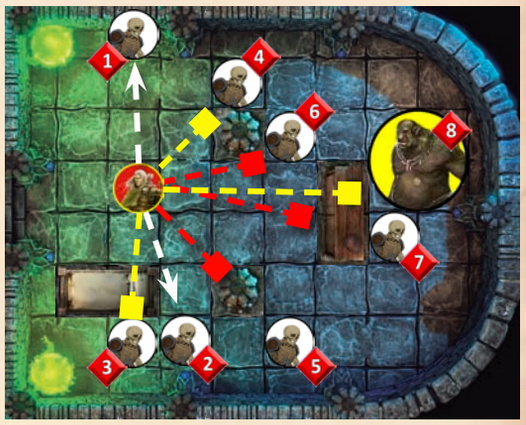
No creature will be able to have Line of Sight through elements of the same height or higher than themselves except in those cases in which the target is higher than the interposing elements.

If there is **LoS, but there are any interposing elements, the target will be considered to have cover**. This cover will be applied even if the drawn line touches only the corner of a square occupied by an element (i.e., an obstacle or a character), or crosses a lower height element that does not totally block LoS. In order to have cover, the target must always be adjacent to the obstacle.

Depending on the nature of the elements, they will be regarded as light or heavy cover.

Light (tables, chairs, fences, other wooden furniture)

Heavy (walls, columns, statues...)



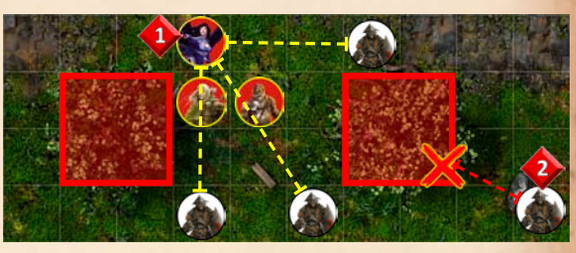
Taeral, an elf archer of height (2), is surrounded by enemies, almost all of them of the same height. If he turns towards any of them, he will have LoS to the skeletons without any obstructions 1 2. Skeleton 3 has light cover because it is adjacent to a bed (height 1). Skeleton 4 has heavy cover because the LoS line touches the corner of a square with a column. He will not be able to target enemies 5 6 7 because he has no LoS to them, since they are behind some columns (height 4) or a cupboard with their same height to that of his enemies (height 2). He has LoS to the troll 8, since it has height 3, greater than that of the wardrobe, but the troll will benefit from the light cover provided by the furniture.

NOTE 1: squares separated by a wall are not considered adjacent and there is no LoS between them.

NOTE 2: when a character is at the bottom of a pit, he will not have LoS to those standing at a higher height.

FLYING CHARACTERS AND LoS

All flying characters and creatures are considered to be higher than the other characters around them. 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 1 have Line of Sight to her, since the heroine has declared that she flies. The only one who has no Line of Sight is the orc 2, as 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.



Shara has a diagonal facing. The red shaded squares constitute the back of the character.

MELEE RANGE

Each character has a Melee Range which includes the eight squares adjacent to the one he occupies.

A character **who does not run may enter an enemy's Melee Range**.

Any **character who enters a square** which is part of an enemy's Melee Range **must end his movement** there. Then both characters are considered to be engaged.

As long as he is **not running**, a character will **ignore** an enemy's Melee Range if there is another allied character within it (the enemy is already engaged). Therefore, he will be able to move through it freely.

MOVING WITHIN A MELEE RANGE

If a character is **engaged** with an opponent, **he may move to an adjacent square** within the opponent's Melee Range without disengaging as long as his attack is targeted at him. This is regarded as Movement.

DISENGAGING

An **engaged character may ignore** his **opponent's Melee Range** and move normally during his activation if he passes an **Agility test** before performing an Action. If he fails, he will remain engaged and his activation will be over. If he gets a **critical failure** in the test, he will be **automatically hit by the opponent** he was trying to disengage from.

If a character wishes to disengage from several enemies he will have to pass one Agility test for each of them.



Borgron wishes to disengage from the two orcs. This will require passing two different Agility tests.

LARGE AND HUGE CREATURES

A creature will be able to engage 2 enemies instead of 1 if it is larger than these. It will be able to engage three enemies if all of them are much smaller (remember that this happens when there is a difference of at least 2 points of height or size between two characters or creatures).

ATTACKS FROM BEHIND

If a character attacks an enemy from behind (starting his activation in a square behind his target) he will get a bonus to hit (see the modifiers in the "Ranged Attacks" and "Melee Combat" chapters). Besides, the defending character will not be able to use his shield.

NOTE: Remember that if a character wants to attack an opponent behind him, he must first turn or change facing during his activation (which is not regarded as movement nor as an action), in order to have LoS to him.





A *Borgron's engaged with the orc. If he wants to disengage, he must pass an Agility test. Another option would be to move Shara adjacent to the orc. In this way, Borgron could move freely, since Shara would be engaged with the orc. The dwarf could also move (no need of passing a test in this case) to an adjacent square, as long as he doesn't leave the orc's melee range and providing he uses his Action to attack the orc.*

B *If the orc advances to one of the squares adjacent to Shara, he must stop his advance there since he will have entered her melee range (as long as Shara is not engaged with another opponent).*

C *Taeral intends to reach orc 1. He has no problem to do it since Borgron is engaged with orc 2. That means Taeral can move through the orc's Melee Range and avoid the troll's melee range 3 in order to reach his target.*

Shara cannot disengage from the troll. In fact, if Taeral were to enter the melee range of the Large creature, both heroes would be engaged, because they are smaller than the Large creature. If the troll doesn't turn towards Shara, Shara will be considered to be attacking the troll from behind, as her initial position will start at the creature's back.

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, regardless of the combination of weapons or abilities he is using. Huge creatures are excluded from this rule.



Ranged Attacks

Guidelines

Ranged Attacks are carried out with Ranged Weapons (either projectile or throwing ones), and required the target to be within the range of the weapon. Characters can't make ranged attacks while within an enemy's Melee Range.

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 AND FAILURES

A **blunder** result when attacking at a distance may result in the **weapon breaking** (see the section "Breaking Roll" on page 41). 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 scenarios without squares, as it is detailed later in these rules, it is understood that the line of fire will be 1 inch wide and may affect all characters whose bases touch that line). In case of doubt, when there are several allies located at the same distance from the trajectory, one random character will be hit.

If the test is failed and there is **a result of 1 in one of the dice**, a shot or throwing targeting an **enemy with an ally adjacent** to him will **hit the ally instead** (if there are several adjacent allies, one of them will be hit at random). However, adjacent allies that are **smaller than the target cannot be hit**.

After a misfire the character's activation ends.



The elf Taeral 1 shoots his bow at the orc 2. If he passes the Shooting test he will manage to hit. If he fails and gets a result of 1 on one of the dice, he will hit Borgron 3 instead, who is adjacent to the orc. If the elf had a blunder result, he would hit Shara 4, as she is the closest ally among all those adjacent to the arrow's trajectory.



Modifiers

COVER

Shooting or throwing weapons at targets behind cover have certain penalties (see page 29).

Shooting at characters behind **light cover** has a penalty of **-1**. In the case of **heavy cover**, the penalty is **-2**.

DISTANCE

Shots and throwings against targets from a **point-blank range** (**up to 3 squares** from the shooter/thrower) will not be penalized.

When the distance to the target is **short**, between 4 and 6 squares, the shot or throwing has a **penalty of -1**.

When the distance is **medium** (7 to 9 squares) the penalty is **-2**.

When the distance is **long** (10 squares to the maximum range of the weapon), the penalty is **-3**. Most indoor shooting and weapon throwing is done at short range.

When the target is at a distance of more than half the maximum range of the weapon (except for throwing weapons), critical results will not generate extra damage dice.



Point-blank *Short* *Medium* *Long*

NOTE: Remember this series: 3/6/9/10+, which will mean point-blank, short, medium and long distance, respectively. Thus, each distance range increases the distance to the target in 3 squares.

SMALL TARGETS

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

LARGE OR HUGE TARGETS

If the target is **Large**, the **shooter gets a +1** to his Shooting Skill. +2 if the target is Huge.

STATIONARY TARGETS

If the target is stationary, the **shooter gets a +2** to his Shooting Skill.

MOVING AND SHOOTING

Characters shooting a projectile weapon after having moved up to a half of their movement **get a -1** penalty to their Shooting Skill. The penalty is **-2** if they **moved more than half their Movement**.

Throwing weapons have no penalties when moving.

FLYING TARGETS

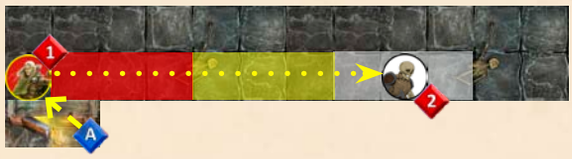
If the target is a character or creature that is **flying** that turn, the shooter gets a **-1** to his Shooting Skill.

TARGETS MORE AGILE THAN SHOOTER

Shooter gets a -1 to his Shooting Skill if his **target's Agility is higher** than his own.

ATTACKS FROM BEHIND

If a character **attacks** from the back of the target (or the target is Knocked Down), he will get **+1** to his Shooting Skill and the **defender will not be able to use his shield**.



Taeral 1 moves one space A and shoots at skeleton 2 in front of him.

Taeral's enemy is at a medium range, but he has his back turned to him. Taeral rolls 2D6, gets a 7 and adds 5 (his Shooting Skill), making a total of 12. He applies a -2 for being at medium range (7 to 9 squares), a -1 for having moved a square and a +1 for shooting from behind. The final result is a 10. He hits his enemy.

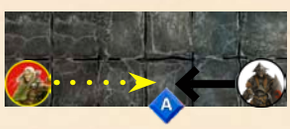
DEFENSIVE SHOT

A character armed with Ranged Weapons will be able to react using a Defensive Shot against an enemy who moves with the intention of attacking or engaging him, as long as this **move is initiated in a square to which he has LoS**. An additional **penalty of -2** is applied to this kind of shot. Defensive Shots won't be allowed when the target has started his movement from a position **3 or less** squares away from the shooter.

A target of a Defensive Shot must stop its movement when he is 3 squares away from the shooter. At this moment, **if the shoot hits and causes at least 1 wound, the target will stop** his advance. Large and Huge targets will only stop their advance if the roll to hit gets a double critical (double 6).

This shot cannot be fired if the weapon is in the "Reloading" position.

A character may not make more than one Defensive Shot per turn.



An orc is trying to attack Taeral. The elf decides to make a Defensive Shot, so he will get -2 to his Shooting Skill. There will be no other penalizers because the shot is made when the enemy is 3 squares away from him A.

Melee combat

Guidelines

WINNING A COMBAT ROUND AND HITTING

A character can attack any enemy located on his front within his 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.

TIE-BREAKING

Ties in combat opposed rolls will be won by the character with the **highest Agility**. This rewards the fastest characters, who will more easily avoid hits or find the weaknesses of the opponent. In case of a **new tie in Agility,** the winner will be the one who uses a **shield**. If there is still a tie, the defender always wins.

CRITICAL FAILURES



If a character gets a blunder result, the **weapon** used will immediately **fall** to the ground **on the square occupied by his opponent.** Then a **breaking roll** must be made to determine whether the weapon breaks (see the "Breaking Roll" section on page 41). The location of the weapon shall be marked with the appropriate marker.

The character who got the blunder will be momentarily disarmed until he can pick it up or draw another weapon in a later turn.

Picking up a weapon located in an adjacent square or in the same square occupied by the character who wants to take it, is a Quick Action. However, if this weapon is within the Melee Range of an enemy, the character must use an Action to try to pass an Agility test. If successful, the weapon will be recovered.

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



PUSHING

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 (including diagonally) after resolving the damage roll. The pushed player will keep his facing. If there are no empty adjacent squares, the defender remains in the same place and takes 1 extra damage die from that attack.

A pushed character will fall, if there is a difference in height, into a pit, precipice or obstacle existing in the square where it is pushed, suffering the corresponding effects.



A *Shara succeeds in hitting the orc and decides to push him towards the pit.*

B *Borgron succeeds in hitting the troll. As this creature is larger than him, he will not be able to push it.*

C *Borgron beats the orc adjacent to the troll and pushes him to an adjacent empty square.*

TAKING AN ENEMY'S POSITION

When an attacker succeeds in eliminating an enemy, or simply manages to knock him down or push him, he may occupy the square abandoned by the defender, without considering it a move, and then change his facing as he wishes.

NOTE: bearing this in mind, a character who can carry out two or more attacks during the same turn may win a hitting roll, push an opponent and move to the square formerly occupied his enemy, and then make another attack against an enemy currently within his melee range.





A *Shara wins the combat round against the orc, whom she pushes back to an adjacent square. If she has not consumed her movement, she will be able to move freely since she is no longer engaged by the orc.*

B *If she has already moved before carrying out the attack action, she can still move to the square abandoned by the orc (becoming engaged with him again).*

Modifiers

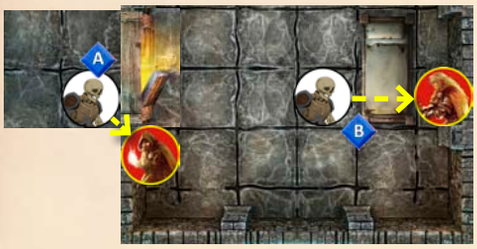
WEAPONS



Some weapons have penalties when used for attacking, defending, and sometimes in both cases. This somehow represents how difficult it is to use each weapon in a specific situation(see chapter "Equipment" on pages 48,49). *For example: the axe reduces the user's Combat Skill by 1.*

COVER

If there is an obstacle in the path of a melee attack (imagine an attack made diagonally with the corner of a wall or gate blocking the path), the attacker will **apply a -1 penalty** to his roll, regardless of whether it is light or heavy cover.



Skeleton A attacks Borgron. It is adjacent to him but its attack will be penalized since it is hindered by the door jam. The skeleton B attacks Shara with a spear (a long range weapon with a reach of 2 squares), but the knight benefits from the cover provided by the bed (height 1) that stands between them and does not block Line of Sight.

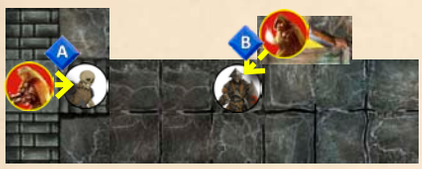
FLYING TARGET/ATTACKER

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

A flying character or creature must stop flying if he wishes to attack in melee an enemy on the ground.

FIGHTING FROM AN ELEVATED POSITION

If a combatant is in an **elevated position** with respect to the opponent (one level higher than his enemy), he will get a **+1 to his Combat Skill.**



A Shara gets a +1 to her Combat Skill since she is at the top of the stairs, in an elevated position with respect to her opponent.
B Borgron launches an attack against the orc. His LoS to the orc touches the corner of the door, so he will apply a -1 to his Combat Skill.

ATTACKS FROM BEHIND

If a character attacks from the target's back (or the target is Knocked Down), he will get **+1** to his Combat Skill and the defender will **not be able to use his shield**.

STATIONARY TARGETS

Attacks against stationary targets (doors, furniture or characters affected by this condition) will not require a hitting roll and will **automatically hit**. If the target is a character, he will have his **Armor reduced by -1**.

DRAWING A WEAPON

If a character performs a Quick Action in order to draw a weapon while within an enemy's Melee Range, he will get a **-1** to his Combat Skill.

SHIELDING

As soon as a character is attacked he may declare that he will try to use his shield to block the attack. That turn he can repeat all the rolls to try to block hits with his shield, but during his next activation he won't be able to attack or run.

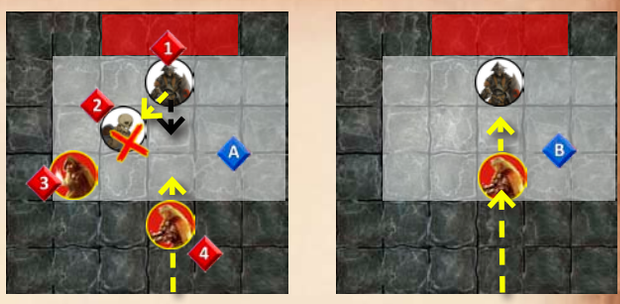


LONG RANGE WEAPONS

Certain weapons have a much greater range in melee combat (halberds, spears, greatswords), which means that the **frontal Melee Range** of the character using them is **two squares** long and not just one. An enemy must stop his movement in the usual way as soon as he enters the Melee Range of a character using one of these weapons, becoming engaged. If a character who attacks with a normal range weapon wins the combat round against an opponent with a long range weapon, he will advance to a square adjacent to his enemy, roll the damage dice and then push him if he wishes to do so.

Attacks with long range weapons may never be made through squares occupied by other characters or creatures, not even if they are allies. They cannot be made through squares occupied by heavy cover either.

These weapons allow their users to engage their enemies without getting engaged themselves.This frontally expanded Melee Range will be a headache for enemies and a good way of supporting allies. However, characters using these weapons will suffer a **-1 penalty to their Combat Skill** when fighting an **enemy** in an **adjacent square**, **losing their extended Melee Range** as long as they remain in this position.



A *The spear-armed orc* 1 *cannot attack Borgron* 3 *through the square with his ally, the skeleton* 2.
Shara 4 *must stop her movement as soon as she enters the melee range of the orc with the spear..*
B *Then Shara attacks the orc and wins the opposed hitting roll, so she can advance one more square until she is adjacent to her enemy. Then she rolls for damage. She can then choose to push the orc in the usual way or not. The latter will be very convenient since her enemy has a clear disadvantage while being adjacent to her.*



Magic



Magic is only available to spellcasters, who can learn different spells according to their class and the Lore of magic they chose. At the same time, each Lore belongs to a great magic realm, depending on the type of gods that are venerated.

GODS OF THE ELEMENTS

Fire, Earth, Air, Water

GODS OF LIGHT AND HARMONY

Light, Blessings, Runic, Music

GODS OF DARKNESS

Necromancy, Witchcraft, Underworld, Corruption

GODS OF NATURE

Nature, Tribal, Channeling, Animism

Guidelines

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 a 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.

If the spell is of **permanent effect**, it will be held 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, its effect will end.

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.

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 magic recovery 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

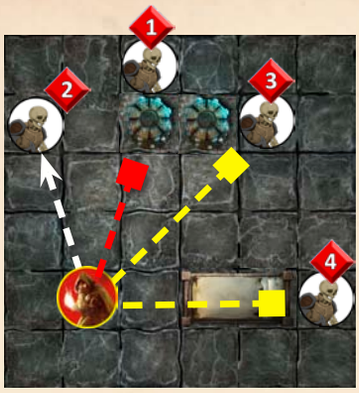
Spellcasters may only use one magic scroll or components for magic per turn.

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 mana 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.

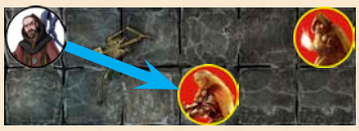
Borgron has several nearby enemies. He has no LoS to skeleton 1. He has LoS to the other ones, though, although if he wants to cast a magic projectile, he must consider that skeleton 4 will benefit from light cover, while skeleton 3 will benefit from heavy cover.

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.

SPELLS WITH MAXIMUM POWER

A **double-critical** result (double 6) in the Intelligence test to cast a spell will **negate** any possibility of **dispelling** it in the turn it was cast.

In addition, **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 39).

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 wizard will be **automatically Stunned** and will roll **5D6**. **For each result that equals or exceeds his Intelligence , he will lose 1 Vitality**.

END OF PERMANENT EFFECTS

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.

Kinds of Spells



A Nature of the spell: the symbols represent each of the six types of spells according to their nature.

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

A 1, 2 or 3 means that the spell affects those squares located within a radius of the same number of squares counting from the selected target. The spell's card will indicate whether the spell affects allies, enemies or both.

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

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

If it has a range of , it can be cast on characters or creatures 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.

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 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. Characters not selected as targets, but within the spell's AoE, or being traversed by the trajectory (including allies), will suffer 2 less damage dice than the target, unless the spell's description indicates otherwise.

Magic projectiles act in a straight line, affecting all squares crossed by that line. Unless the spell states otherwise, a magic projectile does not affect the squares adjacent to that of the target.

Characters who benefit from light cover (or who use a shield when they are frontally hit by a magic projectile) will take 1 less damage die than the spell indicates. Those who benefit from heavy cover will take 2 less damage dice.

Control: spells used to control the will of creatures and enemies, stun them, immobilize them or affect their movements and skills.

When they aim to control the movements and Actions of an enemy, or to cause illusions, they **will not affect Leaders**.

When trying to control the will of **Large** creatures, the caster will have a penalty of **-1**. If the creature is **Huge or of Champion level**, the **penalty will be -2**.

NOTE: characters and creatures controlled by a Control spell will be regarded as allies of the controller until the effects of the spell end or until the controller or any character or creature on the controller's side attacks them.

Damage: spells that, without being considered magic projectiles, are used to cause some kind of damage on enemies and reduce their Vitality: impacts, diseases, suffocation…

Protecting: useful to protect allies or the caster himself from any type of attack, or to block enemy advance.

Enhancing: used to give bonuses or boost skills and attributes of allies or the wizard himself

Healing: used to heal allies and remove conditions.

SKINCHANGERS

A hero transformed into an animal will be **able to perform Exploratory Actions**, but will not be able to perform Dexterity tests. He will also be unable to handle objects or cast spells as long as he remains in an animal state.

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

Damage



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.

Elements such as **walls or doors** will always be regarded as **heavy armored** by any weapons and spells used against them. These elements will not be damaged by ranged weapons (except those with the rule "Detonation" ()). Besides,, combat skills are not useful when hitting these items and may not be applied.

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.

NOTE: when damage is indicated against attributes other than Armor, target will take 1 wound if the result in the die is equal to or greater than that specific attribute.

For example: if a spell causes 5 damage dice against Courage, 5 dice will be rolled and each result that equals or exceeds the target's Courage will cause the target to lose 1 Vitality point.

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 from his counter.

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**.

Example: A broadsword handled by a warrior with Strength 3 will deal 4 damage dice, because this kind of sword adds +1 damage die. In addition, if the attacker has rolled a result of 6 with one of the dice while trying to hit, he will roll 5 damage dice instead of the usual 4 with this type of weapon. If he has rolled a double 6 (double critical), he will roll 6 total damage dice in addition to any extra effects this may cause.

NATURAL ARMOUR OR TOUGHNESS

The Armor attribute before applying any modifiers derived from the equipment used represents the **Natural Armor** or Toughness that a naked body possesses against blows, attacks or any other effect that could harm it. At the same time, there are certain attacks or damages that directly affect the character's Natural Armor or Toughness, such as poisons or diseases.

THE ARMOR

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

NOTE: When trying to wound a target with an Armor of 6 using a weapon that increases target's armor in 1, roll damage as usual. If there are any dice with a result of 6, roll them again. If you get a new 6, that die will cause damage.

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.

CREATURES WITH AN OUTSTANDING VITALITY

You can use a wound marker and the Achievement Counter to better count the Vitality points of very powerful creatures.



Players thus indicate that a giant has 47 Vitality points left.

Conditions

CONDITION CHART

If an attacker hits his target (with a melee attack, a ranged attack or a magic projectile), in addition to the damage dice dealt he may inflict extra effects on his opponent, depending on the size of the opponent and the number of critical hits obtained. We will call these effects conditions. Check the condition chart below and **apply** them **after resolving damage** (providing target is not Knocked Out). Notice the consequences vary depending on whether you hit normally, hit with a critical or a double critical.

Attacker's size with respect to the defender	EXTRA EFFECTS		
	Normal	Critical	Double critic
MUCH LARGER	KNOCKED-DOWN	KNOCKED-DOWN	KNOCKED-DOWN
LARGER	*NO EFFECT*	KNOCKED-DOWN *	KNOCKED-DOWN
THE SAME	*NO EFFECT*	*NO EFFECT*	KNOCKED-DOWN
SMALLER	*NO EFFECT*	*NO EFFECT*	STUNNED
MUCH SMALLER	*NO EFFECT*	*NO EFFECT*	STUNNED

**In attacks carried out by average size creatures against small size Leaders, this result will be without effect.*

KNOCKED DOWN

As stated in the chart, whenever an attacker hits an equal or smaller sized opponent with a double critical (double 6), target will be Knocked Down, moving 1 space backwards as if it were a push. As you can see, larger characters or creatures can more easily cause knock-downs. It's enough for them to get a single critical hit on their roll to Knock Down smaller opponents. If the attacking creature is much larger than the defender, it will always knock him down even if he doesn't get any critics.

If the defeated opponent cannot be pushed into an adjacent empty square, he will remain in place.

A *Shara attacks and wins the opposed hitting roll against the orc obtaining a double critical hit. Therefore, she knocks him down, pushing him to an adjacent square. However, she must first roll for damage.*

B *If the knight had obtained a double critical against the troll, she would only have stunned him and would not have been able to push him, being smaller than her target. If the troll attacked and won the opposed hitting roll, he would knock her down with just one critical result. If the creature were a dragon or any other creature of huge size, a mere hit with no critics would knock her down.*



STUNNED



While a character is Stunned he will have a **-1 penalty to all his attributes** (except Natural Armor and Vitality) and will **not be able to run**. The Stunned condition will normally last indefinitely, and may be **cancelled in each recovery phase** at the beginning of the character's activation (as indicated on page 18).

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+ in 1D6, she will remove the condition and ceased to be stunned.

WOUNDED



When a character has received so many wounds that he only needs one more to lose all Vitality, he will be considered Wounded (that is, when he only has 1 Vitality left).

While a character is Wounded, he will have a **-1 penalty to all his attributes** (except Armor and Vitality) and will **not be able to run**. Therefore, he will have the same penalties as with Stunned, both effects being cumulative.

The Wounded condition is only removed if the character recovers at least 1 Vitality point and this attribute is again above 1.

KNOCKED DOWN

As soon as a character or creature is Knocked Down, it will be **placed lying face up** and will remain in that state for the rest of the turn. While he is down, he will not be able to move, shoot, cast spells or perform Exploratory Actions. He will also be Stunned and suffer all the penalties associated to this condition (in this case it will affect even characters usually immune to it). He will have **no Melee Range and will not block LoS**. In addition, **if he is attacked**, he will be **considered** to have been **attacked from behind**.

DISEASED



A character with the Diseased condition is regarded as suffering the effects of some disease.

As long as a character has this condition, he will have the same penalties as if he were Stunned. Only potions, healing spells or healers can remove this condition.

POISONED



A character who receives damage from a poisonous attack will be considered under the effects of poisoning until the end of the quest or Epic Event. While in this state, he will have the same penalties as if Stunned. Only potions or healing spells can remove this condition.

CUMULATIVE EFFECTS

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

The **Knocked Out, Wounded and Diseased** conditions are **not removed at the end of a quest.**

STATIONARY

Stationary characters are automatically hit by melee attacks. They are also more easily hit by shots and have no Melee Range.

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. If this is a character or creature controlled by the Dark Player, a mercenary or an animal, it will be removed from the game. If he is a hero, he will lie face down and do nothing else during the rest of the game.

DEATH?

If a character finishes the quest affected by the Knocked Out condition, his companions can take the body with them (see "Transporting Companions" on page 57). After finishing the quest, refer to the section "Consequences of being Knocked Out" (page 42) to determine the hero's fate.

NOTE during a Travel Event (not Epic Event), allies are always considered to be able to take the body with them.

Use of Shields

BLOCKING

A defender embracing 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 from the Knock Down** condition that hit might cause.

An attacker's **critical** result will **reduce a shield's blocking roll**. Thus, a shield that blocks normal hits with a result of 5+ will only block a critical hit with a result of 6. If the hit has been achieved by obtaining a **double critical, it will be unblockable** (regardless of the type of shield).

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

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. Since the skeleton has obtained a critical hit, Shara will not block with a result of 5+ but with a 6.

PUSHING WITH A SHIELD

If a **defender** using a shield wins the opposed combat roll, he **may push equal size or smaller opponents** (but will not be able to move to the square they were occupying). If there are no empty adjacent squares, the opponent remains in the same place.

CRITICAL FAILURES WITH SHIELDS

A defender who uses a shield and gets a blunder while defending, will randomly choose whether to drop his shield or his weapon (making the proper breaking roll).

Breaking Roll

WEAPONS

Weapons can be broken when the attacker or defender gets a critical failure while using them. In that case, a character must roll 1D6. **If the result is equal to or lower** than the one indicated on the weapon's card, then the **weapon is broken** and becomes useless. Pole weapons or weapons with wooden handles such as spears or axes are more likely to break than swords and similar weapons (see pages 48, 49 for details).

SHIELDS

When a defender is designated as the **target of a magic projectile** and declares he is going to use his shield to protect against it, or succeeds in **blocking an impact from a weapon capable of breaking shields**, the bearer of the shield must make a breaking roll to determine if his shield breaks or resists the impact. In these cases, he will roll 1D6. If the **result is equal to or lower** than that indicated on the shield's card, it will be **broken** and become unusable.

In the event of hits from creatures larger than the defender, the shields are more likely to break, as indicated on the skills "Large" and "Huge".

If a shield is broken after blocking a hit, the bearer automatically takes 1 damage die.



Consequences of Being Knocked Out

If a hero is Knocked Out during a quest or in the resolution of a Travel Event (see Travel Events in the "Campaigns" chapter) the player controlling him will 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):

If the **heroes were able to recover the body** of their Knocked Out friend before leaving the scenario (see how to transport partners on page 57):

1 DEATH: the hero is dead. His mates may transport him to a place where there is a **Healer** (see "Places and Services" on page 76) **and resurrect** him for the cost indicated, although the hero will **suffer a permanent and incurable injury.**

NOTE: in independent quests that are not part of any campaign or located on a map, a fallen hero may be automatically transported to a healer, provided his teammates manage to take him with them when they leave a scenario.

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).

If the **heroes were not able to recover the body** of their Knocked Out friend before leaving the scenario:

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

2 REVENGE: the hero dies, tortured by his captors. A hero's relative will find out about it and swear revenge. The player will be able to use a new hero with the same characteristics as the one who died, but starting from an experience of 0. However, he will get the skill "Hatred" towards all the creatures of the faction that killed his relative.

3 PRISONER*: the hero remains alive and is imprisoned in the scenario where he was Knocked Out. In order to set him free, his mates can **pay a ransom of 10 coins** or return to the scenario. In the latter case, each time the heroes enter a room, they must roll 1D6. With a result of 6, there will be a new door that accesses the place where the hero is imprisoned (if no 6 is obtained throughout the game, this door will always spawn in the last room explored by the heroes before leaving the scenario). In any case, **the prisoner will have lost half of his equipment** at random (including Magic Objects and Relics) and his **injuries will be permanent and incurable.**

If the imprisoned hero is not rescued, he is regarded to be dead.

*If this result is obtained after being Knocked Out **during a Travel Event or in a scenario** where there are only **outdoor** tiles, **apply the following result**.

4-5 SERIOUS INJURIES: the hero manages to escape after suffering torture and other misfortunes. He is alive but suffers **permanent and incurable injuries.**

6 ESCAPE: surprisingly, the hero manages to survive and escapes unharmed, even though his companions thought he was dead, and returns to them to resume their adventures.

NOTE: any Knocked Out hero who survives an adventure, with or without injuries, will be regarded as Wounded (and therefore left with only 1 Vitality point) until he has recovered.

TRAVEL EVENTS

If a hero is Knocked Out due to the resolution of a Travel Event (not Epic Event) his companions will never leave the fallen hero's body.

INJURIES

Roll 2D6 for each character who suffers injuries and check the result in the following chart (before resolving the roll, the group of heroes must decide whether or not to resurrect their companion, or whether to pay his ransom or try to set him free. That is to say, the type of injuries will only be known after this decision has been made and the hero has joined them again):

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.

Psychology

FEAR OF LARGER ENEMIES

When a **Courage test** is required in order to avoid the effects of fear against an enemy that causes it, a penalty of **-1 will be applied to the roll for each superior level of size that the enemy has** with respect to the character that must pass the test. Thus, a human will not have a penalizer against a zombie, but will have a penalizer of -1 against an ogre and -2 against a huge dragon.

DEATH OF A LEADER

If a Leader is Knocked Out, all Grunt level [1] characters **6 or less squares away** from him must automatically pass a **Courage test** or else be removed from the game. This represents they panicked and escaped or simply surrendered.




DEAN SPENCER

The Dark Player

The Dark Player, in addition to using the Quest Sheet to organize the game, will have at his disposal a budget specified in the Reserve Point Counter to invest in the obstacles and creatures that the heroes will face. This budget will increase or decrease depending on the cards he uses and the activations he makes.



Reserve Point Counter

Card Drawing, Activation and Discards

CARD DRAWING

At the **beginning of his turn**, the **Dark Player draws a card** from one of his decks, which he will not show to the other players while it remains in his hand.

He cannot draw cards if the **heroes are engaged** in combat with **enemies** spawned at the scenario's **Main Room**. In the same way, he **won't be able** to draw any cards once the **heroes have accomplished their mission.**

ACTIVATION

The Dark Player will decide, depending on the options allowed by each card, whether or not to activate one or more cards in his hand in order to hinder or damage characters, spawn monsters, traps, etc., spending, if activated, the Reserve Points indicated in the upper left corner of the card. This value represents the **activation cost** of the card.



The Dark Player may not play or activate a card if he lacks sufficient Reserve Points to pay for its cost.

Once activated, each Dark Player's **card is removed** from play and placed next to its deck, face up.

Each time the Dark Player wants to activate the contents of a card, this will be regarded as a **Dark Player's Action** (not to be confused with the moves and Actions that the characters and creatures he handles can perform).

DISCARDS AND CARD LIMIT



The Dark Player may hold a **maximum** number of cards in his hand **equal to the number of heroes** (who are not Knocked Out) **multiplied by two** (the **minimum limit being 4 and the maximum being 10**). As soon as he draws a card that exceeds this limit, he must discard one from his hand at his choice. This includes those cases in which he gets new cards by other means or when the limit drops because a hero has just been Knocked Out.

In addition, the Dark Player **may discard** any cards he wishes at any time in order to **increase his Reserve Points** (points earned by discarding are shown in the lower right corner of the card).

If one of his decks ever runs out of cards, the Dark Player will not be able to draw any more cards from it.

Whenever a card is discarded, he will show it face up and place it on the pile of cards that were activated, so that its contents can be seen.

NOTE: The Dark Player does not get any Reserve Points for cards that are discarded after they have been used and their effects resolved.

Creatures and Leaders

ACTIVATING CHARACTERS

The Dark Player can activate all the creatures he placed on the board during his turn, in the same way as heroes are activated, but won't be able to perform Exploratory Actions with them.

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.

As a general rule, an adventure **must have more Grunt level characters than characters of any other level**.

For example: there may be 2 Champion level creatures, 4 Elite level creatures and 7 or more Grunt level creatures.

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.

THE QUEST LEADER

Although the Leader must have been chosen during the preparation of the game and the Reserve Points corresponding to his basic profile will have already been paid, the Dark Player will be able to **pay**, as soon as he decides to **place him in the scenario**, for any **optional upgrades** that he deems opportune among those included in its profile (generally new skills or improved equipment). The Leader is normally placed in the scenario's main section, although it is not compulsory if the Quest Sheet does not specify it.

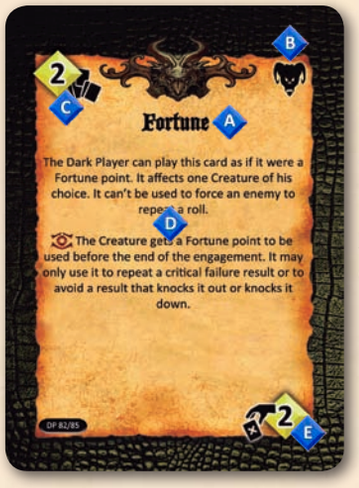
NOTE: if the Dark Player's initial budget is not sufficient to pay for the Leader, such payment will not be made at the beginning of the game. Instead, the Dark Player must discard all the cards he gets during the first turns until he reaches a budget sufficient to pay for the Leader. From this moment on, he will pay a number of points specified in the Leader's basic profile and continue to play his cards in the usual way.

Dark Player's Cards

Dark Player's cards are classified into three large groups (Power, Obstacles, and Encounter), although the first two groups usually form a single deck.

POWER CARDS

They allow the Dark Player to activate special skills for his creatures such as fleeing in order to reappear somewhere else, using Fortune points, etc.



- A Card's name
- B Card type
- C Activation cost
- D Card effects
- E Number of reserve points it grants when discarded.

OBSTACLE CARDS

They allow the Dark Player to block the way or cause direct damage to the characters. **When obstacles are not traps**, they must be placed as soon as the heroes discover a new section, in a position chosen by the Dark Player according to the indications on the card.

If the obstacle is a **trap** F, the card will include the result required in order to detect it G by means of a Perception test, as well as the result required for deactivating it H (if possible) after detection.



The icons below indicate the places where the Dark Player can place each obstacle (as the heroes move through a room I or corridor J or when trying to open a door K or a chest L).

The Dark Player may only place traps in the following cases:

1st When a hero places himself **adjacent to a closed chest or an unexplored door** (doors, trapdoors and grates are included in this concept) and **declares** that he wants to **open** them.

2nd When a character **intends to step** on a square occupied by an **exploration arrow**.

3rd When a character intends to step on a **square** with the **exact location of a trap**, according to the **Quest Sheet.**

4th When a character intends to step on any other square. In this case, the Dark Player is not allowed to place traps in a **radius of two squares** from the one where a character begins **his activation** or from the one where he **or an ally have finished their activation**. This area will be called the **Safe Zone**.

5th When a hero gets a **blunder** result while searching a piece of **furniture**, if the possibility of activating a trap is indicated.

No room or corridor trap cards may be activated while there are **creatures** belonging to the Dark Player **in the same section**.

No more than one Obstacle card may be activated in the same door or chest.

No two different traps may be activated in the same square.



A *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 Dark Player activates an Obstacle card (a trap) against the dwarf as soon as he declares that he is going to try to open the chest. 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. If the trap had been placed on the ground instead, he would have had to step on the square with the trap to activate it.*

B *Shara decides not to move during her activation, which means that an area of 2 squares around her is free of traps (she's considered to be carefully exploring the ground).*

C *Taeral might walk until he steps on an exploration arrow and visualize the next section, but he prefers not to risk this turn and moves just 5 spaces through the safe zone created by Shara. The blue dashed lines delimit the safe zones around Borgron and Shara after finishing their activations and around Taeral at the beginning of his own one.*

RECURRENT OBSTACLES

If, due to the requirements of the Quest Sheet, a certain type of obstacle must appear on several occasions (e.g. the use of several pit traps in some corridors, or riddles that protect several doors previously indicated), the Dark Player will keep such a card face down on his side of the table during the set-up phase (even if this leaves the deck without any further such cards). Whenever its activation is required, as indicated on the Quest Sheet, the Dark Player will pay the usual cost and, after activating it, will place it face down again.

This type of card will **not count against the limit** the Dark Player can hold in his hand.

This card cannot be activated if the Dark Player lacks the number of Reserve Points required to do so.

ENCOUNTER CARDS



A *Activation cost. Activating an Encounter card requires a number of Reserve Points equal to the sum of the Value Points (VPs) of all the characters or creatures spawned. If the cost is X, the Dark Player will be able to spawn a creature of any VP, without limit, paying for its cost.*



B Number of Reserve Points it grants when discarded.

This type of card allows you to spawn characters and creatures in the scenario, after paying for their cost and observing these general rules:

• Creatures or characters must be placed in **squares free** of other characters or obstacles.

• If the Dark Player cannot find a valid space on the board for one or more of his spawned characters or creatures, he will not be able to place them.

• Each time an Encounter card is used, **only up to a half of the creatures may have ranged weapons (excluding throwing ones) or long range weapons.**

Example: If 6 characters are placed, there can be a maximum of 3 of them with ranged weapons or long range weapons. The other 3 must carry some other type of weapon.

• Encounter cards cannot be activated in the section where the heroes start the quest.

• The Dark Player **cannot spawn any characters within a distance of 2 or less squares from any character in the group of heroes**.



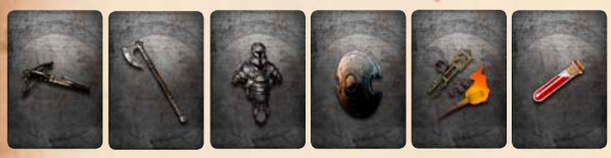
A *Shara's fighting an orc in a corridor. Adjacent to them is an already explored room* B*. During the Dark Player's turn, he decides to activate a Reinforcements card and spawns 3 orcs (with a VP of 2 each) in that room. He reduces his Reserve Points by 6. Then he places the orcs more than 2 squares away from Shara and rolls Initiative against her. If the just-spawned orcs win, they may be activated immediately this turn. If they lose, they must wait for the Dark Player's next turn to be activated. The orc that was engaged with Shara will activate normally, regardless of the arrival of the new orcs.*





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** expressed 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:** the number indicates not only its specific weight, but also the difficulty of transporting it, either because of its fragility or its dimensions.





I **Blocking** capacity.

J Ability to **push** after winning a Combat roll as a defender.

K Breaking roll **after blocking** an impact.

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 that there are not too harmful weapons that increase target's armor in 1.

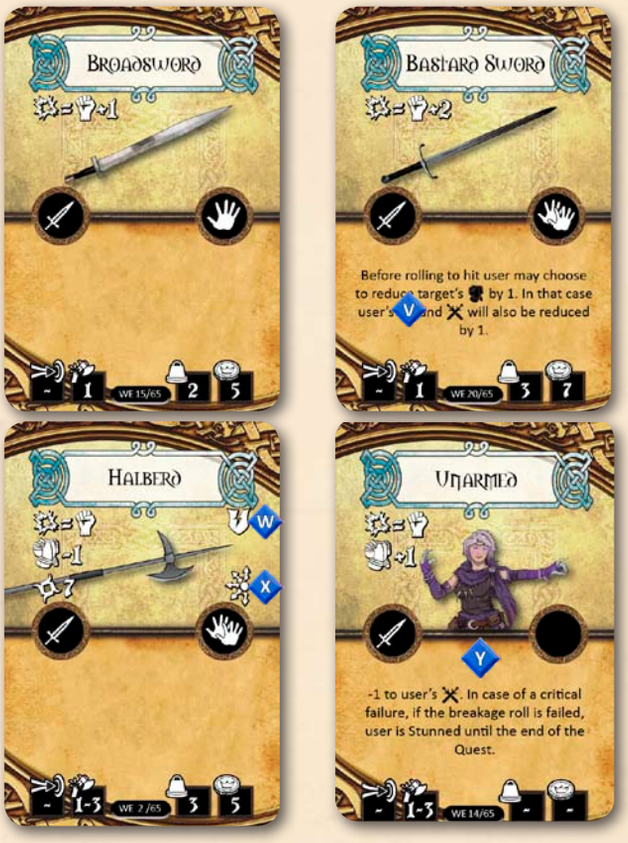
Q **Reload:** an **Action** is required to reload the weapon in order to use it in a later turn. If two weapons that require reloading are used at the same time (e.g., firing two handguns at the same time) the user will need to use two Actions to reload them before they can be fired again.

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 Detonation: the detonation of gunpowder weapons attracts the attention of enemies. For that reason, for each weapon of this kind used by the group of heroes during a combat, the Dark Player will get a **+1 Initiative** modifier for the next **encounter against the heroes**. In addition, the gunpowder weapon causes **1 damage die** to the **shooter** who gets a **critical failure.**

U Uncommon: objects whose commercialization or manufacture is so difficult that they are only present in certain places. They can be acquired during the resting periods between independent quests or during the campaigns, but **only in Cities or Castles**. In order to do so, a hero must roll 2D6 and get a result equal to or higher than the difficulty value indicated on the card of the object. Heroes may only make **one attempt for each item during each stay** in a City or Castle.



V Weapons' properties and different uses. Note that the mechanics and modifiers of the weapons try to emulate their actual use. A bastard sword could be used as a two-handed sword or else as a rapier to pierce enemy armor.

W Weapon capable of **breaking shields**.

X Long-range weapon: this type of weapon expands the bearer's Melee Range to 2 squares instead of 1(as indicated on page 35 of the "Combat" chapter).

Y An unarmed character without any natural weapons (horns, claws, fangs) will use this card.

OTHER CONSIDERATIONS

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.

Found weapon: apply this rule only when Large or Small heroes are taking part in the quest. After some type of weapon (even a magic one) is found, 1D6 must be rolled. With a result of 1, it will only be useful for Small characters. A result of 2-5 means it may be used by average size characters only. On a result of 6, it will only be suitable for Large-sized humanoid creatures (not applicable to Relics in this case).

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.

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

Flaming attack or damage: for creatures vulnerable to fire, this type of attack adds 1 extra damage die.

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.

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).

Ammunition: a character is considered to have the appropriate ammunition for each type of projectile weapon he uses, and the character's own cost of acquisition or maintenance includes the cost of ammunition.

Poisons in 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).

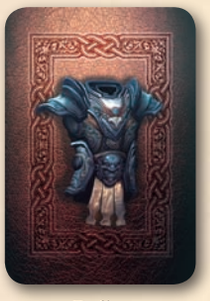


Magic Objects and Relics

Magic Objects and Relics are classified in a typology similar to that of ordinary equipment: Ranged Weapons, Melee Weapons, Armor, Shields and Magic Elements. This last concept includes all those that do not represent weaponry: rings, boots, wands, cloaks, etc.



Magic objects



Relics

A Icon identifying the type of object:

Ranged Weapon Melee Weapon

Armor Shield

Magic Element

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





C **Breakage of magic weaponry**: in the case of magic weapons and shields the bearer will be able to **repeat the breaking roll**. A normal weapon enhanced by a spell will be regarded as magic as long as the effects of the spell persist.

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.

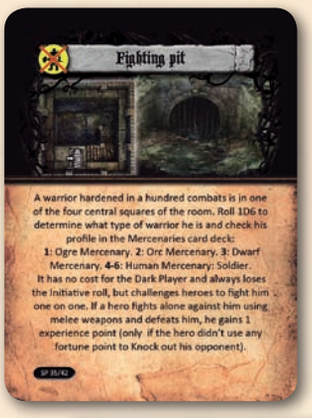
Example: a hero can use magic armor, a magic bow and a magic ring.

Relics cannot be used by Large or Huge creatures.



Special Elements

These are unusual objects, creatures, or obstacles that can be found in a section. A mysterious mist, a magic fountain, a deep abyss, a nest of snakes, a witch focused on her potions, a small prison or the lair of a dragon. 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.







ICONS

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

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

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

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

D The element provides light cover.

E The element provides heavy cover.

F The element is impassable. Therefore, characters won't be able to move through the square it occupies or occupy it themselves.

G 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.

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

I The element can be moved.

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.

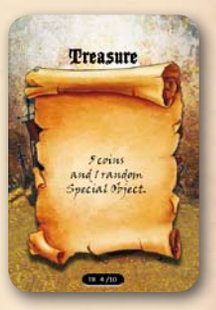






Treasure chests are considered Furniture but in no way obstruct movement or LoS. When they are opened Treasure cards will be used instead of Furniture ones.





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.

Animals and mercenaries move like independent heroes.

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

If a hero starts a quest alone, he can have both a pet and a mercenary with him.

There **cannot be two or more mercenaries or pets of the same type** in the group of heroes, and they must be assigned to the hero who hired them.

An animal or mercenary may **never move more than 12 squares away** from its owner or paymaster.

An animal or mercenary whose hero is Knocked Out may be assigned to another hero for the remainder of the quest. They will be removed from the group of heroes if the hero who hired or trained them loses his life.

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

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.

Mercenaries cannot share their belongings with the heroes, nor can they carry any treasure or found objects.

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.

If a mercenary **loses a Courage test for 3 consecutive times during a quest, he will leave the scenario**.



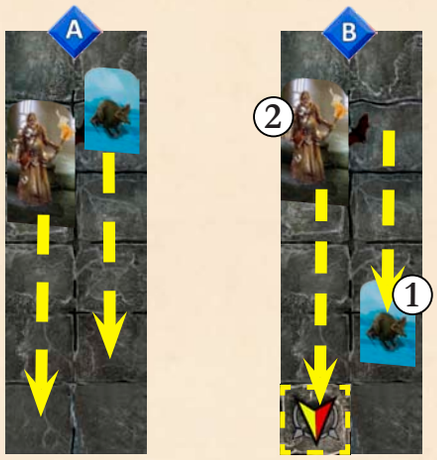
A Value Points
B Cost of acquisition/maintenance



ANIMALS WITH SHARP SENSES

A hero may benefit from his pet's "Sharp Senses" skill when it is adjacent to him (if the hero already has this skill he will not benefit from it).

During exploration turns, a hero may decide to move a pet during his own activation if the pet has this skill (in this case, the animal will not move independently in a different activation). Both must initiate their movement while adjacent, and keep adjacent at all times as they move, as if they were a single character. As long as they stay together, the hero will be able to benefit from his pet's "Sharp Senses" skill.



A *Herbod and his giant rat advance at the same time along the corridor during an exploration turn. In this way, the human will always benefit from the animal's "Sharp Senses" skill.*

B *Herbod's rat advances (1) until it is adjacent to an exploration arrow. It has been lucky and has not triggered any trap. Herbod decides to advance (2) to the exploration arrow in order to reveal the next section. If he has to do any Perception or Initiative tests as a result of this, he will be able to use his pet's skill bonus, since it is adjacent to him.*





Character Creation

In Dungeon Universalis you can create a custom hero according to your tastes or interests, enhancing or diminishing his racial features and specializing him as you wish within any of the classes available. The experience of creating your own hero and seeing him evolve as he acquires experience is often better and funnier than that of choosing a predesigned hero. In order to create your own character you must first choose a race for him, selecting the appropriate card.



CHOOSE A RACE

Race cards indicate the hero's **alignment** A. 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 card also shows B the **skill** cards with which the hero begins (they can be skills of any type, inherent to that race).

C The **Fortune** points a hero has because of his race. As you can see, there are races that are more fortunate or more favored by the gods than others.

The space D determines the racial attributes of a hero, 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).

The yellow points E are the development points that have to be spent in order to increase the value of each attribute by +1 point.



When creating a character, **each player has 8 development points** he may use to increase the attributes of his hero.

At the same time you must check the class you want for your hero, since some classes boost or limit the development of a hero's attribute.

NOTE: Note that there are no maximum or minimum values for Dexterity or Perception. These can only be enhanced by skills. Natural Armor and Fortune, which are permanent, cannot be changed either.
NOTE 2: Most races have values of -/- in their **Mana** *Attribute. If they have a* **numerical value (+2)**, *this indicates that 1 Development Point may be invested in increasing their initial and maximum number of Mana points by 1 (exceeding the generic limitations for wizards). They may be increased up to +2 if 2 Development Points are invested.*

Example: The hero on the card on this page begins with a value of 5 in Movement, 3 in Combat Skill and 3 in Strength. Enhancing his Movement to 6 requires 1 development point. Each time you want to improve your Combat Skill you must invest 2 development points, always depending on the class you chose, which might affect the number of development points required. For example, if the character is a warrior, the first increase in Combat Skill will require 1 less point than usual. This means that using a single development point you can increase this attribute from 3 to 4. Finally, if you want to increase your Strength from 3 to 4 (the maximum according to your race), this will cost you no less than 3 development points. Being an elf, if you wished to be a magician, you could decide to increase your mana by +2. In order to do so you would have to invest two development points in this. This means that instead of having 8 mana points at the beginning of each quest, you would have 10.





CHOOSE A CLASS

Each player will choose the class card for his hero that best suits his interests. There are three major class groups. The **Fighters** are the ones who base their strong points on combat of any kind. **Explorers** include those characters who preferably specialize in exploration or subterfuge tasks. **Spellcasters** are those who master the use of magic forces to a greater or lesser extent, since they possess a Mana pool from the time of their creation.

The player will check the card, considering the difficulty of learning new skills F and the range of these, which will be useful during the hero's subsequent evolution (see page 58). He will take the initial skill cards G that such class includes, and he will pay attention to the advantages and disadvantages or limitations described, in case any of them could modify the use if development points as explained in the previous section.

H Specific class.

I Illustration representing the class.

J Advantages and disadvantages.

COMBINATIONS

Since Dungeon Universalis is intended to be a game system that allows an enormous number of options and is applicable to many different universes, we have tried to represent almost all **possible combinations**. However, there are a number of classes preferable for each race, keeping in mind the **background of the world of Arasca** in which our campaigns will be set.

We offer you as an orientative way a list of the classes recommended for each race and their possible limitations:

Amphibians: warrior, scout, ranger, wizard (spells from the lores of Corruption and Underworld cannot be chosen), animist, sorcerer (Tribal magic only).

Beastmen: barbarian, warrior, scout, rogue, bard, forester, animist, sorcerer (Tribal magic only).

Birdfolk: warrior, assassin, scout, sorcerer, wizard.

Catfolk: warrior, assassin, scout, ranger, animist, warrior monk, sorcerer (Tribal magic only).

Celestials: warrior, paladin, scout, bard, runic master, wizard.

Centaurs: warrior, scout, ranger, animist.

Cyclops: all except knight, paladin, sorcerer hunter, necromancer.

Dark elves: warrior, paladin, gladiator, battle dancer, assassin, scout, rogue, bard, wizard, animist, sorcerer.

Dwarves: barbarian, warrior, gladiator, assassin, scout, rogue, ranger, bard, runic master.

Dogfolk: warrior, scout, ranger, animist, sorcerer (Tribal magic only).

Elves: warrior, paladin, gladiator, battle dancer, scout, ranger, bard, forester, wizard (spells from the lores of Corruption and Underworld cannot be chosen), animist.

Goblins: warrior, assassin, scout, rogue, animist, sorcerer.

Halflings: warrior, scout, rogue, ranger, bard, animist.

Humans: all of them, but if he is a necromancer, sorcerer or underworld sorcerer, or if he learns Corruption or Underworld spells, he will be considered of evil alignment.

Infernals: warrior, scout.

Minotaurs: barbarian, warrior.

Ogres: barbarian, warrior, gladiator, scout, ranger (without spells), animist, sorcerer (Tribal magic only).

Orcs: barbarian, warrior, assassin, gladiator, scout, ranger (without spells), animist, sorcerer (Tribal magic only).

Ratfolk: warrior, assassin, scout, rogue, wizard (Fire and Corruption magic only), animist, sorcerer.

Renegade dwarves: barbarian, warrior, gladiator, assassin, scout, rogue, ranger, bard, runic master, sorcerer.

Reptilians: warrior, assassin, scout, ranger, wizard (spells from the lores of Corruption and Underworld cannot be chosen), animist, sorcerer (Tribal magic only).

Shardminds: warrior, scout, runic master, animist, sorcerer, wizard.

Treefolk: warrior, scout, ranger, animist.

Trolls: warrior, scout, sorcerer (Tribal magic only).

Vampires: warrior, knight, necromancer, sorcerer (witchcraft magic only).



CHOOSE SKILLS

Heroes must draw the skill cards that correspond to the race and class they chose. Remember that 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".

Some races allow the learning of an extra professional skill at the moment of the character's creation. In addition, as the heroes acquire experience, they will be able to learn new professional skills. However, there is an important limitation to the maximum number of skills: After being created a **hero will only be able to learn twice as many professional skills as his Intelligence value**.

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**.



COMBAT SKILLS



They provide certain advantages during combat, both in melee or using ranged weapons. These are the skills preferred by Fighters, although some types of heroes such as Battle Wizards and even Explorers might make a good use of them.

SCHOLARLY AND LEADERSHIP



Spellcasters find here their main source of learning. Many of these skills can improve their 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, when the group need some experienced, skilled hands, a sharp eye or acrobatic skills to get around obstacles. Some of them can also be very useful to get the Initiative at the beginning of a combat.

NATURE



Natural abilities bring together options as diverse as invulnerability, resistance to spells, the ability to have poisonous attacks, greater natural toughness or sharpened senses. Certain negative aspects of some races and creatures are also included here, such as vulnerability to certain attacks or disadvantages in dark environments.





EQUIPMENT

CHOOSE YOUR EQUIPMENT

Each newly created character has an **initial budget of 20 coins**.

Always observing this budget and the limitations of each class each player will decide which is the equipment his character will start with , deducing the cost of each item from his budget. Characters may even acquire a pet (if they have the skill "Taming Animals") or hire the services of a mercenary.

A hero will not be able to share any part of his initial budget with other characters.



RARE OBJECTS

During his creation, a character **will be able to acquire** any rare objects he wishes, and the usual roll is not required.

EQUIPMENT LIMITATIONS

Weight Limit: each player must calculate the **maximum weight** his character can carry with him, summing the character's **Strength and Vitality and multiplying the result by 2**. This limitation is written on the right side of the bar, while the weight of all equipment transported is noted on the left, including armor.



Limit of objects: only one shield or buckler, two light or heavy armors (excluding helmets, greaves or bracelets) and up to **5 weapons** of any kind are allowed.

Limit of coins: each hero may **carry up to 30 coins** (each coin actually represents an undetermined amount of coins of various sizes and metals).

Items such as precious gems and similar small valuables shall be deemed to have weight 1 unless otherwise specified.

Mercenaries and animals with the skill "Mount" will be able to carry equipment and coins with the same limitations as a hero. That is to say, the hero will be able to use them to transport part of his belongings.

WEIGHT EXCESS

The limitations indicated in the previous section can be ignored, but with the following consequences:

If a character carries **more weight than his maximum allowed**, or otherwise **breaks the equipment limitations**, he will **suffer the Stunned condition.**

If a character exceeds two or more of these limitations (e.g., exceeding the limit of coins and the limit of objects at the same time), or more than doubles any limit (e.g., carrying more than 60 coins), he will suffer the **Stunned** condition and will **not be able to move or perform any Actions** during his activation.

TRANSPORTING COMPANIONS

Consider that **each character weighs** the same as its maximum weight limitation: **(Strength+Vitality) x2**.

In addition, regardless of his weight, **carrying an unconscious or Knocked Out companion** on a hero's back requires the **use of 1 Action each turn**, and **reduces** character's **movement by 1**. A single character will not be able to carry a larger ally, but two adjacent characters will be able to join their efforts to carry him, dividing the weight between them and moving at the same time.

A mount can carry an unconscious or Knocked Out hero, with identical penalties.

Experience

EXPERIENCE POINTS

As soon as the heroes finish a quest, 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 Adventure Sheet, standard-size adventures will award the following experience points:

+1 if the group has completed the mission on the first attempt.

+1 if the group has scored **more Achievement points** than the Dark Player.

+1 if the hero has survived without being Knocked Out at any time, as long as the group has discovered at least twice as many sections as the number of heroes that started the adventure.

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



Character Evolution

SKILL LEARNING

For **every 3 accumulated experience points**, a hero will be able to learn a **new skill** (with the usual limitations).

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.

NOTE: 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 as many Nature skills as they wish.

DEVELOPMENT POINTS

For **every 3 accumulated experience points**, a hero can get **one development point** which he can **invest in learning a new spell or 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 in 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.*

INCREASES IN FORTUNE

For every **3 experience points** accumulated, a hero can get one permanent **extra Fortune point** (up to a maximum of 2 Fortune points above the initial ones).

PLACES AND SERVICES

Certain locations (Combat Schools, Libraries, Schools of Magic) allow Characters to earn extra experience points or learn new spells by paying a cost and investing experience points. Check the Places and Services cards, described on page 76.

SORCERY LEVELS

Any hero with the ability to cast spells will be regarded as an **apprentice** until he **reaches a VP of 18**. As long as he is an apprentice, he will only be able to **cast each spell** he knows **twice per game** (instead of the usual 3 times), his offensive spells **will cause 1 less damage die than usual** (this also includes the damage dealt by any Elementals he may summon), and the **duration** of his **permanent effect spells will be reduced by -1.**

When a spellcaster **reaches a VP of 40**, he becomes a Master. Thereafter, he can **cast each spell** he knows **4 times** per game.

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 **VPs equals 10 plus the experience points invested** in evolving.

Therefore, accumulated experience points will not be taken into account if they have not been 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 9.



How to Play





Here we describe six turns both of the heroes and the Dark Player so that you can visualize the mechanics of the standard 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, 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 wants to use his Action to open it, but the Dark Player declares that it is locked. In order to do so, he activates a "Locked Door" card (A) in his hand and pays the number of Reserve points shown in the card's upper left corner (B).

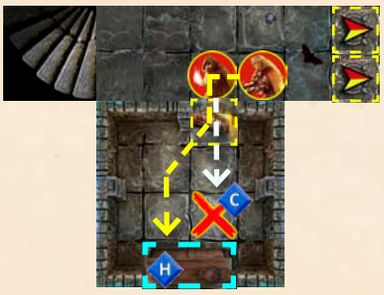
Therefore, Borgron decides to use his Action to unlock the door stealthily. He takes his picklocks from his backpack and exchanges them for the javelin, which requires a Quick Action. He then tries to pass a Dexterity test. He rolls 2D6 and adds the +1 bonus to Dexterity given to him by his picklocks. 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 Dark Player must place the tiles as indicated by the Quest Sheet: an empty room with a cupboard. Shara wishes to advance 5 spaces but only has a Movement of 4. She is going to run. She rolls the dice and gets a total of 9. As a maximum she could double her Movement capacity, but she doesn't need it. She advances 5 spaces 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 Dark Player's turn begins. He simply draws a card from the Obstacles and Power deck and adds 1 point to his Achievement counter (the Dark Player adds 1 for each turn elapsed, which means the heroes should not delay!).

TURN 2



The heroes' second turn begins. Borgron enters the room, determined to reach the Cupboard to search inside it, but the Dark Player activates another card against him before he steps on the third square (C) (the dwarf is forced to stop his movement before stepping on it).

In this case it is a card that contains a trap called "Electric Shock". The Dark Player pays 3 Reserve points to activate it (D). Borgron needs a result of 9 or higher in a Perception test to be able to detect it (E). If he succeeds, he may attempt to disarm it passing a Dexterity test (F).



He gets a result of 7 and has no Perception bonuses. Therefore, the test fails, he steps on the square and the trap is triggered against him. The contents of the trap card are read (G). Since he wears leather armor (light armor), he takes 5 damage dice. The Dark Player 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 Dark Player to repeat the roll. 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. Since he has spent 1 Fortune point, the Dark Player adds 1 point to his Achievement Counter.

Shara decides to go into the room and reach the cupboard H. She can't advance diagonally because a wall cuts the way, but she still reaches the piece of furniture. 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 his backpack and the turn of the heroes ends.

Once again, the Dark Player simply draws a card, this time from the Encounter deck, and adds 1 point to his Achievement counter.

TURN 3



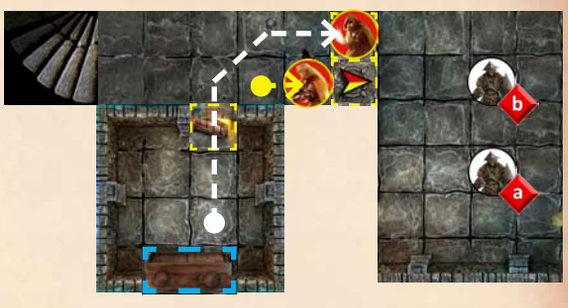
Shara decides to go out into the corridor. Borgron, for his part, performs a Perception test to search the room. He does not reach the total result of 10 and, therefore, finds nothing of value. Searching a room is an Action that prevents movement (it is understood that he spends his turn moving around the room), so he finishes his activation and the turn for the pair of heroes ends.

The Dark Player draws a card again, this time from the Obstacles and Power deck, and adds 1 point to his Achievement counter. In addition, he decides to discard one of the cards in his hand, called "Fortune". This Action adds 2 points to his Reserve I, which will be used to activate new cards.





TURN 4



Shara advances only 1 space. The Dark Player may not activate any traps within a radius of 2 squares from the one where the heroes finished their movement. He could do so if Shara tried to open a door or a treasure chest, or if she had stepped on an exploration arrow, but the knight was cautious and preferred to wait for her companion.

Borgron leaves the room. He exchanges the javelin for the axe he has as part of his equipment (it's a Quick Action). He could move up to 5 spaces, but decides to use his Action to run so as to reach the end of the corridor. As he finishes his move on a square with an exploration arrow, the Dark Player immediately reveals the next section.

At that precise moment, the Dark Player decides to activate an Encounter card labeled "Wandering Creature" J. The card does not allow him to spawn a large number of monsters, but it only costs him 2 Reserve points.



He studies the faction he's using on the Bestiary and decides to use two orcs, an archer a and a warrior b, each worth 1 VP. The DP cannot place characters or creatures at a distance of two squares or less from the hero who reveals the section.



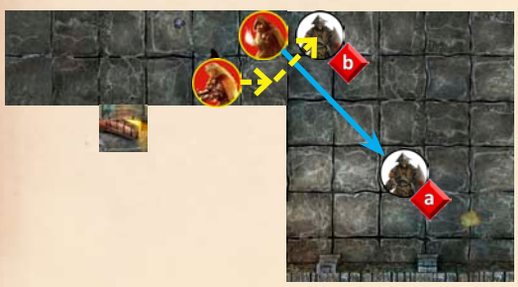
Both sides must now make an opposed Initiative roll. Borgron rolls 2D6 and adds his 0 Perception (in addition, since he has just run, he has to apply a -2 penalty to his roll).

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 Dark Player would have lost his turn. But the orc gets a higher result, which means the heroes lose their turn and a new turn begins for the Dark Player, who adds 1 point to his Achievement counter, takes a new card from the Encounter deck and then decides to activate the archer first.

The orc (a) 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 Dark Player then activates the orc warrior (b), who pounces on the dwarf. He moves through the squares with a wall (in this case, the walls do not prevent movement but only serve to delimit sections). He is forced to stop when he enters his enemy's Melee Range, which normally includes all the squares adjacent to him. 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 Dark Player's turn comes to an end.

TURN 5



Shara advances one space 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. That is, 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. Since Shara has obtained a critic, the shield will only block the hit with a result of 6 (a double critic would mean the shield could not block it at all). 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 (K). The range of "Lightning" is shown on the card itself (L). 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.



The heroes have obtained 2 Achievement points for having eliminated the two orcs. They add 2 achievement points to their counter.

The Dark Player, who has no more creatures in the section, simply draws another card from the Obstacles and Power deck during his turn and gets another Achievement point.

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 Dark Player (only if indicated on the Quest Sheet map).

Borgron decides to advance to the secret door (M) in order to open it and try to reveal the new section. But before risking new traps, he decides to drink a Healing Potion (Quick Action) and thus restore his Vitality.





Background

ON THE ORIGIN OF THE WORLD

On the continent of Arasca there are different mythologies and explanations about the creation of the world, according to the different civilizations. However, during the first Great Council held in the city of Shiilan, which stands on the island of the Great Inland Sea, the numerous scholars of the continent gathered there agreed to take as a reference the descriptions of The Collard, the supreme book written by the god Ansurax. Such decision was made with the most absolute political and religious neutrality, without the pressure exerted by kings or any other factual powers.

Thus, according to the writings of Ansurax, which are part of the mythology of the Ancients or kamaerin (the first dwellers of the world), its origin was the result of the death of an immense titan that roamed the universe. The titan, upon expiring, gave existence to the earth with its flesh; its blood was the sea, and its last breath was the air. From its body emerged the various gods who lived in heaven, and these, so as not to die in solitude as their creator, decided to seed heaven and earth with life. The Ancients were the first creation of the gods and received the gift of immortality, the same their makers had, they called themselves angels and lived with them in heaven.



Humans were later created by the god Radan. They received the gift of mortality and remained for a long time in Arasca, in the Earthly Paradise, as they once called it. Until most of them were banished because of their violent and dominant character and, forced to cross the wide sea, they forged their civilizations in other continents, Europe, Africa, Asia, America, Australia, where they have grown at a dizzying rate until today.

The gods worked for peace in Arasca, until power disputes began and their wills split. Then, the demonic inhabitants of hells emerged from the darkness engendered in the seeds of the Great Tree of Evil, born from the restrained hatred of the dominant gods. The god Ansurax, son of the god Dar, Lord of the Sun, longed for the power over the world. He brought destruction to Earthly Paradise with his hordes, claiming that absolute Chaos was the true existential force of all things. The kind-hearted gods, or gods of light, sent armies of heavenly angels to the forges of Hell, while flocks of winged demons tried to break the crystal dome that protected the Palace of the High Heavens. Then the men were called to return and support the Ancients, who no longer abounded in number after so many massacres. Unfortunately, the human race was as combative and tenacious as it was subduable, so some of them allied themselves with evil. Many were the mortals who witnessed the supernatural beings walking among the crowds of humans over the razed earth. Powerful warriors emerged and accepted the cruel challenge of war, allying themselves with both sides and earning the respect and hatred of the worlds with their legendary feats. Although the lesser demons respected them and knelt before some of them, they also cursed human existence. Many of these demons believed that the death and destruction wrought by men was an offense to their superior role in the order of Chaos, and consequently, jealous of the growing importance of humans, they committed countless atrocities against mortals.

During the Intemporary Wars, Ansurax proclaimed himself God of Darkness and Hell, and named three of his best demons as his lieutenants. Among them was Raazbal, the fallen angel, expelled from the Palace of the High Heavens for a moral offence, and deformed by cruelty and eternal hatred. At the twilight of the first millennium of war, all the heavenly forces gathered to face in battle the immense black horde, formed by a multitude of races, that the Great Tree of Evil had conceived. The Battle of Light and Darkness lasted for a hundred days and a hundred nights, and at the end of the last night, when the celestial army began to falter, the archangel Fraudiel entered into the depths of Hell with a group of brave men. There, twisted by pain and hatred , he found the Tree of Evil. Fraudiel cut off its branches and stems, from which dark blood sprouted instead of sap, and then burnt the dreadful vegetable creation. Ansurax and his army fell that same night after the heroic deed of the Archangel. The dark god died at the hands of the Ancients and their loyal men, leaving the crown in the hands of the first. He also left The Collard, which he himself had written with his blood, and which was indestructible except by his own hands. Only the mighty Raazbal managed to survive the slaughter and the kingdom of Chaos went into a long lethargy.



Unable to find the abode of Ansurax's last lieutenant, the gods, fearing the belligerent nature of the human race, decided to hide the Earthly Paradise forever from the rest of the continents, but offered those humans who fought in their favor the chance to forget their origins and progress there, isolated from the rest of the world. Many crossed the wide sea again and returned to where civilizations prospered, while others chose to stay. Those who remained forged multitudes of kingdoms and empires as they explored the vast territories. The demons were banished to the Isle of Fire, although there are several portals that allow them to emerge in other latitudes of the world. Gradually, the whim of the gods gave rise to a multitude of races. Over time, some races split into different evolutionary paths to form the enormous melting pot of cultures and civilizations that exists today.

ON THE SOUL STONES AND EVIL



The crown of Ansurax contained three gemstones called Soul Stones. Each of them had the power to imprison the soul of a demon who might try to seize the command from the Lord of Darkness; there was one for each existing lieutenant. This is how the gods came to possess three Soul Stones to trap the only living lieutenant of Ansurax, Raazbal, and prevent him from emulating his lord. One of the Soul Stones was given to the Ancients, and the other two to humans. While the Ancients kept it safe, waiting for the right moment to use it, humans lost the two that had been assigned to them, after having wasted one of them trying to catch the spirit of a minor demon by mistake.

Raazbal reappeared establishing his power in the kingdom of Bandmor, at one end of the Mountains of Damnation. At the same time, the Thai-Shiang empire, whose army consisted almost exclusively of slant-eyed riders, was at its peak. An alliance of northwestern kingdoms and empires, organized to halt the advance of the terrible Shiang army, served a group of heroes to cross the steppes and reach Bandmor. Aided by the kamaerin, they managed to lock the great demon into the only Soul Stone that had not been destroyed and cut off the roots of the Tree of Evil.

But Chaos and Evil never fade away, they remain dormant, and silently grow until they can burst again like a volcano when the right time comes...



THE PRESENT MOMENT IN THE KINGDOM OF ALANIA



For hundreds of years, the kingdom of Bandmor served as a defensive wall against other civilizations on the continent. Since its decline less than a century ago, due to the last fall of Raazbal, new commercial land routes were opened that crossed the broad steppes and reached the westernmost kingdoms. Long caravans from the east cross the shrunken Thai-Shiang empire, which has not regained the splendour of the past, but has regained most of its territories east of the great Asdurag River. All traders first flow into Verneck, where fairs and markets are organized. Many wandering travellers, explorers, mercenaries and go-getters meet on this side of the world for adventure or business.

Alania is a kingdom of very recent creation. For centuries, these lands belonged to the empire of Pulse. However, the nobles of the region always felt mistreated with respect to those who belonged to the western peninsula, where the degree of agricultural, architectural and even military development evidenced much higher investments. Alania was a territory in constant danger, since it was a border area with a huge empire like Thai-Shiang. At the same time, it bordered the wealthy kingdom of Bibal to the north and sporadically suffered the onslaught of barbarians and devastators who descended from the frozen wastelands or the islands of the North Sea. It was always a troubled area, where skirmishes prevailed even among the nobles themselves, who invaded castles and neighboring lands, and plotted small conspiracies and sometimes murders. They remained united against the threat of the eastern empire and during the last great war. However, when the Shiang were attacked by the West and Pulse lost countless military forces and much of their wealth due to the war, the nobles of Alania understood that this was the right time to fight for their interests and decided to fight for their independence. The Empire had no choice but to grant it after the first internal wars, unable to send a powerful army to quell the rebellion. Shortly thereafter came the independence of Raíncla, the peninsula on the other side of the White Sea. Since then, the nobles of Alania form a recent convulsed kingdom, with a king elected every five years, and where the balance of power among the noble houses guarantees a fragile peace.

THE GEOGRAPHY OF ARASCA

The continent of Arasca is the favorite place of the gods, and thus it is also the place where the gods impose most of their whims. There are very different climatic zones, from the area of frozen deserts in the North and the land of the Elementals, where the cold becomes so extreme that even the sea freezes to serve as a bridge between some islands, to the great warm deserts of the South, where civilizations such as the Forgotten Pharaohs progress by building their pyramids. The continental climate is predominant, although there are endless jungles in the southeast and milder climates in the southwest, where some of the civilizations that came from the Old World are settled, such as that of Iberia or that of the Sons of Jupiter. There is also a multitude of large peninsulas. Humans populate the western ones. The western peninsula, where the Empire of Pulse prospers, the peninsula of Raíncla, where the kingdom of the same name is located, recently independent of Pulse, and the peninsula of New Iberia where halflings and human share lands. Huge deserts can be found, not only the warmest ones, but also those to the south of the Khumund mountain range or the dangerous deserts of the great worms, located south of the Great Inland Sea, the largest surface of water in the continent. The great steppes are in the central zone and in the northwestern part, between the plentiful Asdurag and the river Asarlung. There are other long rivers such as the Red River, where the Chask tribes make their offerings, the Deep and Yellow rivers that nourish the jungles, or the Whispering river that flows into the Southern Sea. Great forests extend everywhere, such as the Green Forest in the northeast, inhabited by wild elves, the millennial Stone Forest, where the great orcs find the wood to build their totems, the Torath Forest, where the lycanthropes proliferate, the Troll Forest or the Eternal Forest that surrounds the mountains of the kingdom of Kämaer. But the largest one is the Black Forest, that extends in the southern border, inhabited by a multitude of beasts and some Amazonian tribes.



RACES AND CIVILIZATIONS

In Arasca a huge number of races coexist. The Ancient or kamaerin, also called celestial, were the first creation of the gods and remain in the Kingdom of Kämaer. Much taller than humans and very stealthy, generally have whitish skin and hair and are incredibly resistant to cold. Its ice city and capital, Menon, was built on the lake that flooded through a spell the previous city of the same name.

The First Elves hold their dominions in the forest bordering the north, in the Origen Island and in the nearby coasts. From these two factions were split, the Renegade Elves and the Wood Elves, who moved away to the eastern end of the continent. The first inhabit the Peninsula of the Astray, and prefer to live in coastal and rocky areas. The Wood Elves or Silvan Elves have prospered in the vast Green Forest, where they build their cities on trees in alliance with the spirits of the forest. Both the elves and the kamaerin share a common past and a unique singularity: they are immortal, and are not changed by the passing of time, which makes them much wiser and more serene than any other races.

Demons are present in various parts of the world, but especially on the Isle of Fire. They are very powerful and feel a deep hatred towards the human race. Like the kamaerin, they do not suffer the effects of time or disease, but weapons can harm them.

Humans are many and their kingdoms cover much of the continent. The Empire of Pulse has lost many territories but is still very powerful on the Western Peninsula. Capable of manufacturing gunpowder weapons, they possess the best blacksmiths in the craft of manufacturing armor. They are really highly advanced both in art and science. However, it is also the main kingdom defending the True Christian Faith that came from the Old Continent. A few decades ago, the current kingdom of Alania, which was formerly made up of several counties within the empire, and the kingdom of Raíncla, which occupies the peninsula of the same name, became independent from Pulse. Next to Pulse are the islands of Trecia, whose inhabitants keep the civil and military customs of their distant Greek relatives, exhibiting countless marble statues and temples with hundreds of columns.

On the other side of the Sharp Mountains of Pulse live the ascadians in their deep forests, fearsome warriors whose leaders ride on bears. Nearby is Lesonia and beyond that the northern barbarians in the Torath Forest and the kingdom of Bibal, rich region due to its silver mines and whose capital is on the island of Lake Itarig. Beyond the river Asdurag there are several barbarian tribes of a certain nomadic character, such as the fierce Kurgan, and some even more primitive such as the Drugni or cavern dwellers, or the Siarons, who live in teepees made with horse and bison skin. The entire lower half of the extension between the Asdurag and the Asarlung is occupied by the Thai-Shiang Empire. The slanted-eyed lived their splendor in times past. They are fierce and pale like the moon. Great riders of horses that dominate the wide expanses of meadows. A century ago they broke the long truce with the Pulse Empire and decided to cross the Asdurag to invade Alania first and then spread throughout the northwestern part of the continent. But Pulse's army and an alliance of kingdoms replicated by crossing the Shiang empire from west to east like a slashing knife and their terrible military power declined considerably. Over the last few decades, they have managed to restore most of their territories and constructions despite the belligerent tribes that border on the north. They are still the best warriors on horseback, able to shoot a bow at gallop with great precision or to travel non-stop on their mounts for days. Their great capital, Thamey, is now one of the key spots on the continent's trade routes.

In the White Sea there are two outstanding kingdoms located in two groups of islands. The Sons of the Kraken rule the Grey Islands with a firm fist. Worshippers of the

great creature from the oceans, they have a good fleet of ships and their islands are often the destination of many prisoners from the mainland. There are also the Corsair Kingdoms, which compete in the sea with the Sons of the Kraken and also with the taifas that thrive on the southern coast of the White Sea. Further southwest the civilizations of Iberia can be found, where humans rule pestilent cities in which knights challenge each other in street duels with swords and foils, and the Sons of Jupiter, descendants of the navigators of the Roman Empire. As you travel along the coast of the Southern Sea and through the inland lands on that side of the world, you may find the Kingdom of the White Tree. They worship the one they say is the antagonist of the Tree of Evil, and the kingdom of the Lords of horses, a people as accustomed to riding as the Shiang, though less belligerent. In the eastern part of the continent, humans are just an exception. However, on the Island of the Rising Sun it is worth mentioning the kingdom of Shinto, a place of pilgrimage for the best martial arts warriors. Once on the continent, the town of Umun prospers on the shores of the Great Inland Sea. It began as a colony founded by a western priest converted to explorer, who eventually became king.

Halflings are also worthy of mention, despite being a breed of small people that barely occupy the northwestern region of the Nueva Iberia peninsula and the Balidos Islands, known for the number of sheep in them. They are usually peaceful, calm and kind people who do not like fights, traps or brawls. Usually noisy at parties, they are rarely seen to get into trouble and generally resolve their conflicts with a good dialectical fight before exchanging some hugs, induced by the abundant beer and wine that they themselves brew and export to other places.



Orcs or uroks are a formidable breed, capable of proliferating in wastelands, in rich and leafy valleys and forests, in frozen areas, rugged coastlines, rough mountains and wide meadows. Like humans, they thrive better than any other race in very different climates. There are several sub-races. Some of them, those that inhabit the southern strip of the continent, are little taller than a dwarf, thin and hunched over. Others become as big and strong as gorillas. The Northwest is where they most rarely can be found, although they occupy various dens in the Gray Mountains and on Crab Island, where they hold the kingdom of Krogg. Their largest and most belligerent territories are in the north-eastern regions around the Khumund mountain range.

It is very common to see goblin clans in the vicinity of the orc domains. Small and tricky, these creatures normally live in the mountains, although one of their strongest kingdoms is in the Red Forest.

Dwarves are a race that inhabits both ends of the continent. The origins of the first dwarf houses began in the Khumund mountain range, there they hold their greatest fortresses, those that endure the constant onslaughts of the hordes of orcs and goblins and also the expansion attempts of the kingdom of the Reborn from the western side of the mountains. When the first Khumund mines were exhausted, several dwarf clans predicted the end of the extractions in the area and decided to listen to the reports of explorers, who located new and formidable deposits in the southwestern end of Arasca. They traveled to the Ach mountains, where they settled and formed new cities dug into the rock. But in Khumund new deposits were found too and, with time, the clans started fighting for them, which forced the exile of some houses who travelled south to form the kingdoms of the Renegade Dwarfs. These, inferior in number, embraced dark magic and included half-breed orcs and goblins and hobgoblins in their armies.

Among the Green forest and the regions dominated by the great orcs are the territories of the dogfolk. The features of some clans of this race resemble hyenas, while others seem more related to wolves. In any case, they have an enviable sense of smell and tend to form large communities in the plains and occasionally in the forests and deserts under their domain.

On the Serpent Peninsula and in the forests along the coast that rises to the Green Forest live the catfolk. They live clustered in clans where certain sub-races can be observed, such as tigers, panthers and lions. They are agile and fast, with a good sense of smell and intelligent, although they live in very small groups. Most of the adults in a clan are usually absent from their homes for weeks. They are accustomed to constant travelling as they hunt and explore, often venturing outside their lands. Except for the groups of elders who are in charge of creating and enforcing the laws and also of the schools of magic, it is difficult to see large communities, since the clans are very scattered and only meet from time to time for festivities and to decide upon urgent matters such as war.

Bordering on the dogfolk, the catfolk and the renegade dwarfs are the kingdoms of the brutal ogres. This race is mainly based in the Bone Mountains, so called because on the peaks of the promontories they place large piles of bones belonging to all their fallen enemies, not before they have been fleshed and devoured. However, it is easy to see ogres in other parts of the continent. It is common to see them employed as mercenaries, tavern bouncers, bodyguards, pit fighters or even loggers or cattlemen in human kingdoms.

Trolls hardly mix with humans, but they do mix with orcs and goblins. They benefit from their better hunting skills in exchange for giving them protection. The only place where quite well-organized trolls have been seen is in the kingdom they hold in the Yellow Mountains. There, they do not only deal with war or the protection of their mines. They also have archaic forms of government and even practice magic.

Among the large humanoid breeds worth mentioning, the most difficult to see are those of the Cyclops and Minotaurs, both because they are few in number and because they usually have a solitary character. Cyclops lurk in the Ach Mountains, while minotaurs roam the vast Black Forest, often embedded

among the tribes of beastmen and centaurs. These horned breeds are semi-nomadic and hardly stay longer than one season in the same place. They are great hunters and their hoofs and strong limbs allow them to travel long distances.

In the area of the great jungles, in the southeast of the continent, we find the kingdoms of the reptilians and amphibians, who build their pyramids near the eastern shore of the great rivers. They are lands difficult to conquer by armies due to the thick vegetation, and these cold-blooded races have become accustomed to living in prehistoric civilizations almost completely isolated from the rest of the world. It is therefore not easy to find reptilian or amphibian warriors or explorers (not to say sorcerers) outside their borders or used to life in cities. However, there is a sub-race of giant amphibians, the Chask, which inhabit the great red meadows surrounding the Mountains of Doom. Equally primitive, with a great sense of smell and strong as bulls, they are very belligerent nomadic tribes that tend to tame large lizards as mounts.

Those who do live in the jungles in more advanced civilizations are the Misran, apes with an intelligence similar to that of humans. Their kingdom is on the western side of the Yellow River, and their cities are built hanging in the air by means of enormous wooden platforms. They also tend to live quite isolated, although the Amazonian tribes and Umun's men sometimes trade with them.

In the Moon Island, the great surface of land surrounded by the Great Inland Sea, the civilization of the Cyx or shardmind thrives. These beings with brittle bodies, immune to poisons or diseases, practice a multitude of scientific disciplines and agglutinate most of the knowledge in the world, only surpassed by that of the kamaerin. The Cyx sages are in contact with erudite circles from all ends of the continent.

Around the Great Inland Sea fomror and kobolds also thrive. The former are a prehistoric race that inhabits the Whispering Swamps. They have only one eye, big as a goose egg, and live in a matriarchal society where the strongest warrior tribes enslave the weakest in enclosures made of mud. Kobolds are very different. Small, related to reptilians and accustomed to living in caves and tunnels they dig under the mountains.

Similar to the kobolds, but more intelligent and numerous, are the ratmen, who sometimes leave their cities underground to raid the lands of forests and plains around in large hordes. They are so numerous and have such working capacity that they dig very long tunnels. Because of this they have managed to settle in places scattered all over the continent. They practice dark magic and have a special ability for picaresque and subterfuge.

Birdmen or Raaz are few in number and generally live in colonies built on the slopes of the Zigzagging Mountains. There are sub-races that lost the ability to fly, while others have barely developed prehensile fingers that allow them to use tools effectively.

The devastators, on the other hand, are a species of human race dominated by the demonic forces that inhabit the north. They live in the icy, volcanic deserts of the north, where life is almost a miracle and war is necessary even to find food. They take advantage of winter to get out of their black fortresses and cross the sea straits that separate them from the continent. They are not very numerous but their thirst for blood is unparalleled.

In addition to the races of mortals and immortals, it is worth mentioning those civilizations or kingdoms which belong to those returned from the dead. In the southern part of the continent, the Forgotten Pharaohs continue to protect their pyramids in the middle of the desert, just as their mortal ancestors did before the Dry River acquired its present name and caused the Great Famine.

In the north, the kingdom of the Reborn contracts and expands like heartbeats. Both the vampires, incredible creatures whose power rivals that of angels and demons, and the necromancers, have legions of servants they raise and launch against the nearby territories. Even though this happens only every century, when winters are especially long and bitter, the strait that leads to the Bay of Ibram freezes and the dead walk through it avoiding the obstacle of the Mountains of Doom. It is then that human kingdoms discover the existence of the dormant danger of the Reborn.



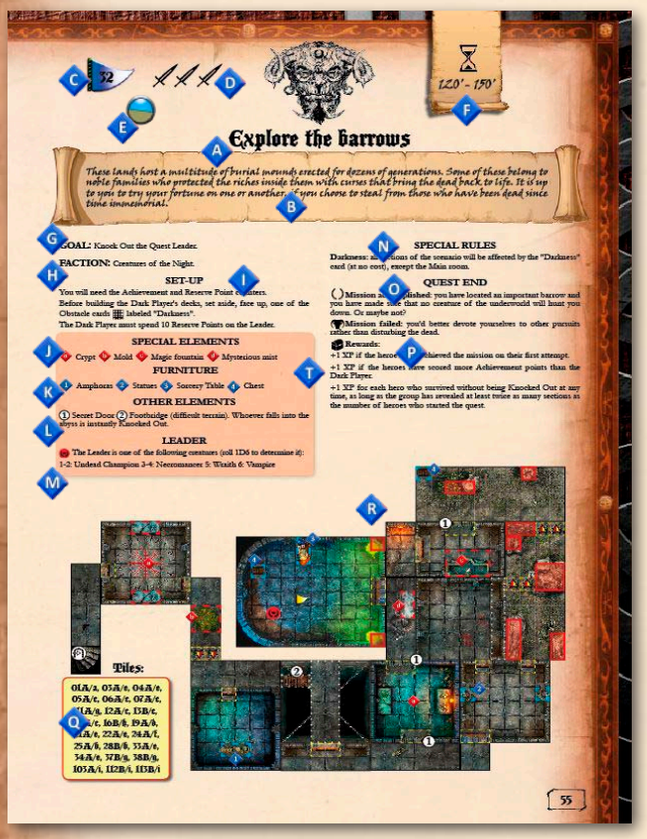


Quests

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.

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





1. SECTIONS

A **Name of the Quest**.

B Narrative **background** of the adventure.

C **Quest number.** Each color represents a type of quest, which in turn helps locate it on the campaign map:

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

D **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: .

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

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

G **Goal:** brief description of the mission.

H **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.

I **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.

J **Special elements** 1: here the different special elements on the map are shown. It is recommended that the Dark Player prepares the card for each special Element during the setup of the game.

K **Furniture** 1: indicates the various items of furniture on the map. It is recommended that the Dark Player prepares the card for each Furniture item during the setup of the game.

L **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: 1 1 1 1 1

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 When a quest is large enough, the map will be included on a second page.

T 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.



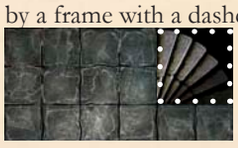
Elements already included in the tile: although most elements are independent of the tiles in order to favour modularity, sometimes these are included in the design of the tile itself.



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.



Between Quests

If independent quests (not located on a given map) are being played, but players wish their heroes to have a certain continuity and evolution (as would happen in a campaign), it will be understood that heroes always return to a town as soon as the quest ends.

The heroes, during the **period between adventures** and before the preparations previous to their next mission, will roll 1D6 to determine the type of place where they rest. On a result of 1-2, the group will stay in a Town. On a result of 3, they will rest in a Castle. On a result of 4-6, they will stay in a City. Draw a random card from that type of location and roll 1D6 (this is regarded as a Travel Event roll). Compare the result with the result required C on the Travel Events card. If it **equals or exceeds** it, flip the card over and read its contents. If the required result is not achieved, it means that no event affects the heroes during their stay in that place.



A Travel Events Cards. Note that the symbol B on each card identifies the type of terrain and location, and is identical to the one that appears in the campaign map's legend. This symbol C represents the Travel Event roll.

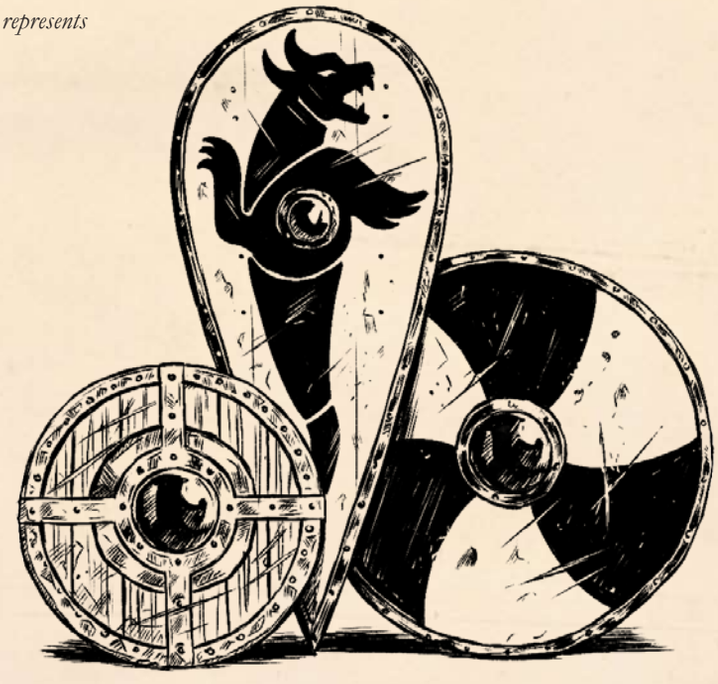
After the possible events have been resolved, e**ach of the heroes must visit an Inn** to pay for their recovery, and **may visit 3 other Places and Services** (at their choice among all available cards of this type) in order to acquire new equipment, learn , train or hire the services of various professionals, as described in each card D.

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



SELLING EQUIPMENT

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



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.

HEROES' SET-UP

The heroes' set-up is the same before a campaign game as that before a standard game.

In Dungeon Universalis we include a map of a part of the continent of Arasca with which you can represent the great campaign "The return of Raazbal", in addition to playing other minor campaigns, multitude of independent adventures and epic events as well as creating your own adventures in this universe of medieval fantasy.

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.



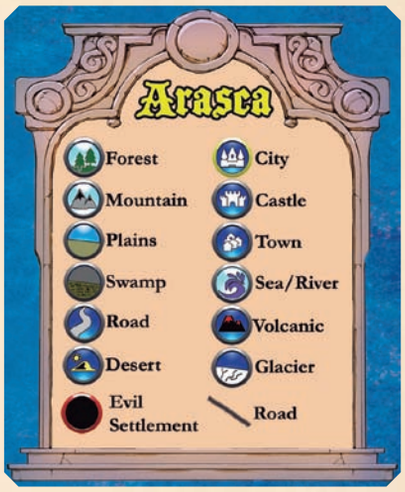
THE GROUP DURING THE CAMPAIGN

Throughout a campaign it will often happen that a player has to be absent from one or more games. During their journeys, all the heroes will be considered to be in the group and will be equally affected by the Travel Events.

Each time a quest or Epic Event is started, players will determine whether the heroes of the absentees are going to be used in that game or not. If they are not used , then the hero will simply be considered absent for any reason and will not play that specific quest or Epic Event, while the rest of the group will play as usual. The group's Value Points will therefore be those of the heroes participating at that given moment.

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 boat (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. They may decide to reach their next destination on horseback, or by taking a boat if they want to save time. They can go around a mountain range or travel to an island.

On the campaign map, in addition to the names of some settlements and geographical features, 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 "Quests and Campaigns". Remember that the flags will be as follows:

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

These places may be visited during a campaign. Some of them are part of the narrative thread, although they may also be played independently, even varying the factions or creatures that dwell in them, if so decided by the Dark Player. In short, heroes will be able to delay the start of their main mission and play a quest belonging to a territory they are travelling through - they have complete freedom of movement during their journey!

Imagine, for example, that the heroes enter some barrows infested with living dead. Later, that same group of heroes, or a different one, could play that quest again, in the same scenario, but this time occupied by a tribe of orcs. Dungeon Universalis' balance system guarantees the possibility of playing games using different factions with a similar level of difficulty without any need for further adjustments.

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.

A **campaign turn represents several days** of real time and, at the beginning of each turn, the group of heroes will **decide** whether they **stay** in a territory with the intention of entering a certain settlement, or decide to **cross** it in order to travel to an adjacent one. They may also decide to navigate by sea or by a navigable river, or to take a main road.

TRAVELLING

During a campaign turn, a group of heroes may move in the following ways:

- **Move to an adjacent territory**.
- Move one **extra territory** if they travel through a territory with a **plain or road**, as long as all the heroes of the group are **on mounts**.
- If using a **boat**, move to an **adjacent sea area or up to two advance icons on a navigable river**.

During the same turn in which they move to another territory they may enter its Cities, Towns and Castles and visit the Places and Services in them, although they must make the necessary Travel Event rolls if they enter a settlement.

A hero must use **two campaign turns** to move to an adjacent territory if he is **violating any of the equipment limitations** listed on page 57.

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.

Therefore, during their travelling, heroes can be weakened and even Knocked Out. A hero will start a quest in a different physical condition depending on the circumstances that affected him during the journey to get there. He may find himself in such poor condition that he decides to return home halfway through the mission, in order to replenish his strength or acquire new equipment.

TRAVEL EVENTS

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

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 town and roll 1D6. If the roll equals or exceeds the required result on the card A, flip the card and read its contents. If the required result is not achieved, it will mean that no event affects the heroes.

Most events are resolved quickly with one or more rolls. However, some of them offer the possibility of playing an **Epic Event** B. 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.

Epic Events are entirely optional, although they enable the players to fully immerse themselves in the campaign and allow them to earn extra experience points for their heroes. It will be the players themselves who decide whether to solve the event quickly or represent it in an epic way.

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.



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.

ROADS

A group of heroes who travel through territories where there is 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.

MOUNTS

Travelling using mounts (see the chapter "Advanced Rules" to learn about handling mounts) can be very useful for long journeys, especially if you have equipment that exceeds the maximum weight your character may carry with him. 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 a territory other than the one in which they landed, they will lose the boat.

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 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.

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.

SEA AREA

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

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.

WRECKING

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).



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** (F) during the turn they enter a settlement or for each turn they remain there. They may choose among the available ones in that settlement. Previously, they 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 (G), 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 strengths. Later she decides to visit a Tavern and a Combat School. Even if there were ten different places to be visited within the town, during this campaign turn she will only be able to visit three of them. If she wishes to stay in the town for one more turn in order to visit other places or services, she will have to make a new Travel Events roll.

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).

WINTER IS COMING

When you play in the world of Arasca, you must count the campaign turns you have already played. Once the first 30 turns have been completed, the winter season will arrive, which will last for another 10 turns. Therefore, the weather cycle will follow a 30/10/30/10 sequence. During the winter turns, all sea areas adjacent to Glacier will be considered a Glacier territory.

In addition to this, at the end of each campaign turn in which the heroes travel or remain in a 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. In addition, **any purchases of items or hiring of services** made in that settlement will **require one extra coin** (e.g., a pack of provisions will have a price of 2 coins instead of 1). Exactly the same thing will happen with evil-aligned groups visiting non-malignant settlements.

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.



CAMPAIGNS ARE CHALLENGING

As you may have noticed, in the campaign mode the difficulty is accentuated, since the heroes will not be able to acquire what they need or want at all times, but will depend on where they are. On the other hand, they will accumulate the fatigue of previous trips and adventures. For example, it won't be so easy to hire mercenaries, let alone find magic schools to learn new spells.

A campaign quest cannot be played more than twice. Therefore, the group of heroes will only have **two attempts** to complete it successfully. If they fail twice and have no other options to continue, they will not be able to finish that campaign. However, the narrative thread usually leads them to other places after a defeat.

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. 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)).

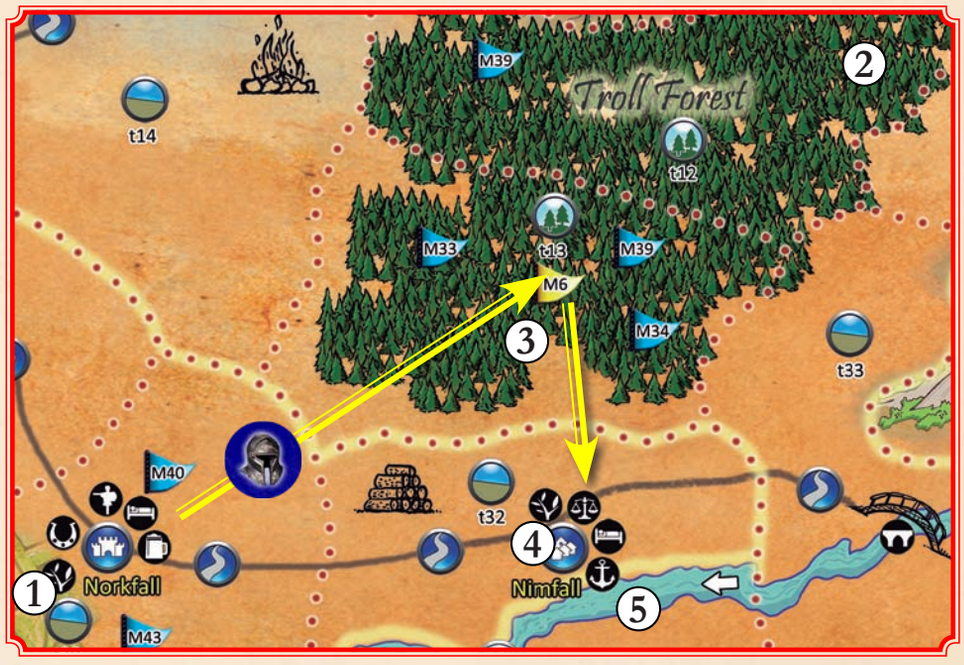
CAMPING



A group of heroes who decide to stay in a territory may declare that they camp there to rest. Place a bonfire marker in the territory if you want to represent that they have camped. During the camping turn they will not be able to visit Places and Services or enter any settlements. All the members of the group will recover 2 Vitality points and 1 Mana for each campaign turn they remain camped.

In addition to the above, a **+1 modifier** will be applied to each **Travel Event roll** made while the heroes are camped in a territory.

NOTE: keep in mind that a group of heroes who decide to camp in a territory of different alignment from their own will get a total +2 modifier to their Travel Event rolls (it's not a good idea to linger too long in hostile territories!).



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.

HEROES SEPARATED FROM THEIR GROUP

Ideally, the group of heroes should travel together to better overcome problems and dangers, but nothing prevents several heroes from traveling along different paths. Remember that this could be very dangerous for those who decide to travel alone.

NOTE: Imagine that one of the heroes is imprisoned because of a brawl. After the 3 campaign turns he would have to stay in prison, and supposing his companions didn't wait for him in that territory, he would have to travel alone until he met them again.



During campaign turns, the heroes' turn alternates with that of the Dark Player, just like during quests. Heroes will always start a campaign turn as soon as a campaign starts or a quest ends.

The Dark Player has two main roles during the intervals between quests. On the one hand, he controls the creatures that the heroes face during Epic Events. On the other hand, he must move danger markers along the map.

At the beginning of a campaign, a territory must is designated as the starting point for the Dark Player. If there is no designated territory, the Dark Player will choose one at will.



DANGER MARKERS



Each time one or more heroes **decide to rest** by lodging in an inn or equivalent place (thus recovering their fortune points), the Dark Player will roll **1D6 for every 10 VP the group of heroes** is worth at that time. For each result of 6, he will place one Danger marker in the territory designated as his starting point at the beginning of the campaign (these new markers will only be placed and will not advance this turn).

Following the heroes' decision to move or remain in a territory, the Dark Player must move all of his Danger markers located on the map, always approaching the heroes as he sees fit, even across sea territories. Danger markers do not take into account obstacles such as rivers.

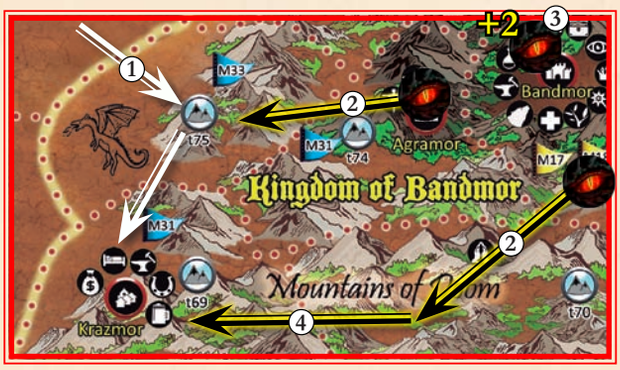
As soon as a danger marker reaches the same territory where the heroes are, a random "Campaign Danger" card must be drawn, resolving the event described on it A.

Restrictions on Danger Markers:

There may be **no more than 10** danger markers simultaneously on the map.

There may not be more than one danger marker on the same territory, unless it is the DP's staring territory.

The Artificial Dark Player will always move his danger markers approaching the heroes by the shortest route.



The heroes (1) have advanced to mountain t75 territory during their campaign turn. They roll Mountain Travel Events and nothing happens. However, during the Dark Player's turn, he moves his danger markers (2) toward the group of heroes. One of the markers enters the same territory, therefore a random Danger Event must be resolved. It is an Assassin event and, fortunately, they manage to avoid it by passing the required Initiative die roll. On the next turn, the heroes advance south to territory t69. They make a Mountain Travel Event roll. They decide to enter the village of Krazmor to rest in an inn. However, this is a very dangerous thing to do. On the Dark Player's turn, he rolls 11 dice (the hero group's VP is 114). He gets 2 results out of 6 and places 2 new Danger markers in Bandmor (3). In turn, he moves all existing markers (4) towards the heroes.





Artificial Dark Player

General Guidelines

INTRODUCTION

The present game mode is recommended for 1 to 4 players (without a Dark Player), although the rules allow for groups of up to 5 players.

Here, the Dark Player is not handled by a human but by a simple artificial intelligence, called the Artificial Dark Player, whose functioning is determined by the deck of Dark Player cards (whose composition varies from the standard mode), the Scenario Die, the Creature Behavior cards and the rules detailed below.

Remember that using this game mode, you can play not only the epic events, quests and campaigns the game includes, but also the adventures you create yourself, just like with the standard mode.

You will have to observe the rules included in the Dark Player's chapter (see page 44) when playing in this mode. However, the specific rules of this chapter prevail over the general ones.

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.

If there are several players in the game who wish to play this role and they cannot agree, a random Conductor will be chosen among them. At the end of each turn, the role of Conductor will be passed on to the next player willing to accept it, in clockwise order.

THE QUEST SHEET

Before the game begins, the Conductor will read out the quest's introduction and its different sections, except those included in a red shaded box and those marked with the symbol . These will only be read when the appropriate section or element is revealed or when the circumstances described are met.

It is advisable to use the support APP, called Dungeon Universalis, in order not to read in advance the indications in this red box or have a glimpse of the unexplored sections and elements. Thus, you will enjoy a full exploration experience, since the application will reveal each tile and special rule as you advance along the map and discover new paths.

RESERVE POINT COUNTER

The Dark Player's budget will be calculated in the usual way and the numerical value will be marked on the Reserve point counter.

The Conductor should be responsible for updating these points as they are spent with new activations or are increased by discarded cards.

NOTE: remember to pay as many Reserve points as the Leader's VP (without his optional upgrades) at the beginning of the quest.

If the Dark Player's **budget runs out** and the counter drops to 0, no more cards will be activated until enough reserve points are available. The same will happen when the budget is below the activation cost of the last card drawn. From this moment on, this card, and the following cards which are drawn but cannot be activated because of insufficient Reserve points, will be automatically discarded and the budget will be increased with the points generated by the discarding.

Example: the Dark Player's counter shows a budget of 4. Upon discovering a new section, players roll the Scenario Die and the result says a card from the Encounter deck must be drawn. The card revealed is the "Enemy Spotted!" card (its activation cost is 6 points and 2 points are earned for discarding it). Since there are only 4 Reserve points on the Dark Player's counter, this card is discarded and the Artificial Dark Player automatically increases his budget by 2 points. He will therefore be left with 6 Reserve points. If he later draws another card whose activation cost is 6 or less, he will be able to activate that card and those points will be subtracted from the counter.

THE SCENARIO DIE



On many occasions the game's Conductor 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.

END QUEST

Even if the heroes have completed a quest where the Dark Player's decks are used, the will proceed as usual until the game is over (this is, until the heroes have left the scenario).

Artificial Dark Player's Decks

In this game mode the Dark Player's deck is built in a different way from that of the standard mode.

First, you must separate the Dark Player's deck into three types of cards, according to the symbol representing them:

OBSTACLES DECK

ENCOUNTER DECK

POWER DECK

With regard to the Encounter cards, you will have to remove the following ones: "Reinforcements", "Thief!" and "Ambush!" and keep them aside.

Once these cards are removed, build the decks as follows:

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.

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.

POWER DECK: draw as many random Power cards as the number of **heroes multiplied by 5** and add one "Reinforcements" card. Add the second "Reinforcements" card if there are more than 2 heroes in the group.

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.

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. Remember that in this mode, the "Thief" and "Ambush!" Encounter cards will always be included in the Obstacle Deck. The "Reinforcements" card will always be included in the Power Deck. Therefore, if it is pointed out that there is no Power deck, it will be understood that there will be no "Reinforcements" cards either.



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 10 cards to which "Reinforcements" is added (for a total of 11 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).



Turn and Card Activation

ARTIFICIAL DARK PLAYER'S TURN

At the start of each turn of the game, the will earn 1 Achievement point in the usual manner, but no cards will be drawn.

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

ACTIVATING OBSTACLE CARDS

The Conductor shall roll the Scenario Die each time one of these conditions is met:

-When a character **steps on a square** which allows the Dark Player to **activate traps**.

-When a character declares he wants to **open a door or a chest**.

-When a character intends to step on a square occupied by an **exploration arrow**.

-When the **blunder** result of a **furniture** card indicates that a trap can be activated.

If the result is , sa 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.

Remember that two types of Encounter cards have been included in the deck: "Thief!" and "Ambush!". Both cards will be activated as indicated on the card itself. Therefore, they will represent unexpected encounters that will take place in cases in which the heroes believe they are only facing the possibility of an obstacle or a trap.

Sometimes an Obstacle card might be drawn that causes a character's movement to stop. If that card is finally not activated but discarded, the character's **movement may be completed** in that very turn.

ACTIVATION OF ENCOUNTER CARDS

Each time a section is revealed, the Conductor will roll the Scenario Die. 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.

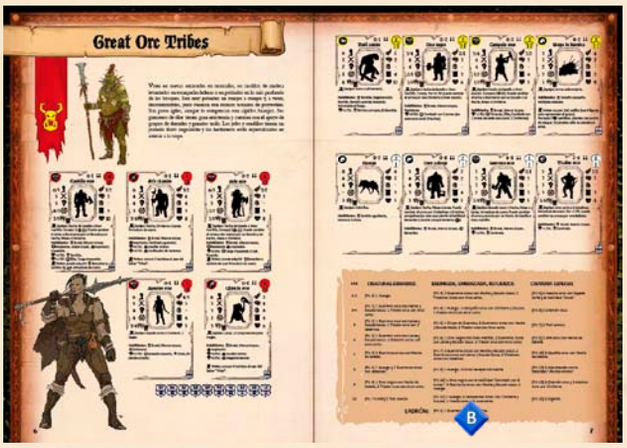
2nd The characters and creatures are placed according to the general rules of placement and to those in the section "Placement of creatures" (page 83).

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

If there was not a result of after revealing a new section, the roll must be **repeated if the heroes entered that section by breaking down a door**.

In addition to the above, when the **Main Room** is revealed, but **before the Scenario Die is rolled**, a group of **creatures** equivalent to those on an "Enemy Spotted!" card **must be placed in it**, at the usual cost for the Dark Player (unless there is not enough budget, in which case these creatures will not be placed).

In large sections (other than the Main Room), in addition to the result determined by the Encounter Die, an Encounter card will always be activated at the usual cost.





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 B. 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 C. If the room happened to be the Main Room and there was enough budget for it, creatures equivalent to those on an "Enemy Spotted!" card would have been placed before rolling the Scenario Die.

POWER CARDS

The Conductor will roll the Scenario Die at the start of a combat turn, before any the of the characters handled by the 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 (except if there is only one hero in the scenario).

DISCARDS

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

As Taeral walks down a corridor the Scenario Die is rolled with a result of . A card is drawn from the Obstacles deck. However, the card ("Locked Door") cannot be activated in corridors, only in doors D. 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.



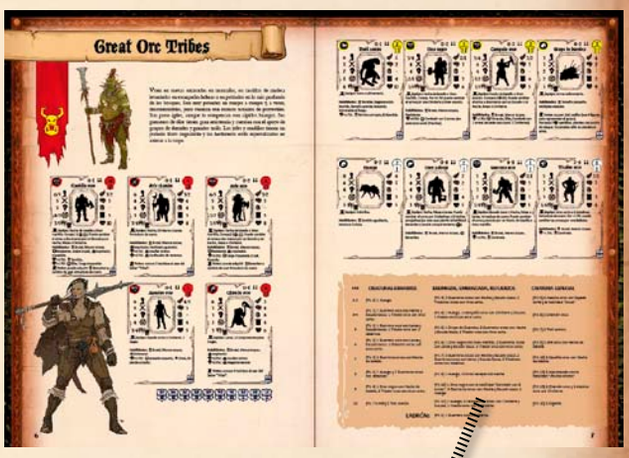
Placement of Creatures

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 (if the conditions on the card are fulfilled with respect to several heroes, a random hero will be chosen among the ones closer to these newly spawned creatures).

Creatures will be placed facing the nearest hero.

After being placed, the usual Initiative roll will be made.

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.



Bestiary Faction Sheet

Creature Spawn Table



PLACEMENT OF CREATURES FOLLOWING THE ACTIVATION OF THE CARDS "ENEMY SPOTTED!", "WANDERING CREATURE" OR "SPECIAL CREATURE" (ROOMS)

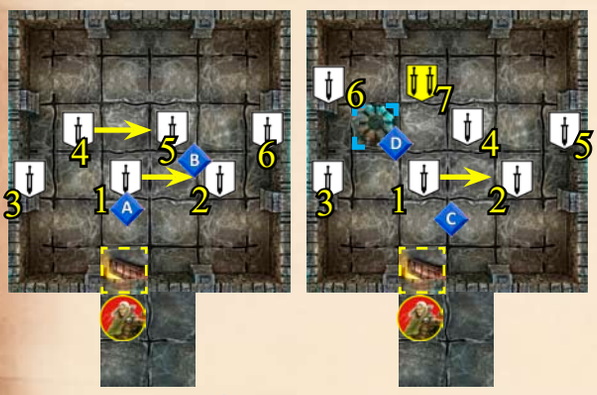
The characters and creatures spawned in a new section will be placed in an **ascending order according to their level**, following a checkerboard pattern (contacting only diagonally with each other) as indicated by the following diagrams. The **lowest VP** creatures will be **placed first**. In case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

1st Creatures armed with long-range weapons (spear, halberd, etc.)

2nd Creatures unable to attack from a distance.

3rd Creatures capable of attacking from a distance.

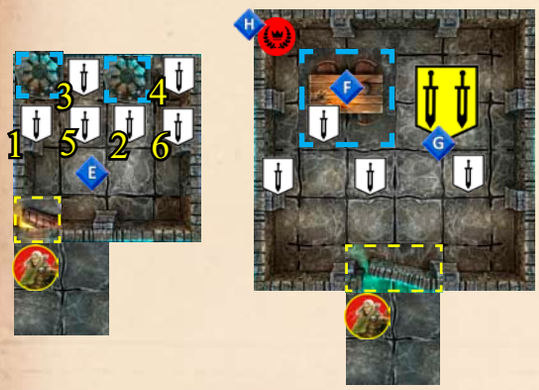
Note that the placement of creatures must at all times comply with the general rule that requires creatures to be placed more than two squares away from the hero who revealed the new section.



The first creature A 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 B 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 the example C, in the 1st position there is an orc warrior with a spear. In the 2nd, 3rd and 4th positions there are Orcs Warriors with Axe. In the 5th and 6th positions there are two orc archers with a short bow. In 7th position there is an Elite-level black orc.

When a square is occupied by a creature or an impassable element D or piece of furniture of height 2 or higher, 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 E, 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.

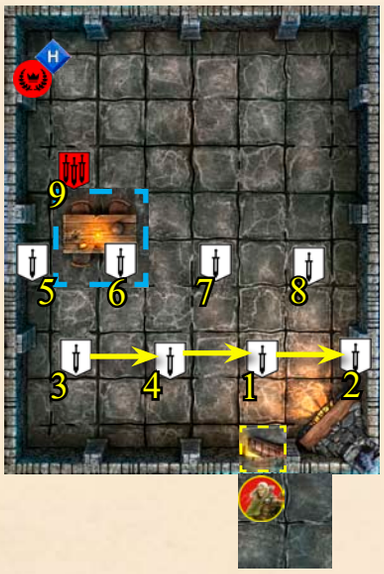
In the example image E, it will not be possible to place a seventh creature in the room because there are no more free squares located more than 2 squares away from the hero who has revealed the section.

Note that in the example F the creature is placed on the square with the table, since it has a height of 1 and is not impassable. Therefore, this creature will be on a higher position than that of the others, and will enjoy a better Line of Sight.

When a creature with a **base larger** than one square is placed G, 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.

LARGE ROOMS

Creatures should be placed in the usual pattern, but whenever possible, they should be placed in such a way that they are not adjacent to each other (not even diagonally). They should therefore be placed leaving a free row between them.



PLACING THE LEADER

The Leader will be placed in the square designated on the Adventure Sheet. If he has no defined location on the map, he will be placed, whenever possible, in a row behind the rest of his allied creatures. Within this row, he will be placed at the end that is furthest from the hero who visualized the section first H (or in the square which provides him with the most advantage against him or protection from him).

PLACEMENT OF CREATURES FOLLOWING THE ACTIVATION OF THE CARDS "ENEMIES", "WANDERING CREATURE" OR "SPECIAL CREATURE" (CORRIDORS)

The characters and creatures of the new section will be placed in an ascending order according to their level, following a zigzag pattern.

The **lowest VP** creatures will be **placed first**, **starting** at the far **end of the section**. In case of equality, the following order will be observed:

1st Creatures unable to attack from a distance.
2nd Creatures capable of attacking from a distance.
3rd Creatures armed with long-range weapons.

The first creature will be placed on the frontal of the hero or adjacent to the wall closest to the hero who first visualized the section. The others will be placed adjacent observing the following pattern:



No creatures can be placed on squares with the piece of furniture "Library", of height 2.



Whenever possible, creatures will be placed in all available squares, following the pattern above.



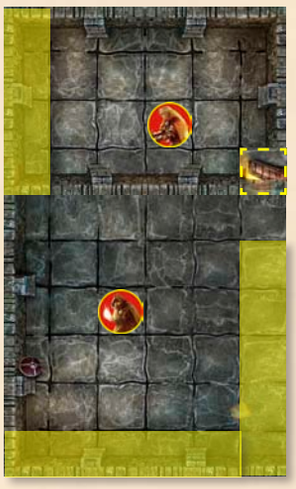
Only one creature may be placed in A according to these rules.



No creatures can be placed in the sections B, since none would be more than 2 squares away from the hero.

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

When the "Thief!" card is activated, the creature will be placed in a location indicated by the card and agreed by the Conductor, 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 C.

In the example D, the heroes are engaged in combat as a Reinforcements card is activated. Note that the creatures are placed even when there's no Line of Sight between the two sides. In the example E, the ambush takes place when the heroes are on an exploration turn. Creatures may not be placed in the section beyond the exploration arrows, because it has not yet been explored.

THE INITIATIVE ROLL

Whenever the has the chance to apply the rule "Caught by Surprise!" after winning an Initiative roll, he will push the heroes one square forward (towards the newly visualized enemies) and place them with their backs to them.

The Dark Player will use the best Perception among his creatures (independently of their location) on the Initiative roll.

Example: A wolf has the "Sharp Senses" skill but is placed in the second row for being VP 2, whereas the orcs, with VP 1, are placed in the first rows. However, the Dark Player benefits from the wolf's skill, which gives +1 to Perception.

Activating Order

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

1º Creatures that have ranged attacks.

2nd Spellcasters and battle wizards (including Leaders).

3rd Rest of creatures (except Leaders).

4th 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 of Characters and Creatures

TARGET SELECTION

The Dark Player's creatures and characters will choose as a target the characters they are engaged with. If they are not engaged, they will attack those enemies that they can attack that same turn according to their Movement capacity or range of their weapon or attack.

Among all the targets eligible, they will follow these criteria in order to prioritize their attacks:

1st The enemy which is more **likely to be hit**. Different factors must be taken into account here, such as who is the enemy with the **lowest Combat Skill** or any other attribute the attack is confronted with, 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.

2nd The enemy with **lowest Armor** (if the damage dice are directed against the target's Armor).

3rd The nearest Enemy.

4th A random target will be chosen.



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.



In B, the orc can only attack Shara 2 since Borgron 1 is not eligible as a target. The orc must finish his movement as soon as he enters 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

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.

Non offensive Actions: a creature that can perform non-offensive Actions (such as using certain healing skills or supporting allies), will roll 1D6 at the beginning of its activation. With a result of **4+** it will perform this type of Action and will **not directly attack heroes.**

Specific target: if a character or creature controlled by the has, because of a specific rule in the quest, a specific target to eliminate, it will always move (as long as it is not engaged) towards that target, running if necessary, ignoring the criteria for prioritizing its attacks described in the previous section.

Maximum targets: if a creature has the possibility of attacking two enemies during the same activation, it will always use the skill or weapon that allows it, prioritizing it over other conventional attacks.

Skill limit: a character or creature handled by the can not use a certain active skill more than 3 times during the same quest, as long as they have other attack options available.

For example, a dragon will only be able to perform a breath attack 3 times. If it prioritizes this attack over the others, it will first make its 3 breath attacks and then the others. If it makes two breath attacks and, after getting engaged, makes a sweeping attack for the next two turns (since it can't use his Breath attack while engaged), and then stops being engaged, it will be able to use its third breath attack. From then on, it won't be able to use it again.

Blunders: if a creature gets a critical result and drops its weapon, its first Action will be devoted to picking it up unless there is an adjacent enemy. In this case, it will prefer to draw and use another weapon, or to fight unarmed if he lacks one.

If the creature is using a shield when defending, it will always lose the shield before the weapon.

Pushing: when a creature pushes an opponent, it will try to do so in a straight line whenever possible, unless there is no space available, or except when by pushing diagonally it may inflict extra damage on the opponent.

Disengaging: if a creature or character tries to disengage from an enemy and fails, it will never finish its activation; it will fight in melee combat instead.

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.

Maximize their potential: as long as they do not violate the rules of priority and movement, the creatures will always try to avoid making it easy for the heroes' side, positioning themselves trying to avoid being adjacent to each other in order (to minimize the damage dealt by the throwing of objects or the casting of spells with an Area of Effect). They will also block the possible accesses to their Leader, in case it has been placed on the board.

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. As a general rule, if the target wears **heavy armor**, they will choose the **weapons** that deal most damage and **can reduce armor**. If the **target wears light armor** or does not use any at all, the creatures will choose the **weapons** that allow them to **hit** their target more **easily**.



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. For example, there are some creatures that use different criteria to prioritize their attacks and attack the closest enemies first.



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

- Leader
- Undead
- Animals and vermin
- Large or huge creature
- Sorcerer
- Battle Sorcerer
- Berserker
- Melee Fighter
- Ranged Fighter
- Flying

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



The Leader of the scenario will use the behavior card for leaders , in addition to the one that corresponds with the type of creature or character it belongs to. Both cards will have to be taken into account when establishing a behavior for the Leader.

For example, a Leader who is a creature of the type "Melee Fighter", will also take into account the specific rules on the card that regulates the Leader's behavior.

A Leader may have its own behavior card. Raazbal, the campaign Leader, has his own behavior card. Therefore, he will use both the Leader card and Raazbal's one when deciding his next Action.

Leader Improvement

As indicated on the Leader behavior cards, when the heroes visualize the Main Room, after all creatures have been placed, **for each Reserve Point above 20** the Dark Player has in his counter, the **Leader** will receive **1 extra Vitality** Point (and the counter will be left with 20 points).

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.*

Players may choose to control the creatures and characters by **rotating in the role of Dark Player instead of using an artificial one**. If they choose to do so, only the following improvement will be applied to the Leader:

When the heroes visualize the Main Room, once all creatures have been placed, for every 3 Reserve Points above 20, the Leader will get 1 extra Vitality Point.



Other game options

Time-limited Games

Games may become too slow if the group of players is larger than recommended or if they take too long discussing each decision. If this is the case, the following optional rules can be adopted. These require the use of a timer or an hourglass to measure times:

- Each player controlling a hero has **1 minute to perform** his character's movements and Actions (as well as those of the mercenaries or pets with him).
- If they are in a combat turn in a **large room or Main Room**, which usually involves the presence of quite a few enemies, the Dark Player will have up to **2 minutes** per turn to control his characters and creatures..
- One of the players must be in charge of supervising the time. The Dark Player will get **1 extra Achievement** point **each time a hero exceeds** the time granted. Of course, each time the rules have to be consulted, the clock will be stopped.

Collaborative/Competitive play

In Dungeon Universalis the group of heroes as a whole earn Achievement points against those received by the Dark Player. However, you can choose to play in such a way that there is some competition between the players controlling a hero. Thus, in addition to the Achievement points earned by the group, a separate marker can be used for each individual hero to indicate the points he has earned. **The hero who earns the most Achievement points will get 1 extra Experience point**, in addition to the ones he has earned in the usual way. Conversely, if **at least 3 heroes** are playing, whoever achieves **the fewest number of Achievement points will get 1 Experience point less** than he would have in the usual way (a negative value will never be applied).



According to this picture, the hero with the red marker has only 2 Achievement points. The blue hero has 6 and the yellow hero has 7. In total, the group has 15 points and the Dark Player has 33.



Gridless Scenarios

EQUIVALENCE

Observing the directions in the section "Design your own adventures" (see page 98), you will be able to create scenarios whose ground is not delimited by grids. In this case, **a square is understood to be one inch** long. Thus, if a character moves 6 spaces, in a scenario without squares he will move 6 inches (if you don't have a tape measure in inches, you can equate each square or inch to 2.5 centimeters).

AREA OF EFFECT

If a projectile or spell affects a square and those adjacent to it on a gridded game board, in a gridless one it will first affect the target character. Then we will regard adjacent characters as those who are up to one inch away from that target (it is enough that the base is partially within that radius). In other words, the squares an AoE affects will be transformed into an equal number of inches.

MELEE RANGE

A character will be within an enemy's Melee Range when both bases are adjacent or there is a distance of 1/2 inch or less between them. In the case of long-ranged weapons, the frontal Melee Range will stretch to 1 inch between bases.

FRONT AND BACK

When playing in this type of scenarios, a character's back will be considered to include its 180º back arc (taking into account the line marked by his shoulders or the one drawn on the base itself). For an attack to be considered "from behind," the attacker's base must be fully located within the target's 180° arc (being partially within it will not be enough).



LINE OF SIGHT

In order to decide whether a character has Line of Sight (LoS) to another character , draw an imaginary straight line from the center of that character's base to the center of the target's one If the line is obstructed but still can touch any point on the target's base, it will be understood that the target is protected behind cover.

A character or creature will not be able to benefit from cover if most of its silhouette is visible behind it (from the attacker's point of view).



Classic Dark Player

In this game mode, the Dark Player can be involved in the game in a classic way, without having his decks randomly placed face down. That is, playing the role of a **classic and omniscient Game Director**. He is therefore close to the role-playing gamemaster or, at least, to that of more classic dungeon crawlers.

As described on page 98, you can design your own Quest Sheet, or select a predefined adventure from our book of Quests and Campaigns, and **establish beforehand all the obstacles and creatures** you will activate during the same, as well as the exact location of all of them, considering that you must place them all by activating cards (with the exception that, in this case, they will not be random ones). The activating cost of each of them must be equally paid, and will always be limited by a budget equivalent to the Value Points of the group of heroes, as is the case in the standard mode.

If at any time you run out of budget and find yourself unable to activate the elements indicated on the Quest Sheet, you won't be able to place them on the board.

Example: the heroes reach a room where the Dark Player wanted to spawn a stone giant, but not having enough Reserve Points to pay for spawning it at that time , he won't be able to use that creature for the rest of the adventure.

NON-RANDOM CARDS

Considering what has been described so far, in this game mode **no random decks** will be generated, nor will the **maximum limit** of cards in the hand of the Dark Player be taken into account. He can hold as many cards as he wants in his hand at any time so that he can control all the elements he wants to activate during the game.

Example: the Dark Player plans to activate a "Pit" card in a room, an "Ambush" card in a corridor, and an "Enemy Spotted!" card and a "Fireball" card in the Main Room as soon as a hero tries to open one of the chests there. In addition, he wants to boost the Leader of the scenario with a Power card called "Regeneration" as soon as the heroes come into visual contact with him. Therefore, he will include these elements on the map and on the Quest Sheet and. During the setup of the game he will take the cards "Pit", "Ambush!", "Enemy Spotted!", "Fireball" and "Regeneration" and keep them in his hand, so that he can activate them when the right time comes.

The **initial Reserve Point budget will be equivalent to that of the standard mode**. The Dark Player must invest this budget in activating the cards of his choice, bearing in mind that he will have to stick to the usual activation costs each time he uses a Power, Obstacle or Encounter card throughout the game. On the other hand, since he won't use his deck randomly, **he won't be able to discard** any cards **to increase his budget** either.

RESERVE POINT INCREASE

At the **beginning of each of his turns**, the Dark Player will **not draw** a card from his deck, but **will increase his Reserve Point counter by 1 point**, to be used for subsequent activations (remember that he may use any card in this mode, except those expressly banned by the Quest Sheet).

MODE RESTRICTIONS

As a general rule, the Dark Player may activate the same **Obstacle, Encounter or Power card a maximum of 3 times** per game. That is, even if there are more than 3 Power cards called "Fortune" in the Dark Player's deck, he will be able to use a Fortune card a maximum of 3 times.

One creature can **only benefit** from the effects of a **single Power card each turn**. If you wish to activate another Power card on it, the permanent effects of the previous one will be removed.

Example: During a combat turn, the Dark Player has activated the "Regeneration" Power card on a character controlled by him, and yet that same turn or during the following turns he intends to activate a "Fortune" card on the same creature. As soon as he activates that second card, the previously activated "Regeneration" Power card will stop having any effect.



This is the map of a small adventure for a single hero devised by a Dark Player. This hero has a value of 15VP. Two more VPs are added to these for the accompanying human mercenary and 3 for the potions he carries. Thus, the total value is 20 VP. Therefore, the Dark Player's Reserve point budget will be equivalent: 20 Reserve points. As he intends to place an orc Leader in the Main Room A as the Quest Leader, he pays for the Leader's 9 VPs and has 11 Reserve points left to invest in obstacles, powers, or creatures. He decides that he will activate an Encounter card called "Enemy Spotted!" B in the same main room where the Leader is located, in order to support him with several orcs for a total value of 6 VP (the limit the card allows), so he will still have 5 points left. He decides to place a pit trap C in the corridor prior to the main hall, to hinder the heroes' advance, which costs him 2 more Reserve points. He decides that he will activate a "Wandering Creature" card in the room D, where he intends to place a pair of orc warriors, which costs him an additional 2 points, and the

remaining point he decides to use by placing a "Riddle" Obstacle card in the passage. When the adventure begins, the Dark Player knows that he will get 1 reserve point at the start of each of his turns and also in those cases in which the hero gets a critical failure while performing Exploratory Actions. He decides that he will save those points to invest them, as he deems necessary, in some new obstacles, observing the general rules for their placement, or in acquiring some improvements for the Orc Leader once it has been placed on the board, or maybe to activate a Power card if necessary or even activate a "Reinforcements" card if the odds favour the heroes in the combat in the Main Room.



RPG mode

Based on what you've learned so far, you'll find it easy to guess how you can play this game in a way similar to that of a role-playing game. Before starting the game, you must have sketched out what the map will look like and at least who the Leader and quest's goal will be. From there,all you have to do is to calculate your Reserve Points budget according to the Value Points of the group of heroes.

When the heroes begin the adventure, you'll have all the cards, bestiary and game options at your disposal to make them spend some memorable hours, improvising to a greater or lesser extent depending on your experience as a gamemaster.

In this mode, the narrative weight is the key. However, every time you want to activate some kind of Obstacle, Encounter or Power from the Dark Player's deck, you'll have to pay for it.

In this case, **the Dark Player will not get any Reserve Points during his turns**, to make up for the fact that he has the maximum flexibility when it comes to presenting the heroes with any difficulties he wishes within his initial budget.

If you want your heroes to be able to learn certain **secondary skills** (foraging, carving wood, gambling, etc.), you can give them the chance to have that secondary skill by investing 1 experience point. If the hero passes an Intelligence test after spending that experience point, he will have learned or improved that secondary skill. He will write it down on his character file.

After he has learned it, the hero will be able to successfully perform the Actions allowed by the secondary skill if he passes a skill test. The skill tests consist of rolling 2D6 and adding the bonus that represents the level of knowledge or expertise in that secondary skill. If he gets a total score of 10 or more, the test will be a success.

For every point of experience successfully invested in that secondary skill, he will have a bonus of +1 to when trying to pass a test (with a maximum of +5). Second attempts and the use of Fortune points on these rolls are not allowed.

Example: A dwarf hero decides to learn the secondary skill "Carving wood". He invests 1 experience point in it. He passes the Intelligence test and therefore learns the skill (he will have a +1 bonus from now on). Later on, he invests an additional experience point. He passes the Intelligence test again and improves his secondary skill (he already has a +2 bonus). At a certain moment he wants to carve a small figure as a gift to one of the characters. In order to do so, he needs to pass a skill test. He rolls 2D6 and adds his +2 bonus. If he gets a total result of 10 or more, it means he has successfully carved the wooden figure.

Advanced Rules

Mounts

Characters can ride on animals with the skill “Mount” or “Raging Mount”.

The Dark Player may, exceptionally and always under logical criteria based on the narrative background, allow certain creatures to serve as mounts for the heroes or any other characters even if such possibility is not included in its profile.

As long as he is riding, the character will be called a "rider". He may do so during Epic Events and Quests, as long as it is allowed, observing the following rules.

MOVEMENT

Riders have a Movement capacity of as many spaces as indicated by the Movement attribute **of their mount**, it being understood that both of them perform the movement. If the mount gallops (the equivalent of running), it will not be able to perform any more Actions that turn (however, its rider will).

A mount ignores small and average sized enemies' Melee Ranges.

LINE OF SIGHT

A rider will have a height equal to that of his mount plus 1. A rider will not be able to turn to look back unless the saddle turns and changes its facing too.

MOUNTING/ DISMOUNTING

Mounting or dismounting an animal is considered a **Quick Action** and should be done when adjacent to the mount. The mount may move normally in the same turn, but it may not gallop.

SHOOTING AND CASTING SPELLS WHILE RIDING

A rider will get a **-1 penalty** to his **Shooting Skill and Intelligence** (when attempting to cast spells). He will also suffer the usual penalties for moving, considering the number of spaces his mount has moved.

COMBAT ON MOUNTS

Both mount and rider may make attacks in the same turn.

A rider successfully hitting an unmounted opponent will deal 1 extra damage die.

Unarmed riders and riders using natural or two-handed weapons (except spears or lances) will not get this bonus. Neither will riders using the following weapons: dagger, short sword, tool, katar, whip, iron fist or gladiator scissors).

A rider may never attack another rider's mount unless that mount is Large or Huge.

SPEARS

A spear-armed rider whose mount has advanced at least 3 spaces in the same turn in a straight line towards a target will reduce the target's Armor by 1. In case of critical hit equal or smaller size targets (including riders) are Knocked Down.

If a rider or his mount wins a combat, both will push the opponent.

HITTING MOUNTS AND RIDERS

A character will have to decide if he wants to try to hit a mount or his rider. In melee, this will require an opposing roll against the target.

A character who **shoots or cast a spell on a rider or his mount will regard them individually as adjacent characters**. If an attempt is made to **hit the rider** with a ranged or throwing weapon , the shooter or thrower will get a **-1 to his Shooting Skill**.

However, the rider's Agility will not be taken into account as a shooting modifier.

Attacks which use the skill "Onslaught" cannot target a rider.

BLUNDERS AND FALLS

Every time a rider gets a critical failure when casting a spell, attacking in melee or shooting, he must **pass an Agility test or else fall** from his mount, becoming Knocked Down.

A rider will automatically fall from his mount if he suffers the Knocked Down condition.

If the mount is Knocked Down or Knocked Out, the rider will have to pass an Agility test. If he passes it, he will be placed in an adjacent square of his choice. If he fails, he will be considered to have fallen.

EFFECTS OF A FALL

After falling off a mount, a rider will have to be placed in a **free square** of his choice adjacent to his mount, and will be affected by the **Knocked Down** condition. He will also take **3 damage dice against Natural Armor**.

If the fall occurs while riding on a flying creature that was currently flying, he will take twice as many damage dice.

RUNAWAY MOUNT

If the rider has been **Knocked Down or is Knocked Out**, his **mount** will have to pass a **Courage test**. If it is passed, the mount will remain still, with the same facing. If it is **failed**, it will **run away** unbridled and will be removed from the game. If it was the mount of a hero, at the end of the quest he will recover it if on a result of 2+ (1D6)

Mounts must pass the same Courage tests as riders when faced with **opponents** with the skill **"Fearsome"**, with the same consequences.



RIDERLESS MOUNTS

Mounts whose rider has dismounted and is not holding the reins will **remain still.**

A still mount will not act until its rider or a different one mounts on it again. If the mount is in this situation and **receives an attack**, it will have to pass a **Courage test**. If it **fails**, the mount will **run away** and will automatically leave the scenario. If the test is passed, it will remain in place, returning the attack if its enemy is within reach.

RAGING MOUNTS

If a creature with the skill "Raging Mount" is left without a rider, it will act like any other **independent** animal, being controlled by the player who usually handles it (even if its rider is Knocked Out).

DIFFICULT TERRAIN

Mounts **cannot gallop** (run) on this type of terrain.

No mount may climb as long as it has a rider on it.

Riders will not benefit from the extra damage they cause when fighting on mounts when they are on difficult terrain.

INDOORS

Generally, a **character will only be able to ride on a mount** or a raging mount while **outdoors**, never inside a dungeon or a building (unless the adventure exceptionally allows it).

TAKE THE REINS

A character will be able to carry his mount of the reins while walking. In that case, both mount and rider will move at the same time. However they will not be able to move beyond the character's own ability to move. In this case, running is not allowed.

INTERACTING AND SEARCHING

A rider will not be able to search or interact with elements unless he dismounts.

MOUNTS AND EQUIPMENT

An animal with the skills "Mount" or "Raging Mount" may **carry part of its owner's equipment** on it, provided that it does not exceed the mount's own limit according to the usual formula: **(Strength+Vitality)x2**.

A character adjacent to his mount may use a Quick Action to take an object among those the beast is carrying. Leaving an object to be carried by the animal requires the same kind of Action.

ARMOR

A character **may acquire a leather armor for his mount**, as if it were a custom bard, at the usual cost.



Acquisition of Objects by the Dark Player

The Dark Player may acquire, as soon as he places his characters and creatures on the board, any items included in the Equipment cards with the aim of equipping them. These items will be paid for with Reserve Points:

-If the object is a common one (1 point).

-If the object is rare (2 points).

-The indicated price will be doubled if the creature is of Elite level .

-The indicated price will be the triple for Leaders or Champion creatures .

-The indicated price will be doubled again if the creature is of Large size.

No more than 3 identical items may be acquired during the adventure.

Example: a Dark Player chooses to equip an orc warrior with chainmail (although the orc, according to his profile, is usually equipped with leather armor). He therefore pays 1 Reserve Point for the chainmail. He also decides to buy a healing potion for an orc boss. The potion costs one point, but since the chief is the Leader of the scenario, the potion costs him three times as much (3 Points). Thus, the Dark Player pays a total of 4 Reserve Points for the two objects, this is: he reduces his Reserve Point counter by 4 points.

Additional Companions

GIANTS

A hero with the skill "Giant Tamer" will be able to acquire a giant if he visits a sacred place, which can be found in the Places and Services cards .

The giants will be regarded as mercenaries for the game' s purposes and will not be able to benefit from the effects of potions or healing spells, although they will fully recover at the end of a quest or an epic event.

A giant can only be used if only one hero takes part in the quest.

If the giant is not Knocked Out during the quest, he will finish it unharmed, fully recovered from his wounds (even if the hero left the scenario, leaving him there).



Additional Actions

JUMPING FROM HEIGHTS

If a character wants to perform a great jump (see the Action "Great Jump" on page 22) in order to fall on a square occupied by an enemy, an Agility test must be passed. If the character fails, he will fall to an empty square adjacent to his target (at the target's choice), with the usual consequences of any such fall. If the jump is successful, the character will fall on that square and push the enemy to an adjacent square, being able to make a single free attack against him, adding 1 damage die for each point of height he fell from.

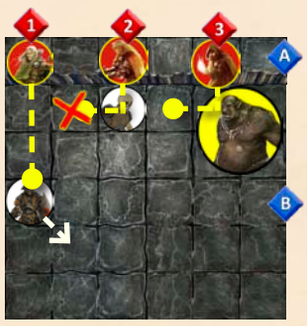
If the character who managed to jump successfully is smaller than the enemy he's chosen as his target, he will able to choose between one of these two results:

A) He will fall on a free square adjacent to the target character or creature, being able to carry out the free attack in the same way.

B) He will manage to cling to the neck or back of the target character or creature, which will be considered Stunned as long as the character keeps that position on it. At the beginning of each of his next activations, the character who jumped will have to make an agility roll against his larger enemy. If he passes it, he will continue on it with the same effects. If ihe fails, he will fall on an empty square adjacent to that enemy, becoming Stunned and finishing his activation.

During this attack from above **combat skills which have been learnt cannot be applied**.

NOTE: creatures with the rule "Flying" cannot apply this rule.



A Upper floor. It has height (4).
B Lower floor. Unless otherwise specified, it shall have height (0).

The elf Taeral 1 jumps on the orc. He passes the Agility test, pushes the orc to an adjacent square and makes a free attack against him. He will deal 4 extra damage dice if he manages to hit, given the difference in height (4) from which he jumps.

Shara 2 fails the Agility test after jumping over the skeleton. Therefore, she is knocked down on a square chosen by the Dark Player, suffering 4 damage dice against Natural Armor.

Borgron 3 succeeds in jumping over the troll. He chooses to fall on a square adjacent to it and makes his free attack, dealing 4 extra damage dice if he hits.

CLIMBING OTHER SURFACES

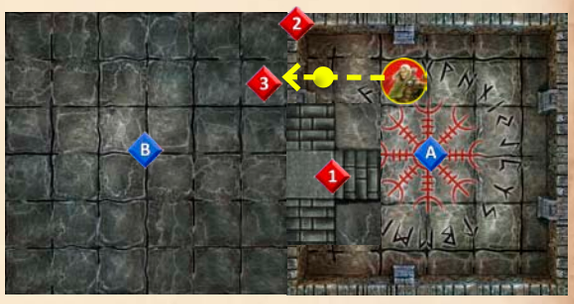
NOTE: this Action is specially designed for scenarios with different heights, with certain types of tiles (quite useful if the user has designed a scenario with 3D scenery). Characters will be able to climb up elements of height equal to or greater than their own, provided that the element's height is detailed in the corresponding card or in the Quest Sheet.

A character can use an Action to go up or down **vertical surfaces** of the same or greater height, while completing his Movement. Each square of height he wishes to climb will be **regarded as difficult terrain**, and he will only be able to climb if his hands are free (they can only be holding a rope). If he manages to climb, the character will finish his movement in a square adjacent to the element he climbed.

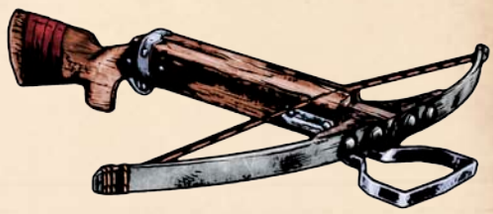
Climbing requires passing an **Agility test**. In case of failure, if the character started his attempt on the ground, there will be no negative consequences, but he will not be able to do anything else that turn and won't advance at all. If at the beginning of a turn he is not not on the ground but climbing, not having reached the top yet, and he needs to continue performing this Action, a new Agility test will be required. This time, however, in case of failure, the rules described in the section "Falls" (page 25) will be applied, considering that he falls from the height he was trying to climb that turn.

If a character tries to climb while within an enemy's Melee Range, he will do it with a -2 penalty.

A character **attacked while climbing** will be regarded as **stationary**.



Taeral is in the room A and could move up the stairs 1 to easily access the adjacent one B. However, he decides to advance 2 spaces and gets adjacent to the wall in order to climb up to the adjacent room's floor. The Quest Sheet specifies that the room B is at a height of (3). In his next turn, Taeral performs an Agility test in order to climb the wall 2, which is considered difficult terrain. Therefore, he spends 6 Movement points (height 3 equals a distance of 3 squares). He is successful, and reaches the square 3.



Design your own Quests

If you have already played all the quests the game includes, we suggest that you create your own Quest Sheets by filling the templates you will find on page 100, observing the instructions on page 70 and the examples of our quests. As you will see, it takes just a few minutes.

You'll have probably realized by now how flexible the system is, mostly due to the fact that it's based on the Dark Player's budget, always proportional to the level of the heroes, but also to the use of elements and creatures that adapt to almost any scenario.

We recommend that you follow these steps when making your own quests:

1st Think of a **background and a mission**. Having a few details of a background will help players imagine the situation they are in. The mission's description must be clear and concise.

2nd Choose the **faction**, characters or creatures that will populate the scenario, as well as its **Leader**, choosing one among the highest level creatures. Dungeon Universalis' Bestiary book covers many hundreds of options to suit almost any background and creatures of your choice.

3rd **Design the scenario**. Place the sections (rooms, corridors, outdoor tiles*), the special elements, the furniture, the accesses. Write down the particularities and special rules of the adventure, such as the location of the Leader and the Main Room, the specific position of certain obstacles and creatures, the availability of magical objects or whether there will be a limited number of turns.

**For these rules, consider exterior tiles as average-size or large corridor/room tiles according to their dimensions.*

As a general rule, a standard dungeon or scenario (designed for 1 to 3 heroes) will have **6 corridor sections*** 6 squares long (regardless of their location and size) and **6 rooms**: 4 average-size ones, one large and one Main Room. There must be 3 furniture elements and 3 special elements.

**At most, up to 1/3 of the corridors placed on the map can be regarded as difficult terrain or narrow passages (1 square wide).*

For every extra hero above three we recommend you to add 2 average-size rooms (or a large one), 2 corridor sections, 1 furniture element and 1 special element.

For every 50 Value Points the group of heroes has, **add** 1 corridor section and 1 room.

If there is **only one hero**, we recommend you to provide him with **10 coins** before each quest so that he can improve his equipment or hire some mercenaries to help him compensate the lack of other heroes.

For every two average-size rooms (or one large one) that you want to **add** to a dungeon above the established for the number of heroes and their VP, you **must add 1 piece of furniture, 1 special object and 5 coins** for the group of heroes. You can replace an average-size room with two corridor sections. Remember that you can make as large a scenario as you wish, packed with different levels, labyrinths and huge rooms, but you need to compensate the heroes in order to keep the balance.

Consider placing a double door (2 squares wide) for every 4 normal doors you place on the scenario. Large rooms and the Main Room should always have at least one access through a double door or entrance.

If you are devising a quest to be played with an Artificial Dark Player, we advise you to activate one Encounter card in each large (other than the Main) section, in addition to the possible result of the Scenario Die.

4th **Choose a reward** for achieving the goal and the experience points to be earned. You can choose to play with the Achievement Point counter used in standard games. If you choose not to use it, you should include a specific number of experience points similar to those described in the section "Experience Points" on page 57.

5th If your quest has a **limit of turns**, specify a number of them and make sure the players are well aware of it.

6th **Campaigns**: if you are going to devise a campaign, you can use the Arasca map included in the game. If you want to set your campaign in a different world, it is strongly recommended that you use the same types of territories and settlements as those listed in these rules. The Travel Event cards and the Places and Services cards are perfectly compatible with many other universes.

1-3 heroes:
6x corridor
4x average-size room
2x large room (1 Main Room)
3x Special element
3x Furniture



For each extra hero:
2x corridor
2x average-size room (or x1 large)
1x Special element
1x Furniture



For every 50 VP of the group:
1x corridor
1x average-size room



Adapt Adventures from other Games

Once you have acquired some experience in devising adventures, you will realize that it is very easy to apply this game system and its cards to the adventures and campaigns of other games, being able to play them again. Just take the elements and creatures included in those adventures and add them to your Dungeon Universalis Quest Sheet, discounting the activation cost of each element from your initial budget.

For example, if in an adventure in another game there are ten orcs placed in different locations, a troll and an orc boss, you'll only have to pay the activation cost of each of them as you place them on the board, checking their cost in Value Points in their profiles within the faction of the orcs. If a trap is marked in a particular square, you must pay the cost of activating that trap as soon as a player steps on it (look for the most similar one among all those included in the Dark Player Obstacles deck, you have a great number of options available!).

Before replaying an adventure from another game, you must have a look at the creatures and elements included in it. It won't be difficult for you, searching among the factions of our Bestiary or our decks of cards, to find those same elements, objects or creatures, or others very similar or equivalent. This will allow you to **calculate the amount of Reserve Points it would cost you to place or activate all those elements** using our rules. We will call that amount **"Quest's Level"**.

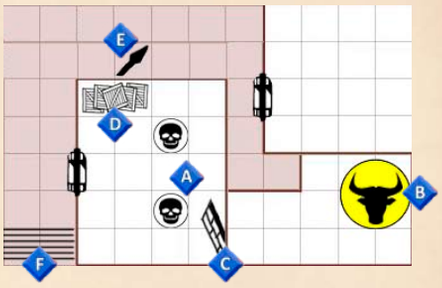
Once you have calculated this amount, you will be able to invite other players to start playing this adventure.

You must **calculate your Reserve Points** in the usual way, indicating them in the counter, taking into account the Value Points of the whole group of heroes. From this amount **you will subtract as many points those indicated by the "Quest's Level"** (if the total result is negative, which is quite unlikely, reflect it in the counter anyway)

You will keep in your hand a card of each type of Furniture, Special Elements, Obstacles, Encounter *, etc. among those you have included in the quest, (just as it happens when you are requested by the specific rules in a Quest Sheet to keep certain cards aside for later use). With the rest of the cards you will **form the Dark Player decks** in the usual way.

**In most games the creatures are spawned as indicated on the cards: "Wandering Monsters", "Enemy Spotted!" or "Special Creature".*

While you're playing, you'll play by the standard rules. You draw a card from one of your decks at the start of each turn and decide whether to discard it, keep it or activate it. Note that as long as your Reserve Point counter has a negative or 0 value, you won't be able to activate any cards among those you draw from the random decks, and you'll need to discard some of them in order to try to have some budget so you can spawn new enemies or obstacles against the heroes, in addition to those that are predetermined in the adventure (and paid for before the start, when your Reserve Point budget was calculated).



Here we have part of a map of a small adventure from a different game, which we want to replay using the rules of Dungeon Universalis in a game with only one hero. The map includes 3 creatures (2 skeletons in one room A and 1 large creature , maybe a minotaur B, in another one). We also see several doors, a passageway C, some boxes D and a square with the symbol of a trap E. Attending to the options that Dungeon Universalis has, we see that the skeletons can be represented by skeleton warriors, whose profile is included in the faction "Creatures of the night", with a cost of only 1 VP each. A total of 2 VPs. The Minotaur profile can be found in several factions, at a cost of 9 VPs. The "Stake" Obstacle card from the Dark Player deck can faithfully represent the symbol on the map. This card costs 2 Reserve points. Therefore, all elements on this map have a total cost of 13 Reserve Points to the Dark Player. That is, the "Quest's Level" will be 13. The Minotaur will be chosen as the Leader of the scenario. We will take the Furniture card "Barrels and Boxes" to represent the boxes in one of the rooms. The hero's VP is 15, so the Dark Player will start playing with 2 Points on his Reserve Point counter. He will build his decks and the game will begin. The hero will begin his activation, as usual, in one of the starting squares F.

ADVENTURES WITH SIMPLE MAPS

If you use adventure maps from other games where no special elements or furniture appear, you can include as many of them as our rules allow in order to design your own quests, always taking into account the number of heroes, rooms or corridors in that scenario. You'll discover that in just a few minutes you´ll be ready to replay many adventures being able to improve them with lots of interesting elements!

GRIDLESS BOARDS

There are certain games of this genre that include boards without grids (Heretics!). You can choose between two different options when trying to reuse them for your Dungeon Universalis games: you can either use our "Gridless Scenarios" rules or just play as if such boards were gridded.

For instance, there is a game with room tiles with a surface of about 9x9 centimetres each, 10 x 5 centimetres for corridors, etc. It is easy to imagine this board with squares of 2 to 3 centimetres of side. You can even draw them using an erasable marker.

Quest:

GOAL:

LEADER

FACTION:

SET-UP

SPECIAL RULES

SPECIAL ELEMENTS

QUEST END

FURNITURE

OTHER ELEMENTS

Rewards:

Tiles:

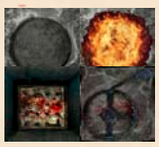
Furniture and Element Overtiles


Ballista


Water well


Rocks


Tree


Traps


Dining room


Dining room


Gelatinous cube


Stairs


Barrels and boxes


Special statue


Cell

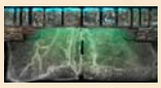

Mold


Symbols


Stairs


Stairs

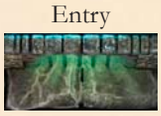

Latrine

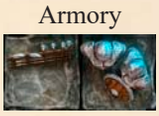

Entry


Armory


Double door


Fountain


Closed


Armory

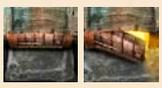

Double door

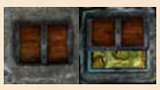

Forge


Amphoras


Fire wall

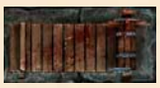

Entry


Door


Chest


Great treasure


Cupboard


Torture machine


Ice wall


Grate


Alembic


Fireplace


Bonfire


Library


Magic portal

Stone wall

Porcullis

Lever

Carriage/cart

Water well

Alchemy table

Mushrooms

Stairs

Footbridge

Trapdoor

Tomb

Throne

Sorcery table

Crystal vein

Kitchen

Open secret door

Mirror

Barrels and boxes

Balista

Spicetable

Mysterious mist

Pit

Wall or secret door

Adventurer equipment

Statue

Column

Bed

Shrine

Mount

Training dummy

Archery target

Skills

USE OF SKILLS

Skills can be differentiated into two types according to the way they're used: Passive and Active. Passive skills benefit the character at all times, while Active skills do not, and the character must declare that he is going to use them. During his activation or when attacked, a character may combine a **maximum of 2 Active skills**.

For example: a hero archer cannot use his skills "Lethal Shot", "Accurate Shooting" and "Fast Shooting" in the same shot. He must choose up to two of these three Active skills when he declares that he is going to make the attack, before rolling the dice.

Active skills are represented on each card with the following symbol:



NEGATIVE SKILLS

Although they are very scarce, some skills are actually defects which imply certain penalties for a character (Stupid, Lost in the dark), and will be understood as negative skills, since they are rules or peculiarities that have been included in the skills list.

MAXIMUM NUMBER OF BONUSES

As a maximum, a character can get a +3 bonus on his rolls as a result of the combination of his skills.

SKILLS LIST

Below we present the complete list of skills as a quick reference, including those of Nature (many of these are not represented in the cards).

COMBAT SKILLS

Accurate shooting: character rolls one extra damage die while using ranged and throwing weapons.

Aiming: this skill is used while shooting. Character may repeat one die in his hitting roll as long as the roll is not a critical failure and provided he hadn't moved in the same turn. Player may only shoot once per turn while using this skill. This skill can be used with Defending Shots if character didn't move in his last activation.

Battle dancer: during his activation character gets one extra attack if he rolls to hit and the result of both dice is higher than his enemy's Agility value. This skill can't be used while equipping heavy armor or with an Agility value lower than 3. Only one extra attack may be made per turn.

Berserker: character may choose to go Berserker at the start of his turn. In such a state he will be immune to fear, will not be able to use any kind of shields or heavy armor and will have one extra melee attack per turn with a -1 to his Combat Skill both for defending and attacking. A berserker must always engage and attack the nearest visible enemy. He will lose the Berserker status as soon as the combat is over and there are no more enemies in his LoS.

Blocking: character may choose to block an attack when equipped with a Greatsword or a Bastard Sword. The weapon can be used as a shield while defending (blocking attacks on a result of 5+). However, when one or more attacks are blocked this way, the character gets a -1 penalty to his Combat Skill during his next attack. The weapon won't break after blocking.

Bodyguard: character may choose an adjacent allied character who will get a +1 to his Combat Skill while defending. Besides, once per turn, when the escorted character is hit by a ranged attack or magical projectile, damage may be transferred to his bodyguard. Escorted characters can't accumulate bonuses from different adjacent characters with this skill.

Brutal blow: if character is equipped with a two-handed weapon he may choose to perform a brutal blow instead of a conventional melee attack. In this case, results of 4+ will be regarded as critical impacts. However character will get a - 1 to his Combat Skill in this attack and also while defending during the subsequent enemy's turn.

Combat master: it requires a combat Skill equal to or greater than 4. While fighting against two enemies at the same time character gets one extra attack with no penalties whatsoever. If equipped with two hand weapons the usual penalty is applied.

Cruel: after hitting an enemy during a melee attack or casting an Damage spell, character may repeat one result of 1 on his damage roll.

Deafening roar: character may use an Action to perform a deafening roar only once per game. All adjacent enemies must move one space away from him. Character gets the skill "Fearsome" until the end of the combat.

Dirty fighter: if character gets a result of doubles (except in case of critical failure) while attacking or defending in melee combat, he will automatically stun an opponent (never a Huge one).

Elite: it requires a Combat Skill equal to or greater than 4. Character may repeat melee hitting rolls with a result of 1 (except in case of a critical failure).

Expert archer: character may perform Defending Shots using a Long Bow. He may also repeat a failed shoot once per game (never a critical failure).

Expert shooter: when character moves up to a half of his movement he suffers no penalty for moving and shooting in the same turn.

Expert thrower: it requires a Shooting Skill equal to or greater than 4. Character may repeat hitting rolls of

1 while using throwing weapons (except in case of critical failure).

Fast attacks: once per turn character can attack (only in melee combat) throwing 3D6 instead of the usual 2D6. After throwing the three dice, he must choose the two most favorable results for him and add a penalty of -1 to the roll. A double 1 in any two of the 3 dice rolled is regarded as a critical failure. This skill can only be applied to one attack per character activation.

Fast shooting: character may shoot twice in a turn as long has he doesn't move (remember that turning is not regarded as Movement). However, his Shooting Skill is reduced by one. This skill can't be used with weapons with the rule Reload. Not even if character has the skill Quick Reloading.

Foresight: character may use this skill when targeted by an enemy attack. If the defender rolls doubles and wins the combat he is considered to have foreseen the attack and managed to hit his attacker instead. Roll for damage as usual. Characters defending against creatures with the skill Invulnerable will only be able to damage them when they get a double critical.

Giant killer: when character hits a large or huge character he gets one extra damage die. He may also repeat failed Courage rolls while fighting against this kind of enemies.

Hardened: character is covered with scars. Whenever he loses one or more Vitality as a result of melee or ranged attacks he points he must roll 1D6. On a result of 4+ damage is reduced by 1.

Hardy: character increases its Vitality in 1, Vitality can exceed the race maximum in this case.

Hatred towards (character/creature): character hates those specific characters. While fighting against them character gets a +1 bonus to his Courage and may repeat melee hitting rolls with a result of 1 (except in case of a critical failure).

Hatred towards the underworld: character hates Undead and Underworld characters. While fighting against them character gets a +1 bonus to his Courage and may repeat melee hitting rolls with a result of 1 (except in case of critical failure). Besides, he may repeat failed rolls when using Holy Water.

Heart seeker: when character hits a target with a ranged attack he may repeat all results of 1 while rolling for damage.

Lethal blow: if character gets a critical impact during a melee attack target's Armor is reduced by 1.

Lethal shot: if character gets a critical impact with a ranged or throwing weapon target's Armor is reduced by 1.

Martial arts: if character gets a critical result in melee combat (even unarmed), against an opponent of equal or smaller size, he will choose between dealing damage and automatically stunning target, or dealing a single damage die and knocking him down (Leaders cannot be Knocked Down in this way).

Mighty blow: if character manages to hit during a melee attack, target's Armor is reduced by 1 (for the effects of that attack only). His weapon get "Shield breaking". However, the character's Combat Skill for this attack is reduced by 1.

Powerful blow: during his activation character may choose to perform a Powerful Blow instead of a conventional melee attack. Each damage rolls with a result of 6 allows character to roll one extra damage die (these extra dice won't generate any further damage dice). However, character's Combat Skill for this attack is reduced by 1.

Quick reloading: character may reload a weapon as if it was a Quick Action. However, character gets a -1 to his Shooting Skill that turn.

Shield onslaught: character gets the skill Onslaught when a shield is equipped.

Spinning blow: character may choose to perform a spinning blow instead of a conventional melee attack when surrounded by two or more enemies. Up to 3 enemies within character's Melee Range may be attacked at the same time. However, the character's Combat Skill for this attack is reduced by 1, and enemies can't be Knocked Down.

Strong: character increases his Strength in 1. Strength can exceed the race maximum in this case.

Swift drawing: character suffers no penalties for drawing or changing weapons during a fight while within the enemy's Melee Range.

Sword master: it requires a combat skill equal to or greater than 4. While equipped with a Sword, Saber, Scimitar or Katana, character gets one extra melee attack for every critical impact he gets. These extra attacks won't generate new ones.

Tough: character gets a +1 whenever he rolls to avoid the conditions Stunned, Diseased and Poisoned. He also gets a +1 to his recovery rolls (Recovery Phase). His Natural Armor is increased by 1 against poisons, diseases and extreme environmental conditions.

Tricky fighter: a minimum Intelligence value of 4 is required. Only for melee attacks. If character rolls doubles and manages to hit, target's armor will be reduced in 1 (for the effects of that attack only). This means the character was skillfull enough to find his enemy´s weak point.

Two-weapon fighting: character is able to fight with two hand weapons at the same time. He can attack with each one of them during his activation, to the same or to different targets within his Melee Range, although he will get a -1 to his rolls to hit. Character will use only one of the weapons to defend, at his choice.

Unstoppable charge: if character uses a two-handed melee weapon and moves at least three squares forward to attack an opponent (with no obstacles or difficult terrain in his turn), he can make a single attack that turn, knocking down an opponent of equal or smaller size if he succeeds in hitting him. He will get a -1 to his Combat Skill on that roll.

Used to armors: when this character uses heavy armor, his Movement is reduced in 1 less point than usual.

SCHOLARLY AND LEADERSHIP SKILLS

Alchemist: character may use an Action to find out what the effects of a potion are (an Intelligence test must be passed). Only one attempt per game. Besides he may repeat his rolls while searching alchemy or spice tables. Spellcasters start each quest with 1 free Components for magic.

Battle wizard: unless his class allows for more options, character may use light armor and a common weapon. His Mana points can't exceed his Intelligence value. If the character's class didn't initially include this skill character will suffer a -1 penalty to casting and dispelling spells. The same penalty applies to those equipping heavy armor (cumulative to the previous one).

Champion of the Gods of Good: if character is of benign or neutral alignment he may learn a spell from the Light Lore (Healing Light, Sheltering Light, Holy Light) or from the Blessings (Scourge of Evil). He may cast each spell only once per game. In order to do so he must pass a Courage roll. Spells cast this way can't be dispelled. He may learn new spells among those above as if they were new skills.

Champion of the Gods of Evil: if character is of evil alignment he may learn a spell from the Underworld Lore (Favour of the Gods, Regeneration) or from Corruption (Marshy Ground, Inner Fire). He may cast each spell only once per game. In order to do so he must pass a Courage roll. Spells cast this way can't be dispelled. He may learn new spells among those above as if they were new skills.

Cold-blooded: when trying to pass a Courage test character can roll 3D6 instead of 2 and choose the 2 dice with the highest results.

Combat instructor: it requires a Combat Skill equal to or greater than 4. Choose an allied character with a lower Combat Skill right before starting a quest. During the quest he gets a +1 bonus to his Combat Skill thanks to the knowledge and advice he has acquired from the teacher.

Eloquence: character may hire all kinds of mercenaries except ogres (check the Mercenaries card deck) for a half of the usual price (rounding up). Only one mercenary may be hired this way at the same time. In addition, when faced with the events described in the Places and Services cards, he may repeat the Bridge and Prison Intelligence tests. He may also repeat the 1D6 roll in Tavern and Guards.

Encouraging: once per quest character may devote an Action to encourage his mates. All allied characters six or less spaces away from him may repeat failed attribute tests, attack or defense rolls until the beginning of their next turn.

Experienced wizard: character may repeat failed Intelligence rolls when casting spells (except in case of critical failure). This skill may only be used once per game.

Expert poisoner: character knows how to create poisons. He will start each quest with 1 free Poison Flask.

First aid: it allows the character, through the use of bandages, disinfectants and medical knowledge, to spend an Action in recovering up to 2 Vitality points of his own or those of an adjacent friendly character, providing both do not move that turn (a mate healed this way must not perform any Action). It can only be used twice per game.

Giant tamer: characters with Mana may use one Quick Action each turn to handle an Arboreal, Stone or Iron Giant, as long as it is six or less squares away. To activate it character must pass an Intelligence test (can try even adjacent to enemies). If he fails, character will lose 1 Mana point and the giant will be considered stationary.

Herbalist: character is an expert in herbs and knows how to create potions and ointments. Character starts each quest with a potion of his choice (Mana recovery potions and poisons are not included).

Impassible: character may repeat failed Courage rolls.

Inspiring: character increases by 1 the Courage of allied characters other than himself who are six or less spaces away from him. However, this skill can´t be used while under the effects of fear. If character fails one Courage test himself he won't be able to use this skill for the rest of the quest.

Inspiring music: character may use an Action to play his musical instrument. In that case he will only be able to move up to a half of his usual Movement (rounding up). If he passes an Intelligence test, his music is effective and allied characters six or less spaces away get a +1 to their Combat Skill and Courage until the beginning of their next turn.

Iron will: character increases his Courage in 1. Courage can exceed the race maximum in this case.

Mislead: character can use an Action to mislead an enemy. When character is six or less spaces away from a single enemy character or creature in the same section both of them must roll 2D6 and add their Intelligence attributes. If the enemy character or creature loses the roll it will also lose its next turn. An enemy can only be misled once. Mislead can't be used against Leaders.

Polyglot: character gets a +1 bonus while inspecting libraries and sorcery tables and also when solving riddles. Character also gets a +1 to dispelling and casting spells with Magic Scrolls (added to the bonus provided in the scroll itself).

Powerful mind: it requires an Intelligence value equal to or greater than 4. Character may learn faster from other spellcasters. The price of learning a spell will be reduced in 5 coins and will take only 2 experience points. He also gets a +2 to solving riddles.

Reckless wizard: character gets a +1 to casting spells. However, rolls with a result of double 1, 2 or 3 will be regarded as critical failures.



Recovering Mana : once per game character may use an Action in order to recover Mana. He must roll 4D6. For every result of 1 he will lose 1 Vitality point. For each result of 2+ character recovers 1 Mana. Character can remove up to 1 mana token from two cards of spells already cast.

Secrets of magic : character can use an Action in order to detect the effects of any Magical Objects and Relics found during the game. To do so, he must pass an Intelligence test. Only one attempt per object is allowed. Besides, he and other characters inspecting sections less than six spaces away from him will find treasures with a result of double 4 or double 5.

Taming animals: character can acquire an animal (consult the Animals and characters card deck, but discard the Giants, Werewolves and Elementals) before each quest at the usual cost. It can only be accompanied by one animal during the same quest.

Torturer : when character searches corpses characters he gets important information from them on a roll of 6. The character or one allied character of his choice may repeat their next Initiative roll.

EXPLORATION AND SUBTERFUGE SKILLS

Acrobat : requires an Agility equal to or greater than 4. +1 to Agility rolls (even opposing ones).

Ambush : character gets +1 to his Initiative rolls. If his group wins the Initiative, characters with ambush may repeat their first failed attack roll.

Cat reflexes: requires an Agility equal to or greater than 4. Character may repeat results of 1 (except in case of critical failure) when defending against melee attacks.

Cautious trapper : when trying to disarm a trap character may wear a special protecting breastplate that increases his Armor in 1 (maximum Armor is always 6).

Climber : character may repeat any failed rolls when climbing or jumping.

Eagle eye : character gets a +1 to Perception rolls detecting traps, inspecting halls, or searching for secret doors. When shooting at an enemy he may also ignore light cover.

Expert rider: character suffers no penalties for casting spells or shooting while riding. He may also repeat his mount's failed Courage tests and his own failed Agility tests when trying to avoid falling off his mount.

Expert trapper : character gets a +1 to his Perception and Dexterity when detecting and disarming traps.

Fast : requires an Agility and Movement equal to or greater than 4. If character does not wear heavy armor, he always moves twice his Movement when running (except in case of critical failure). He also gets a +1 to Agility when trying to get out of an anemy's Melee Range or avoiding traps.

Flying jump : requires an Agility equal to or greater than 4. If an Agility test is passed while being adjacent to an enemy of equal or lesser size, the character will jump over the square where his enemy is located and be placed in another one adjacent to it, ignoring enemy Melee Ranges during the jump. It can be done at any time during the move, but only once per turn.

Great explorer : character may repeat up to three rolls in the same quest when exploring halls or searching for secret doors.

Hunter: character gets a +1 to Perception.

Locksmith : character gets a +2 to Dexterity when trying to open locks stealthily.

Lucky: once per quest, as soon as a treasure card is revealed, character may take one more random card from the deck. He can keep the one he deems better.

Lynx: character may repeat results of 1 (except in case of critical failure) when rolling for Initiative.

Scout: character ignores penalties for moving through difficult terrain (as long as he's not wearing heavy armor). He also gets a +1 to detecting traps.

Skilled hands: character gets a +1 to Dexterity.

Skulk : character may skulk behind some piece of furniture which provides light cover as if it provided heavy cover. Besides, enemies who lost their Initiative roll against the character suffer a -1 penalty to Intelligence when the rule "caught by surprise!" is applied. Large or huge characters can't use this skill.

Slippery: requires an Agility equal to or greater than 4. Character moves so fast it is difficult to target him. Enemies shooting or throwing weapons at him get a -1 penalty to their hitting rolls.

Stealth: character may ignore a enemy's Melee Range once per combat turn. This skill can't be used by large characters or while equipping heavy armor.

Survival: character lodges for free in Inns located in Towns and Castles. He also starts each quest with 1 free Pack of Provisions.

Thief : character has a great ability to discover the most hidden possessions. He may repeat results of 1 or 2 when searching corpses.

Tracker : twice per game character may force the Dark Player to reveal all the Encounter cards in his hand. If there is an artificial Dark Player, the character will be able to take the deck of Encounter cards and see the first three cards face down, returning them to the deck in the same order.

Trapper : character may activate a trap as soon as an enemy moves to a square which is three or less spaces away from him. In that case, the enemy character must get a result of 8+ on a Perception test. Otherwise it suffers 4 damage dice and loses its turn. This skill may be used twice per quest. Can only be used once against each enemy. This skill can't be used against Leaders.

Up and back to fight! : as soon as he is Knocked Down, and even within an enemy's Melee Range, character may spring to his feet. In order to do so he must pass an Agility roll. A character who avoids being Knocked Down this way is Stunned though. If the roll is failed he can repeat the Agility test roll to remove the Knocked Down condition in his next turn.

NATURE SKILLS

Aquatic animal: the Dark Player may choose to make this creature invisible to characters until it appears on the surface of the water. At the beginning of the Dark Player's turn, it may appear in any of the corner squares of a water-covered section, and the corresponding Initiative roll must be made against the nearest enemy (as if an "Ambush" card from the Dark Player's deck were activated). Artificial Dark Player: roll 1D6 at the beginning of each turn. With a result of 4+, the creature will appear in one random corner.

Aura: a character which starts or ends its activation adjacent to a character with this skill suffers 1 damage die.

Breath (x) : a creature with Breath (fire, ice, gas, toxic) can use an Action to attack with it as long as it is not engaged. The creature's breath affects up to (x) number of frontal squares in a straight line. All targets in affected squares must pass an Agility test in order to avoid the attack and move to an adjacent square. If they can't do so, or the roll is failed they suffer (x) damage dice (against Natural Armor). The value of (x) is specified in the creature's profile.

If target has light cover it causes 1 less damage die. 2 less damage dice in the case of heavy cover.

Brutal : character gets one extra damage die if he manages to hit a target in front of him after moving forward.

Clumsy hands: character gets a -1 to his Dexterity.

Corrosive vomit : replaces a normal attack. character can use this attack against an enemy in a frontal, adjacent square. Target must pass an Agility test. If the roll is failed he suffers 5 damage dice with a -1 to Armor.

Coward: when a character's side is in numerical inferiority within a section, if not engaged, he must pass a Courage test. If it is failed, he will move (run) his full Movement away from the nearest enemy towards the next section free of enemies. If he cannot do so, he may act normally.

Double Attack: character has two attack Actions against one or more targets in its Melee Range which are not behind it.

Ethereal: character can only be hit by magic attacks or magic weapons. He ignores enemies´ Melee Ranges and can move through other characters as long as he doesn't finish his movement in a space already occupied. He also ignores difficult terrain and automatically passes all Agility tests.

Familiar: when linked to a spellcaster and in his Melee Ranges it provides a +1 bonus to Intelligence while casting spells. When a spellcaster is damaged by a critical failure while casting a spell his familiar suffers an equal damage.

Fearsome: character causes fear and is immune to fear caused by equal or smaller-size enemies. Enemies must pass a Courage test as soon as a character with this skill moves or remains within their Melee Range. If the roll is failed they will get a -1 to their Combat and Shooting Skills against this character. Characters trying to perform a melee attack against an enemy with this skill must roll Courage as soon as their activation starts. If the test is failed they will remain still in the same space and lose their turn. As soon as a character manages to pass this Courage test, Fearsome enemies of the same kind (with the same profile in the Bestiary) will stop causing them fear for the rest of the current combat.

Flying (x): character may choose to fly at the beginning of its activation as long as he is not engaged. While flying it may move (never run) a number of spaces indicated by (X). This skill can't be used while wearing heavy armor. A flying character can trigger traps but won't be affected by pits or cracks. If creatures suffers the condition Wounded it won't be able to fly. Flying is regarded as a move.

Grab and eat : requires the use of an Action. Only huge creatures attacking average or small size characters may use it. 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 (his mates will only be able to recover his corpse if they defeat the creature).

Grab and suffocate (x) : requires the use of an Action. Character may try to grab as many equal or smaller size enemies within his Melee Range as stated by the value of the skill (x). Targets must roll Agility. If they fail it they lose their next turn and suffer 2 damage dice against Strength.

Grab and throw : requires the use of an Action. Only huge or large creatures attacking average or small size characters may use it. Both attacker and target must roll Agility +2D6. If the creature wins it manages to grab its victim and throw it a number of spaces away equal to its Strength value. Target suffers an equal number of damage dice and is Knocked Down. If target impacts an obstacle or a wall while thrown it stops there and a -1 to his Armor is applied before rolling damage. Characters hit by a thrown character are pushed to an adjacent space and are then Knocked Down. The thrown character will be placed in the space where that other character was before, being Knocked Down too.

Hypnotic : requires the use of an Action. Character may hypnotize an enemy in a frontal, adjacent space. Both attacker and target roll Intelligence. If attacker wins target gets hypnotised and is unable to perform any Action during that turn. Target will come round after receiving an attack.

Huge: creature gets a -2 to Perception. Automatically fails all Dexterity rolls. Allies up to 6 squares away from it get a -1 to their Initiative rolls. Smaller size enemies hit by this creature always get a -1 to Armor. Attacks from this creature always break ordinary Shields blocking them (although the damage dice suffered by target are halved). Magic Shields take the usual Shield Breaking roll, though. Creature ignores difficult terrain, pits and deep cracks with a width inferior to that of its own base, and obstacles with a height of 1 or 2.

Invulnerable: some characters possess magical invulnerability and a specially accurate hit is necessary to cause them damage. Character is not affected by any attacks except in case of critical hits* (weapons with magic effects included) or spells. If damage is caused by a trap, a travel event, or some kind of automatic hit, results of 6 in damage rolls will be regarded as critical impacts (therefore Invulnerability won't prevent damage in this case).

*This includes critical hits from allied shooting that resulted in blunder and hit him by mistake.

Large: character gets a -1 to Perception and Dexterity. Smaller size enemies hit by this creature always get a -1 to Armor. Creature is always able to break Shields used by smaller targets, even when disarmed. If character uses a weapon with the ability to break Shields those are automatically broken (except in the case of magic Shields, which require the usual breaking roll). When passing through spaces or doors of a width inferior to his base, he is regarded as if moving through difficult terrain. The cost and weight of acquiring and using weapons and armor for them (as well as their weight) is double than usual. When they lodge in an Inn or a Home the cost is increased by 1.

Leach Mana : requires the use of an Action. Character selects an enemy, among those with Mana points (choosing the one with the lowest Intelligence), located 6 squares or less away. He must then roll 3D6. For each result that equals or exceeds the target's Intelligence, he will steal 1 Mana point which will be added to his own Mana pool.

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

Lethal gaze : every time an enemy enters into, or starts his activation within an area of 6 squares in the front of a creature with this skill, (and as long as he has LoS to it at some point), he must pass an Intelligence test (+1 if he is using some kind of shield, +1 if there is any cover between them). If the test is failed he will be instantly Knocked Out. Characters attempting to shoot at a creature with this skill will get a -2 penalty. Characters or creatures with the skill "Undead" or "Underworld" are not affected by this skill.

Lost in the dark: character suffers a -1 penalty to all his Attributes while in dark halls or corridors (the presence of a light source such as a Torch or Lantern overrides that darkness). Besides, he suffers a -1 when shooting at a target in a dark zone, even when he is in a well illuminated area himself.

Lycanthropy : character may use an Action to transform into a werewolf twice per quest. Character's gear is fused with this new shape and carried with no penalties, but can't be used while transformed. While the transformation is active, character will use the werewolf profile from the card deck Animals and Creatures (keeping his current Vitality). At the end of each activation from the second turn, a transformed character must roll 1D6. With a result of 1, it will return to its original human shape.

Magic resistance: when targeted by a successful spell (not including magic projectiles) character must roll 1D6. On a result of 4+ the spell has no effect on it. If targeted by some magic projectile character will take one less damage dice than usual.

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: may be ridden by characters with a smaller size. If mount has no rider it will only attack adjacent enemies who attacked it in melee combat in the previous turn.

Multiple attacks: character may attack three times during a single activation against one or more targets in its Melee Range which are not behind it.

Onslaught : when a character uses an Action to perform this attack he will be regarded as Disarmed. Character must have moved forward at least three spaces before attacking. Both attacker and target must roll Agility +2D6. If target wins or there is a tie, the onslaught is avoided. Target is placed in an adjacent space and the attacker is placed in the target's former space. If the attacker wins the roll and his Strength is equal to or higher than his target's, target is Knocked Down. This attack may affect up to two targets if both are adjacent to each other in front of the attacker. Onslaught can't be used against Knocked Down targets.

Paralyzing poison: targets who have lost at least 1 Vitality point as a result of an attack from this character suffer 1 extra damage dice against Natural Armor and are Stationary for 2 turns.

Pathfinder: character ignores difficult terrain. This skill only applies to one specific kind of terrain specified in the character's profile.

Plague bearer: targets who have lost at least 1 Vitality point as a result of an attack from this character must roll 1D6. If the roll is equal to or greater than enemy's Natural Armor, the enemy get the condition Diseased.

Poisonous: the creature's attacks are poisonous. If it causes the loss of at least 1 Vitality point on its opponent, the poison will do 1 extra damage die against the enemy's natural armor. If this extra poison damage die causes a wound, the opponent will get the condition "Poisoned".

Projectile immunity: character is immune to non-magical projectiles.

Raging mount: may be ridden by characters with a smaller size. If mount has no rider it can attack adjacent enemies or those it can reach with a normal advance.

Regeneration: at the beginning of his activation character 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 Down characters.

Rock throwing : large or huge characters may use an Action to perform this attack as long has they haven't moved in the same turn. Character grabs a rock and throws it against an enemy as if it was a throwing weapon. The rock is thrown a number of spaces away equal to the character's Strength. If it hits its target (with the usual Shooting Skill roll) the rock causes 8 damage dice with a -1 to target's Armor. Targets smaller than their attacker are instantly Knocked Down. Large or huge characters will not be Knocked Down but Stunned.

Sharp senses: character gets a +1 to Perception.

Shriek from the underworld : requires the use of an Action. All enemies up to six spaces away from this character (even if they have no LoS to it) are instantly Stunned and suffer 1 damage die against their Courage. If the roll is equal to or greater than that value they instantly lose 1 Vitality point.

Small: those trying to shoot at this character suffer a -1 penalty. Characters with this skill cause 1 damage die less when using projectile weapons (not so with throwing weapons). They also get a +1 to their Perception.

Staggering: character can´t run, swim or perform great jumps.

Sting : requires the use of an Action. 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: character gets a -1 penalty to Perception and Dexterity. In addition, at the start of his activation, and provided he hasn't got LoS to any enemies, he must roll 1D6. On a result of 1, he will do nothing during that turn.

Sweep : requires the use of an Action. A sweep affects up to two smaller-size enemies in the frontal squares within the attacker's Melee Range (3 in case the attacker is huge). Both attacker and targets must roll Agility +2D6. If the attacker wins each target is Knocked Down and pushed one space backwards. This attack never reduces a target's Armor and it can't be combined with any kind of movement.

Tail swipe : requires the use of an Action. A sweep affects up to two smaller-size enemies behind the attacker (3 in case the attacker is huge). Both attacker and targets must roll Agility +2D6. If the attacker wins each target is Knocked Down and pushed one space backwards. This attack never reduces a target's Armor and it can't be combined with any kind of movement.

Tentacles: creature has a Melee Range of 2 squares. 3 if it is Huge.

Trampling : requires the use of an Action. This attack may target up to two much smaller characters, in frontal, adjacent squares. Targets must pass an Agility test. If they fail, they are Stunned and take a number of damage dice equal to their attacker's Strength. This attack can't be combined with any kind of movement in the same turn.

Undead: character ignores the conditions Poisoned, Diseased, Wounded and Stunned and ignore extra damage from poison. It also ignores Control spells which create illusions or manipulate minds. Ignores Total Darkness.

Underworld: character takes 1 less damage die than usual from fire or flaming attacks. It is also immune the conditions Poisoned and Diseased and ignores extra damage from poison. It also ignores Control spells which create illusions or manipulate minds. Ignores Total 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: character is vulnerable to some specific element specified in his profile. A character damaged by that specific element suffers 1 extra damage die. Character will regard enemies whose attacks include that element as Fearsome. *Example: Vulnerable to fire indicates that the creature suffers these effects against all fire attacks.*

Watchman : character gets a +2 to his Initiative rolls (except in encounters with creatures summoned through "Reinforcements" or "Ambush" cards). Character may also use Exploration Actions such us opening doors even during fighting turn (this will reveal the content of those sections and may even generate the activation of new Encounter cards, but not Obstacles). Artificial Dark Player: in addition to the +2 to Perception, a character with Watchman who is not engaged will always prioritize opening one of the unexplored doors of the section where it is positioned.



Quick rule reference

ATTRIBUTES AND TESTS

- Movement
- Combat Skill
- Strength
- Shooting Skill
- Armor
- Dexterity
- Fortune
- Agility
- Intelligence
- Mana
- Courage
- Vitality
- Perception

Attribute test= 2D6 + Attribute ≥ 10 (or else a specific result).
Opposed roll: two characters roll 2D6 and add their attribute to the result.
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 repeat his last roll instead, or that of an opponent.

HEROES' SET-UP

1º **Choose the heroes** (predesigned or created by the players themselves). If 3 or more heroes are taking part in the game, there must be one of each type (Fighter, Explorer, Spellcaster). There must not be 2 heroes of the same class. It is recommended that there are not 2 heroes of the same race. Evil and Good alignment heroes should not be mixed in the same group.
2º **Take the skill** cards. Remember that some of them are professional ones (Combat, Academic and leadership, Exploration and subterfuge) but there are also those of Nature. No two heroes can have the same professional skill.
3º **Choose the spells** for those characters able to use them.
4º Take the equipment cards for each hero (Melee Weapons, Ranged Weapons, Armor, Shields, Common Objects and Special Objects). If you buy some piece of equipment , keep in mind that large characters pay twice the usual price and the item's weight is doubled.
5º Take the cards corresponding to those **mercenaries or pets** accompanying the heroes (if any).
6. **Calculate the VP** for the whole **group** of heroes (add the VP of each hero taking part in the quest, that of the mercenaries and animals accompanying them, as well as the VP of the Magic Objects, Relics and Special Objects owned by the group).
7. Place the heroes outside the scenario. Each of them will begin their activation in a **starting square** indicated by the Dark Player, and the first section of the scenario will be revealed.

DARK PLAYER'S SET-UP

1º Read the Quest Sheet.
2º Consult the faction or the characters and creatures of the Bestiary to be used during the quest.
3º Choose a Leader for the scenario (you may keep it to yourself).
4º Place the markers on your **Reserve Points counter**, in a number equivalent to the Value Points (VP) of the group of heroes.
Add 2 points to the counter for each hero in case the group has previously entered that same scenario.
5º **Pay** a number of Reserve Points equal to your **Leader's V.P.** Don't include the cost of any optional upgrades you may have chosen, those will be paid for once it is placed on the board).
6º You may choose one Magic Object or Relic for your Leader (pay a number of reserve points equal to the object's VP).
7º Unless the quest sheet says differently, take the cards and build the decks in the following way:
►Take the **Obstacles** and **Power** cards . Shuffle them and randomly **draw 5 cards per hero.** Form a new deck face down, and place it to your left. **Draw the first card** from this Obstacles and Power deck.
►Take the **Encounter** cards. **Draw one Special Creature card** and keep it in your hand. Shuffle the rest and randomly **draw 2 cards per hero**. With these cards, form a new deck and place it to your right, face down.

HEIGHTS AND SIZE

HEIGHT:	CREATURE SIZE:
0) Ground.	
1) Tables, barrels.	1) Small (1 square).
2) Cupboards, doors.	2) Average (1 square).
3) Large statues.	3) Large (2x2 squares).
4) Big trees, walls.	4) Huge (2x2 squares minimum).
5) Sky.	

DARK PLAYER'S TURN

CARD DRAWING: Draw a card from one of your decks (you won't be able to do so if heroes are fighting enemies from the Main Room).
ACTIVATION: Activate one or more cards in your hand by paying the corresponding Reserve Points for each card and read their contents. Activate your creatures one by one (they will not be able to perform any Actions).
DISCARDS: Earn Reserve Points for each unused discarded card.
LIMIT OF CARDS: You may hold as many cards in your hand as the number of heroes multiplied by 2 (a minimum of 4 and a maximum of 10).
CREATURE LEVELS: Grunt , Elite and Champion .
In an adventure there should be more Grunt level characters than those of any other levels.
PLACE THE LEADER: as soon as it is placed on the board all the upgrades included in the profile must be paid for.

OBSTACLE CARDS: Obstacles other than traps must be placed as soon as the heroes reveal a new section.
The Dark Player will only be able to set traps in these cases:
1st When a hero places himself adjacent to a closed chest or an unexplored door and declares that he opens them.
2nd When a hero tries to step on a square marked with an exploration arrow .
3rd When a hero intends to step on a square with the exact location of a trap, as indicated on the Adventure Sheet.
4th When a hero intends to step on any other square. In this case, he may not place traps in a square which is 2 or less squares away from the one where a character begins his activation or from the one where his activation or that of an ally has finished. This radius will be called the Safe Zone.
5th When a hero gets a blunder result while searching a piece of furniture where the possibility of activating a trap is indicated.
No room or corridor trap cards can be activated as long as there are any creatures in the same section.
No more than one Obstacle card may be activated in the same door or chest.
No two different traps can be activated in the same square.

PLACING THE DARK PLAYER'S CREATURES: Up to half of the creatures placed may have ranged weapons (throwing weapons are excluded) or long-range weapons.
No Encounter cards can be activated in the section where the heroes start the adventure.

Creatures may not be placed at a distance of 2 squares or less from any character in the group of heroes.

THE TURN

Phases of each activated character:
1. **Recovery**: if a character is Stunned, roll 1D6. On a **result of 4+** the condition is removed.
If character is Knocked Down, he will be able to stand up automatically. If he has one or more adjacent enemies, he must pass a test to do so. If he suffered the Knocked Down condition in his previous activation, he will automatically pass the test. After standing up he will still be affected by the condition "Stunned".
2. **Performing Actions and moves**: **one Action and one move**, in an order of your choice. In addition, you can perform a **Quick Action** at no cost. You can replace one Action with a second Quick Action.

MOVEMENT

Each character can move as many spaces as his (even diagonally, but not in case there is an obstacle in a corner).
A character can change his facing each time he moves one space.
Any movement that ends with the character about to visualize an unexplored part of the scenario must be completed just before entering the unexplored area, with the character adjacent to it. Then the new section must be revealed.
When a character steps on a square with an exploration arrow facing in the same direction as the arrow, he will be able to see the unexplored section beyond. The arrow will be removed and the new section will be displayed.

OCCUPIED SQUARES: a character will not to move through a square occupied by an enemy or an impassable obstacle. He will be able to pass through the square of an ally, though (as long as the ally is not engaged in a combat), **spending one extra movement point.**
No character will be able to finish his movement in a square occupied by another one.

DIFFICULT TERRAIN: If a character enters or remains on a difficult terrain square, he must invest one more point for each space he wishes to advance, and suffer a -1 to , , and to cast spells until his next turn.

DEEP WATERS: In deep water terrain only adjacent enemies can engage in combat and only using daggers or natural weapons. All non-aquatic creatures will get a -1 to their . Characters won't be able to shoot, cast or dispel spells.

SWIMMING: A character **can advance as many spaces as his** .
-1 if he wears a shield or heavy armor. If his is negative at the end of his activation, he takes 3 damage dice against his Natural Armor.
In addition, he will roll 2D6 at the start of his activation. In case of a critical failure, he will not advance at all.

FLYING: is regarded as a move, even if the character remains on the same square.
A flying character ignores enemy Melee Ranges, difficult terrain, non-impassable obstacles, and may normally pass through (but not remain on) squares occupied by other characters. In the same way, non-flying characters can move through squares occupied by flying ones.
In corridors, a flying character will only be able to move half the squares of his usual capacity.
All the tests are automatically passed when jumping or climbing.

MOVING LARGE AND HUGE CREATURES: A large creature can move normally, but must end its movement in an area where its entire base fits.
A creature ignores the Melee Ranges of much smaller enemies. They will also be able to advance through the squares occupied by these rivals.
A Large creature will be regarded as passing through difficult terrain when it enters or remains in spaces 1 square wide (including doors of that width). A Huge creature will not be able to enter or remain in spaces 1 square wide.

ACTIONS (exploratory)

OPENING UNEXPLORED DOORS : the character must be adjacent to the door (not diagonally).
2. OPENING LOCKED DOORS : test to open it (even diagonally). Only one attempt per group.
3. OPENING CHESTS : they are all regarded as locked. test. If it is opened, draw one Treasure card.
4. BREAKING DOORS AND CHESTS: if they could not be opened, they can be broken. Ranged weapons cannot be used (except those with the Detonation rule). Ordinary door/chest: 5, 5. Reinforced door: 6, 6.
If there are enemies on the other side of the door, they will get a +1 to the Initiative roll for each turn the heroes needed to break it.
5. RUNNING: must declare before moving. Roll 2D6 and add your . The distance traveled mustn't exceed the double of your . With a result of double 1 character only advances half of his . A character has -2 while running.
6. GREAT JUMP: a character can interrupt his movement to perform a great jump over an obstacle (test) and then resume his movement. The maximum traveled distance must be equal to the character's . If the obstacle is more than 1 square wide (or the character is within an enemy's Melee Range), character gets a -1 to the test .
7. CLIMBING OUT OF PITS: test. -1 if the character is within an enemy's Melee Range.
8. SEARCHING FOR SECRET DOORS ( ): cannot be combined with movement. test . Discovered doors will be regarded as ordinary ones.
9. SEARCHING ROOMS( ): cannot be combined with movement. Only one attempt for the whole group. test. If passed, character finds 1D3 coins. If the result is double 6 (unless the final value is negative), draw a Treasure card.
10. SEARCHING OR INTERACTING WITH ELEMENTS ( ): only once per quest. Check the corresponding Furniture or Special Element card. The effects will be the same for all heroes unless otherwise stated.
11. PUTTING ARMOR ON OR OFF : cannot be combined with movement.
12. DETECTING AND AVOIDING TRAPS: a hero may attempt to detect a trap that the wishes to activate against him. Traps usually occupy only one square. The hero stops moving as soon as the declares that there is a trap. If the hero passes a test, the activation of the trap is paused and a marker is placed on the square. The hero's movement stops before stepping on that square. If the trap is not detected, it will be triggered, and the hero will occupy the square with the trap. On a result of double 6, the hero and his allies will get +1 to the subsequent test to deactivate it.
13. DEACTIVATING TRAPS ( ): after detecting a trap, a character may perform a test to deactivate it. If it fails, the trap is triggered.
14. SOLVING RIDDLES ( ): a test is required, with a -2 penalty. Only one attempt for the whole group. If the riddle protecting a door is not solved, the door may be broken and considered reinforced.
15. SEARCHING CORPSES( ): after a combat a character can devote an Action to searching the corpses of dead enemies or allies, in order to seize their belongings.
Roll 1D6 for each enemy eliminated. 2D6 if it was a level enemy or 3D6 if it was a level enemy. With each result of 4+, you find 1 coin. In addition to that, with 3 results of 6, you find a random Common Object. With 4 results of 6, a Special Object. With 5 results out of 6, you find one random Magic Object (never a Relic).
16. IDENTIFYING MAGIC POWERs AND POISONS: if a magic object is found, its effects will not be known unless a character with the skill "Secrets of Magic" passes a test . If a potion is found, its typology and effects will be known only if a character with the skill "Alchemist" passes a test . Roll 1D6 in order to determine the kind of potion: 1) Poison; 2) Dexterity; 3) Heroes; 4) Strength; 5) Mana; 6) Healing.
17. ACTIVATING A SOURCE OF LIGHT: characters within the AoE of a light source will not be affected by any penalties they may have in the dark. An object that emits light may be placed on a square or be carried in a hand. It illuminates the whole section where it is located (or an area with a radius of 6 squares outdoors).
18. MOVING FURNITURE: a character may use an Action to move a piece of Furniture to an adjacent square (such furniture must be in contact with him and never be higher than himself). If the element is of equal height to the character trying to move it, it will be successfully moved if a test is passed. If it is of smaller height the test is not required.

CRITICAL FAILURES WHILE EXPLORING: after a result of double 1 while one of the heroes is trying to perform an Action, the will obtain 1 Reserve Point.

EXPLORATION DURING COMBAT: Actions may not be performed during combat turns, except to open unexplored doors (never locked ones).

ACTIONS WITHIN AN ENEMY'S MELEE RANGE: An Action may not be performed within an enemy's Melee Range or while adjacent to one, except when so indicated in the Action itself (therefore, melee attacks are excepted).

MERCENARIES AND ANIMALS: mercenaries and animals accompanying heroes will not be able to perform any Actions or visualize unexplored sections.

FALLS: In the event of a fall (due to a failure while performing a great jump, or because of having been pushed into a precipice), the character will suffer the Knocked Down condition and 1 damage die against his Natural Armor for each point of height from which he fell (pits cause 4 damage dice). The character will not be able to do anything else until his next turn. Falls from a height of 2 or less do not cause any damage but character will be Stunned unless he passes an test.

HELPING WITH AN OBSTACLE: A character adjacent to a pit or precipice, and equipped with a rope, may declare during his activation that he devotes his Action to helping an ally who is attempting to jump over or climb such an obstacle. If an ally fails a test while performing a great jump or climbing, the character with the Rope will try to pass a test . If it is passed, the ally will be considered to have performed a successful test.
Large characters attempting to jump over or climb a pit will give a -1 penalty to the test of whoever intends to help them.
For each ally (animals and mercenaries included) adjacent to the one who is helping with the Rope, he will get a +1 to his test .

QUICK ACTIONS

They can be performed at any time during the move, as long as the character does not run, and move can be resumed after performing it. Examples: giving an object to an adjacent companion, dropping or picking up an object, activating a lever, opening or closing a door giving access to an area already explored, equipping objects, drinking a Potion.

COMBAT TURN

Turns will be regarded as "combat turns" whenever there is an enemy 12 squares or less away from another character in an already explored area of the board.

INITIATIVE: When an unexplored section is revealed and enemies are visualized in it, an Initiative roll must be made against the nearest enemy.
If the heroes win the Initiative roll, a new turn for them will immediately begin (no cards may be drawn and no Achievements added). If the heroes lose the Initiative roll, the turn ends for them and the turn of the opposing side begins.
If new enemies are spawned when the heroes' side is already in combat, if these enemies lose the Initiative die roll against the nearest hero, they will not act on the turn in which they are placed, and will have to wait for their next turn. If they win the Initiative roll, they may act immediately as soon as they are placed.
In the event of a **tie in Initiative**, whoever has the highest wins.
If two characters are at the same distance from enemies, the Initiative roll will be made by the one with the highest .

PLACING ENEMIES: no creature may be placed at a distance of 2 squares or less from one of the characters on the heroes' side.

CAUGHT BY SURPRISE!: As soon as an Initiative roll is made after a new section is revealed, enemies at a distance of 6 or less squares from the character or creature that wins the Initiative test will be affected by the rule "Caught by Surprise!" whenever the individual results of the two dice rolled by the winning side equal or exceed their . The winner will be able to place the affected enemies in an adjacent empty square with a facing of his choice.

LINE OF SIGHT (LoS): A character must be able to see his enemy at some point during his activation in order to be able to target him. If there is an unobstructed straight line from the center of the attacker's square to the center of the target's square, there will be clear LOS.
No creature will be able to have LOS through elements of the same height or higher, unless the target is higher than the interposing elements.
If LoS is present but with obstacles, target will be regarded to have cover. This cover will be applied if the drawn line touches only the corner of a square occupied by an element (i.e., an obstacle or a character), without crossing it. Also when it crosses a lower height element that does not block the LoS and provided the target is adjacent to that element.
Depending on the nature of the elements, they will be regarded as light cover (tables, fences) or heavy cover (walls, columns, statues).

FRONT AND BACK OF A CHARACTER: The front of a character or creature will be those squares that he has before him or to his sides, taking into account his facing. The squares behind him will be considered his back.

MELEE RANGE (M.R.): this is composed of all the squares adjacent to one character. A character who is not running can enter an enemy's M.R. Any character that enters a square which is part of an enemy's M.R. must end his movement there, becoming engaged.
A character ignores an enemy's M.R. in those cases in which there is an ally already adjacent to such enemy (they are regarded as engaged).

MOVING WITHIN A MELEE RANGE: If a character is engaged with an opponent, he may move to an adjacent square within the opponent's Melee Range, without disengaging, as long as his attack is directed at him. This is regarded as a move.

DISENGAGING An engaged character may ignore his opponent's M.R. as long as he passes a test before performing an Action (one test for each M.R. he wishes to leave). If he fails, he will remain engaged and his activation will be over. If he fails with a blunder result, he suffers an automatic impact from his opponent.

LARGE AND HUGE CREATURES: they engage two smaller enemies. They engage 3 much smaller enemies.

ATTACKS FROM THE BACK: are those in which a character attacks from one of the squares conforming the back of the target (starting their movement from a square located on the back of the target or already positioned on it).

SEVERAL ATTACKS: a character will be able to make a maximum of 3 attacks (except huge creatures).

RANGED ATTACKS

test to hit. In case of blunder (double 1), character ends its activation and hits the closest ally among those adjacent to the squares crossed by the trajectory of the shot. Then he must make a weapon breaking roll. If the shot fails with a single result of 1 and the attack was directed at a target adjacent to an ally, the shot will hit the ally (unless the ally is smaller than the target).

MODIFIERS:
Small target -1
Large/Huge target: +1/+2
Stationary target: +2
Moving and shooting (projectile weapons only): -1 (-2 if character moved more than half of his)
Flying target: -1
Light/heavy cover: -1/-2
Target's is greater than shooter's: -1
Attack from the back: +1
Defensive shot*: -2
*It can be carried out during the enemy's turn and against enemies who try to engage the shooter. The shot is made when the enemy is 3 squares away. If the shot is successful and target loses at least 1 Vitality, target stops its advance (Large or Huge targets will only stop in case of a double critical). This shot cannot be made if the weapon is in "Reloading".
A character cannot make more than one defensive shot per turn.

Distance to target:
(1-3; point-blank): no penalty
(4-6; short): -1
(7-9; average): -2
10+; long): -3
When target is at a distance of more than half the maximum range of the weapon, critical results will not generate extra damage dice. This rule is not applied to throwing weapons.



MELEE

Opposed roll to hit. In case of a tie, the character with the highest wins. In case of a new tie, the one using a shield wins. If the tie persists, the defender always wins.
A **blunder** both while attacking and defending causes the character's activation to end. A weapon breaking roll is required. If a shield is used when defending, either the weapon or shield is lost at random.
Picking up a weapon (dropped in the same square or an adjacent one) requires a Quick Action (a normal Action and a test if character is within an enemy's Melee Range).
Pushing: If the attacker wins the opposed roll, he can push back an equal or smaller size opponent to an adjacent empty square. If there are no empty squares, the opponent takes 1 extra damage die from the attack.
Taking a position: If an enemy is eliminated, Knocked Down or pushed, his square can be occupied by the attacker without regarding it as movement.

MODIFIERS:
Rival has cover: -1 to attack.
Flying target: -1 to attack
Elevated position: +1 for those who have the advantage.
Attack from the back: +1 to the attack (defender cannot use shield).
Stationary target: no roll needed. Automatic hit.
Drawing a weapon in the enemy's M.R.: -1
Shielding: character may repeat shield-blocking rolls, but during his next activation he won't be able to attack or run.
Long-range weapon: It has a frontal M.R. of 2 squares. Can't be used to attack through squares occupied by other characters or heavy cover.
Enemies that successfully hit a target armed with a long-ranged weapon may get adjacent to target.
User has -1 to against adjacent enemies.

MAGIC

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 . There cannot be 2 permanent spells active at the same time.
Superior spell: Requires 2 points and does not allow moving.
Dispelling: when a spell is cast successfully, it can be dispelled with a test. Its result must exceed the result with which the spell was cast. Successful dispelling consumes .
Maximum power: double-critical result while casting a spell. Spell cannot be dispelled by any means.
Blunder: 5 damage dice against caster's . Caster is Stunned.
MODIFIERS:
Cover: magic projectiles deal -1 damage die if target has light cover or uses a shield (-2 if he has heavy cover).
Control Spells: do not affect Leaders. -1 against Large creatures. -2 against Huge or level creatures.
A new spell may be cast while another spell is active with a -1 penalty.

DAMAGE AND CONDITIONS

Results of 1 when rolling damage never cause any wounds.
Doors and walls are regarded as heavy armor.
Critical hits: For every 6, attack deals 1 extra damage die.
Armor: may reach a maximum of 6.
Conditions may vary according to the number of critical results obtained and the size of the opponents:

Attacker's size with respect to the defender	EXTRA EFFECTS		
	Normal	Critical	Double critic
MUCH LARGER	KNOCKED-DOWN	KNOCKED-DOWN	KNOCKED-DOWN
LARGER	*NO EFFECT*	KNOCKED-DOWN*	KNOCKED-DOWN
THE SAME	*NO EFFECT*	*NO EFFECT*	KNOCKED-DOWN
SMALLER	*NO EFFECT*	*NO EFFECT*	STUNNED
MUCH SMALLER	*NO EFFECT*	*NO EFFECT*	STUNNED

**In attacks performed by average-size creatures against small-size Leaders, this result will have no effect.*

CONDITIONS:
Stunned: -1 to all attributes (except). Character is not able to run (he recovers during character recovery phase).
Wounded (character has only 1 left): same penalties as Stunned (but those are only removed if Vitality is above 1).
Knocked Down: Same penalties as Stunned. In addition, character has no M.R. and does not block LoS. Character will be regarded as being attacked from behind. He will not be able to move, shoot, cast spells or perform Exploratory Actions.
Diseased: Same penalties as Stunned.
Poisoned: Same penalties as Stunned (until the end of the quest or epic event).
Conditions are cumulative.

Knocked Out, Wounded, and Diseased effects are not cancelled at the end of a quest.

USE OF SHIELDS
If an impact is received, user must roll 1D6. If the result is equal to or greater than the shield's blocking capability (usually 5+), the impact is blocked. The roll has a -1 if the hit was a critic. A double critical hit overrides any possible blocking.
Shield is regarded as light cover against magic projectiles and Breath attacks.
It allows user to push equal or smaller-size attackers if the opposed roll is won , even while defending,
Shield breaking: If used as a cover against a magic projectile or against a weapon that can break shields , a break roll must be made. If the shield is broken after blocking a hit, the user takes 1 die damage die.

PSYCHOLOGY

Fear: -1 to tests against enemies with the skill "Fearsome" for each higher level of size the enemy has.
Death of the Leader: all level characters 6 or less squares away from the Leader must pass a test or else be removed from the game.

CARD ICONS
- Trap.
- Chest.
- Door.
- Corridor.
- Room.
- The content is read out as soon as the section is displayed.
- It requires interacting with the element to cause an effect.
- The cost of the enemies is half the usual in V.P.
- Encounter cards cannot be activated in this section.
- Dark Player.
- Artificial Dark Player.
- Activate card.
- Benefit for discarding.
- Element's height.
- Light Cover.
- Heavy Cover.
- Impassable element.
- It can be displaced.
- Spell's range.
- Spellcaster can only cast it on himself.
- It can be cast on any target, including the wizard.
- Damage offensive spell.
- Control offensive spell.
- Magic projectile offensive spell.
- Healing defensive spell.
- Enhancing defensive spell.
- Protecting defensive spell.
- Learning cost.
- Permanent spell.
- Spell's AoE.

Markers


Fortune Point: shows the remaining Fortune points of each hero.


Wounds: shows a character's lost Vitality points.


Mana: shows the mana a character has and the number of times each spell has been used.


Dark Player and Danger: used to represent the Dark Player's position on the Achievement chart, as well as the Danger markers on the campaign map.


Group of Heroes: shows the territory where the group of heroes is located. It also indicates the group's Achievement Points in the Achievement Counter.


Individual hero: identifies a specific hero in the Achievement chart. They will only be used in the optional competitive mode.


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


Source of Light: indicates the square where an object that emits light is located.


Stunned: the character suffers the Stunned condition.


Wounded: that the character has only one Vitality point left.


Poisoned: the character suffers the effects of poisoning.


Diseased: the character suffers the Diseased condition.


Stationary: the character is considered immobile.


Abandoned Weapon: indicates the place where a weapon has fallen after a blunder.


Berserker: the character remains in Berserker state.


Flight: the character is flying.


Goal: represents a scenario's goal.


Frightened: the character suffers the effects of fear.


Reloading: the weapon is being reloaded this turn.


Searchable Element: used to indicate items or furniture in a section which have not been searched yet.


Detonation: place it on the card of a gunpowder weapon that has been used during a combat, to remember that the enemy will have a bonus to their next Initiative roll.


Broken weapon: the weapon has been rendered useless.


Leader: represents the character or creature designated as the Quest Leader.


Heavy Armor: shows that a Dark Player's character wears heavy armor.


Shield: the Dark Player's character wears shield.


Sword: the Dark Player's character uses a sword.


Axe: the Dark Player's character uses an axe.


Blunt weapon: the Dark Player's character uses a blunt weapon, such as a mace.


Broken Shield: shows that the shield is broken and unusable.


Long Range weapon: the Dark Player's character uses a long range weapon.


Ranged Weapon: the Dark Player's character uses a ranged weapon.


Upgraded or higher level character: the Dark Player's character has been upgraded with new skills. It can also mean that the character is of a higher level.


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.


Exploration Arrow: shows a path that may be followed or explored.

Usual equipment

MELEE WEAPONS	Type							NOTES
Halberd			-1			1-3		
Improvised Weapon						1-6		
Staff			+1			1-2		+1
Scimitar		+2				1		-2 against
Fangs						1		Natural Weapon. If , user is unarmed.
Horns						1-2		Natural Weapon. Onslaught: not regarded as unarmed. If , user is unarmed.
Dagger				-1	4	1		-1 target's if he is attacked from behind or Knocked Down. No penalty for drawing.
Unarmed			+1	-1		1-3		If , user is Stunned.
Broadsword		+1				1		
Bastard Sword		+2				1		Before rolling, choose to reduce target's by 1. In that case user's and will be reduced by 1.
Short Sword			-1			1		-1 while defending
Elven Sword		+2				1		-1 against . +1 . No penalty for drawing.
Rapier						1-2		-1 in case of critical hit
Fausal Sword		+3				1		. -2 against
Claws						1		Natural Weapon. If , user is unarmed.
Great Flail		+2	-1	-1		1-3		. Critical failure on a result of double 1 or 2. In case of critical hit, ignores
Warhammer		+1	-1	-1		1-2		. Equal or smaller size targets are Stunned in case of critical hit.
Scythe		+2		-1		1-3		. Critical failure on a result of double 1 or 2.
Axe		+1	-1	-1		1-2		
Throwing Axe			-1	-1	4	1-2		
Battleaxe		+2	-1	-1		1-2		
Tool				-1		1-3		
Katana		+3				1		-2 against . No penalty for drawing.
Katar						1		With two same weapons, user won't get any penalties to his .
Kusarigama				-1		1-3		. Critical hit: equal or smaller size targets are Stunned. They also drop their weapons.
Spear						1-2		. +1
Whip			+1	-1		1		. Unarmed against adjacent attackers. Critical hit: equal or smaller size targets are Stunned. They also drop their weapons.
Flail		+1	-1	-1		1-3		. Critical failure on a result of double 1 or 2. In case of critical hit, ignores
Mace			-1	-1		1-2		Equal or smaller size targets are Stunned in case of critical hit.
Saber		+2				1		-3 against . +1 damage die if used while riding.
Trident					3	1-3		. -2 . +2 . Critical failure on a result of double 1, 2 or 3.

NOTE: the objects most usually equipped by characters in the Bestiary are shown shaded.

RANGED WEAPON	Type								NOTES
Arquebus		5	-1	-1		18	1-4		. Ignores
Composite Bow		3				20	1-3		
Short Bow		3				18	1-2		
Elven Bow		4				24	1		
Longbow		4				24	1-2		Can´t perform Defensive Shots.
Crossbow		4	-1			24	1-3		No penalty to when target is 13 or more squares away.
Repeating Crossbow		3		-1		20	1-4		2 shots per turn
Blowgun		1				4	1		Hits have the skill "Poisonous". Critical hits cause no extra damage.
Sling		3		-1		20	1		
Sling with Lead Projectiles		3		-1		20	1		-1 if user didn't move.
Javelin						3x	1-2		Throwing weapon. Melee weapon with -1 , and =
Heavy Javelin			-1			2x	1-2		Throwing weapon. . Melee weapon with -1 , and = (not -1)
Handgun		3	-1			10	1-4		. Ignores . Can be shot at an adjacent target, and while Knocked Down.
Net		0		-1		3	1		Throwing weapon. Critical hit: equal or smaller size targets are Stunned. They also drop their weapons.
Shuriken		2				6	1		Throwing weapon.

SHIELDS	Type							NOTES
Buckler		6+				1		Double critical defending, attacker Stunned. Only against melee attacks.
Improvised shield		6+		-1		1-6		Double critical defending, attacker Stunned. Light cover against Breath and Aura.
Shield		5+		-1		1-2		Double critical defending, attacker Stunned. Light cover against Breath and Aura.
Great Shield		4+	-1	-1	-1	1-2		Double critical defending, attacker Stunned. Light cover against Breath and Aura.

ARMORS	Type						NOTES
Leather Armor	+1		-1				Light armor.
Elven Armor	+1		-1			-1	Light armor. User takes 1 less damage die against melee and ranged weapons.
Breastplate	+2	-1	-1	-1	-1	-1	Heavy armor.
Chainmail	+2	-1	-1	-1	-1	-1	Heavy armor.
Lorica Segmentata	+2	-1	-1	-1	-1	-1	Heavy armor. User takes 1 less damage die against katanas, sabers, falx and scimitars.
Yoroi	+2	-1	-1	-2	-1	-1	Heavy armor. User takes 1 less damage die against melee weapons.
Superior Armor	+2	-1	-1	-1	-1	-1	Heavy armor. User takes 1 less damage die against melee and ranged weapons.
Full Armor	+3	-1	-2	-2	-2	-2	Heavy armor.

OBJECTS	Type	VP		NOTES
Components for Magic		1		+2 to casting spells. Can only be used once per spell.
Magic Scroll		1		Only for spellcasters with Mana. +2 to casting or dispelling spells.

Illustrators

There are more than a thousand illustrations in DUN, in addition to hundreds of silhouettes. This is the list of illustrators who collaborated with us. It includes the page and the book where you can find the illustration (Rules: Rulebook, Bestiary I or Bestiary II: Bestiaries, QBook: Quest book), or the card where their illustration may be found.

© Authorship of illustrations:

Black Scroll Games: graphic designer. He has designed the tiles and dressing elements of the game.

Daniel Comerci: CL01, CL04, CL06, CL08, CL09, CL12, CL14, CL15, CL16, CL17, CL18, RA03, RA13, RA14, RA17, RA25, AN14, BE02, BE07, BE08, BE09, HE01, HE02, HE03, HE04, HE05, HE06, HE07, HE08, HE09, HE10, HE12, HE14, HE15, HE16, HE22, HE28, HE35, MA58, EV83, EV110, CO01, CO32, SO03, SO26, MO73, RE10, RE16, WE14, WE35; QBook p.6, 7, 8, 13, 17, 19, 30, 32, 62, 87, 90, 91, 92, 93; Rules p.21, 33, 35, 55, 65, 87, 96; Bestiary I, p.6, 8, 18, 34, 42, 51, Bestiary II, p.2, 7, 8, 34, 38.

Dean Spencer: RA05, RA06, RA07, RA12, RA16, RA18, RA19, RA20, RA23, SP01, SP03, SP06, SP08, SP17, SP26, SP37, SP38, SP42, FU11, HE17, HE18, HE25, HE29, HE30, HE31, HE32, MA09, MA63, EV09, EV10, EV19, EV29, EV41, EV51, EV62, EV88, EV89; Rules p.6, 7, 9, 17, 18, 24, 26, 27, 34, 43, 46, 63, 72, 81, 83; Bestiary I, p.10, 28; Bestiary II, p.4, 20.

Rick Hershey / Fat Goblin Games: RA01, RA02, RA09, RA15, RA22, HE23, CO09, CO14, CO20, CO24, CO34, CO47, RW01, RW03, RW12, RW14, RW22, RW27, SO01, SO15, SO31, SH02, SH03, SH07, SH08, SH09, MO1, MO3, MO4, MO5, MO13-21, MO30, MO31, MO33, MO39, MO42, MO45, MO46, MO49, MO52, MO55, MO56, MO58, MO60, MO64, MO66, MO67, MO70-72, MO79, RE2-4, RE7, RE9, RE11, RE14, RE15, RE17, RE19, RE20, RE22, RE24, WE1, WE3-6, WE8-13, WE15-22, WE25, WE26, WE29-34, WE36, WE40, WE47, WE49, WE50, WE51, WE53, WE56, WE60, WE61, WE63-65; Rules p.41, 49, 61, 62, 74, 78; Bestiary I, p.20, 28, 29; Bestiary II, p. 7, 21, 33, 36, 45.

The Forge Studios: EV01, EV04, EV05, EV06, EV23, EV26, EV37, EV57, EV58, EV66, EV75, EV78, EV79, EV81, EV85, EV95, EV106, PL02, PL04, PL05, PL06, PL07, PL10, PL11, PL12, PL13, PL14, PL15, PL16, PL18, PL20, PL21, PL22, PL24, MO38, MO41, MO59, RE13; QBook p.15, 81; Rules p.13, 36.

Brian Brinlee: CL02, CL03, CL05, CL07, CL10, CL11, CL19, CL20, ME07, HE19, HE24, EV20, EV24, EV72; Bestiary I, p.32, 34, 36; Bestiary II, p. 13, 23.

Gary Dupuis (Purple Duck Games): CL13, RA04, RA21, ME04, AN16, AN24, HE13, HE27, HE33, MA06; QBook p.74; Bestiary I, p.25, 38, 50; Bestiary II, p.2.

Eric Lofgren: RA10, RA11; Rules p.57.

Jacob E. Blackmon (Purple Duck Games): AN03, AN08, AN19, AN26, SP22, SP31, HE26; Bestiary I, p.20; Bestiary II, p. 10, 24.

Brett Neufeld: SP28, BE10, MO50, MO61, QBook p.62; Bestiary I, p.38; Bestiary II, p. 25, 31, 32.

William Mc Ausland: Rules p. 93.

Víctor Leza: FU27, BE01, AR01, AR06, AR8, AR9, AR10, AR12, AR13, AR16, AR17, AR18, SH10 , MO12, MO28, MO54, MO74, RE1, RE8, RE21; Bestiary I, p.16, 45.

Jayaraj (Purple Duck Games): QBook p.71.

Claudio Casini: HE11.

Matt morrow: MA30, Bestiary II, p. 42.

Anton Vermeulen: SH01, RE6; Bestiary I, p.33.

Purple Duck Games: MA70, MA72.

Kimagu: EV43, EV49.

Shamans stock art: SP30, FU05, FU08.

Lunstream (Adobe): ME01, ME02, ME05, ME06, ME08, ME09, ME10; Rules p.52, 86.

Jeshields: AN28, AN29, AN30, AN31, MA03, MA08, MA14, MA21.

Critical Hit!: SP02, SP12, HE34, MA28, EV50.

Louis Porter, Jr. Design: Bestiary I, p.40.

Many images courtesy of
@Shutterstock and @AdobeStock

Dedication

"Mas de qué sirven nuestras vidas,
si no enriquecen otras vidas"
José Hierro



To my wife, Silvia, for redoubling her efforts to make this dream come true.

To my children, future explorers.

To my parents, for inoculating me with the sweet poison of games.

Credits and Acknowledgements

There are really many people to thank for their contribution to this game, either by having played and tested it over the years, contributing passionately with their advice and discussions to improve it, or by their constant encouragement or help in different aspects.

I want to thank especially several people who have been a cornerstone in this game:

Silvia (my wife). Only you know what this project has meant in terms of effort and sacrifice. I'm really sorry. You know that I needed to do it and that I am incorrigible.

Jesus (Doc), thank you very much for your constant evaluations, your readings, corrections, advice and encouragement.

Pedro (Sheix), thank you for being there for many years enduring the crazy ideas of this madman, for accompanying me to events, advising me or discussing me. For using your talent to find loopholes.

Pablo (Tanelly), I have met few more generous people. Thank you so much for everything. It's comforting to find other crazy people in this world.

Oscar (Bonzo), I offered you a bet for an uncertain future and you took it. Thank you for betting.

There have been many of you over the years and I'd like to quote here several names of people who have contributed to a greater or lesser extent to this game being what it is (I'm sorry about the names I migh forget):

Arendal, Rexor, Plata, Sir Gragon, Ilicitus, Iván "Curro", Werty, Edu Liébanas, Moros, Zhuf, Jage, Íbero, Usta, Benkei, Vidente Gris, Raven, Iván Ruiz. Thank you all so much.

CREDITS

Game design and development: Óscar Bribián
Layout: Óscar Bribián
Cover illustration: Daniel Comerci
Graphic design: Óscar Bribián and Lanza Studio.
Production: Ludic Dragon Games
Publisher: Ludic Dragon Games
English translation: Óscar Ibáñez
APP development: Pablo Martínez