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Game: **MALADUM: DUNGEONS OF ENVERON**

Publisher: **BATTLE SYSTEMS (2024)**

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For best results, print at 100% (on double-sided paper), laminate and trim to size.

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SETUP

Choose a **quest**. Quests can be played as one-offs, or as a continuous narrative. Each player assembles their **party** or collects components for their existing party. They each choose up to 4 **adventurers** from their party to take part in the quest, taking their **dashboards** with pegs set to match their **HEALTH** (green), **SKILL** (purple), and **MAGIC** (blue) stats.

Lay out the **gaming mat(s)** and **terrain**. Set aside any **key items** specified, and any terrain that holds **equipment**. Check the quest briefing and take however many uncommon and rare items are required randomly from their respective supplies. Put the large tokens aside and add all the others (exact size does not matter) to the **token pouch**.

Then, without looking, place tokens into the appropriate terrain pieces (chests, crates, and other terrain that holds equipment). First place the large tokens inside the large terrain pieces, spread as evenly as possible. Then place tokens (any size, but aim for an even mix) from the token pouch into each terrain piece. Check the diagrams to see how many tokens go in each piece. Place the lids back onto the terrain pieces, and place them in their positions on the gaming mat.

Check the **event cards** section of the quest briefing. Randomly draw the number of cards specified for each card type shown. Set the game's difficulty by selecting a number of novice and/or veteran cards (rules p72). Shuffle all these cards together and place the deck facedown near the gaming area.

Set the starting **dread** given in the quest briefing (use side A of the dread board unless stated otherwise), and make any adjustments required by special rules.

A chosen player chooses one of the staging point positions around the edges of the gaming area and places their **staging point** there, followed by the other players in clockwise order. Adventurers can only come and go via their own staging point unless a mission states otherwise or another player gives permission.

The staging area is not considered to be in play for any purpose. If any rule needs to determine the closest adventurer before any have entered play, instead determine the closest staging point.

Place the **adversary miniatures and boards**, **NPC miniatures and boards** matching the card types being used, **key items** set aside earlier (if not already used), the **token pouch**, **range rulers**, **dice**, and **counters** within reach of all players.

The player that deployed last is the first player in the first round.

ORDER OF PLAY

I. DREAD PHASE

Add 1 black peg into the first empty space on the dread tracker.

If the dread level reaches **doom**, flip the associated adversary board over and use its increased stats.

From round 2 onwards, the **first player draws an event card**. Resolve all the effects detailed for the current dread level, then place the card in a faceup discard pile. If you draw the last card, immediately shuffle the discards to make a new deck.

If there is no target for a rule, the rule has no effect. If only part of a card's text can be resolved, resolve as much as possible. If none of the text can be resolved, ignore it, but if there is an icon at the end of the text place a new character of that rank instead. Whether a character is placed or not, shuffle the unresolved card back into the deck and draw another.

2. ADVENTURER PHASE

Starting with the first player and continuing clockwise, players take it in turns to activate one of their adventurers.



When it is your turn to activate an adventurer, choose one of your adventurers that has not been marked with an **activation counter** to activate, check any status counters they have that may affect their turn, take actions with the adventurer, then place an **activation counter** on their dashboard to indicate that they cannot act again this round.

An adventurer's **ACTION** (⚡) stat is how many actions they can take in a turn. The most common actions are **move**, **ranged attack**, **melee attack**, **search**, **knock back**, and **persuade**.

Unless specified, there is no limit to the number of times an action can be taken, or in what order they can be taken in.

You can also take **effortless actions**. These do not count towards your action limit, but you can only take 1 per turn.

Prone characters are laid on their side in their square; they cannot take any actions other than to **rest** or **stand up**.

Defeated characters cannot take any actions at all until they have been revived by another character.

When all adventurers in the gaming area have been activated, proceed to the adversary phase.

3. ADVERSARY PHASE

I. ARRIVAL

Each band on the dread tracker shows icons (matching those on the adversary boards) indicating the characters that could arrive this phase. Start at the top of the band, and work down the list: if an icon is followed by a number, that many characters arrive; if it is followed by a die icon, roll that die.

Adversaries arrive at a random location determined by the magic die (roll separately for each type of adversary). The number result corresponds to the numbers on the entry point tokens. Place the adversaries just off the gaming area next to their entry point; they will move onto the gaming area in their turn.

If the **risen** from the **grave** icon is rolled on the revenant die, each adversary is immediately placed on the closest **grave point** (with no character or terrain piece on it) rather than via entry points. Only 1 adversary can be placed at each point; subsequent arrivals are placed at the next nearest point instead.

Adversaries that do not roll the revenant die always arrive via entry points. If all grave points are covered or inactive, adversaries arrive at the nearest entry point instead.

Some dread boards may show other non-adversary NPCs. These characters arrive at the start of the NPC phase.

Unless stated otherwise, you only use the adversary miniatures that come in the starter set. If you need to roll for an adversary but there are none of that type left, use the next lowest ranked adversary character available. If there are no rank 1 adversaries left, none arrive until some have been defeated.

Adversaries with the **worthy opponent** (⚡) rule only appear once. Once one is in play do not resolve its arrival again, even to place a lower-ranked character, or even after it is defeated.

2. ACTIVATION

All adversaries on the board now activate, starting with the highest rank and continuing to the lowest.

If there are multiple adversaries with the same rank in play, the first player chooses the order in which they activate.

Adversaries placed off the gaming area use their first action to move onto it in the same way as adventurers.

All adversary types have a **commander** (⚡). If the adversary commander is in play, they always take their turn first. There are no rank-based limits to their abilities. All commanders have a set of exclusive equipment tokens; when they enter play, draw 1 of their items at random and add it to their inventory, if possible. They will not use this item, but will drop it as normal if defeated.

4. NPC PHASE

All non-adversary NPCs controlled by the game activate, starting with the highest rank and continuing to the lowest (on a tie the first player chooses their order). The first player moves them and rolls for them (unless that player is being attacked, in which case another player rolls for them).

1. ARRIVAL

NPCs usually arrive via the event deck, and are placed next to an entry point and move onto the gaming area in this phase when it's their turn to activate. Follow all other instructions on their card.

If you are need to select an NPC and have multiples of that type, shuffle together the relevant character boards and pick one at random before determining any starting equipment.

If an NPC arrives via another rule, take all event cards of the relevant type not being used for the game and draw 1 at random. Resolve it immediately. If no cards are available, no NPC arrives.

2. ACTIVATION

Once the NPCs are all on the board, activate them as normal.

5. ASSESSMENT PHASE

- Remove all activation counters.
- Check and resolve (if applicable) all status counters.
- Any other effects that happen *at the end of the round* happen now. Resolve any reminder counters in play, if applicable.
- The next player clockwise around the table becomes the first player for the following round.

ACTIONS

MOVE

A character taking a **move** action can move up to 4 squares. Diagonal movement is allowed as long as both of the squares to either side (that the character would have to move through if moving orthogonally) are empty. If your character is **wounded**, their move distance is reduced by 1 square.

Characters cannot end their movement in a square containing another character. They can move through other friendly characters but not through enemies. Adventurers from other parties can be moved through if the owning player gives permission. Prone characters can be moved through without penalty if they are no larger than the moving character.

Characters cannot move through or over terrain unless specified. Characters may only enter a square that is completely empty (squares partially filled by terrain at floor level are impassable, but decorative terrain elements do not block movement).

No character may take more than 3 move actions on their turn, whether the actions are taken as normal or granted by skills or other abilities. This does not include movement via any other means, or move actions made outside of a character's turn.

Characters in orthogonally adjacent squares (including those on either side of an open doorway) are in **contact**.

ATTACKS OF OPPORTUNITY

If you leave contact with any enemies at any point during your move, all standing, engaged, *un-fatigued* enemies (activated or not) may make a **free melee attack** action against you. This is resolved immediately and does not use one of their actions.

ENTERING AND LEAVING THE GAMING AREA

Adventurers start the game out of play in their **staging area**. Your first action must be an action or skill that allows movement, with the first square of movement placing them on the gaming area in contact with their **staging point**.

Adventurers wishing to escape can move into contact with the staging point with at least 1 square of move remaining. Once you have left the gaming area, you cannot return. Characters cannot leave the game involuntarily unless the controlling player gives permission, or a quest rule states otherwise.

ATTACK

Enemy characters in contact are **engaged**. An **attack** action allows one character to try to damage another. To attempt a melee or ranged attack, the character must have a weapon or ability of the appropriate type. Both types of attack are made in the same way:

- Choose a target** for the attack.
- Roll combat dice**. The blue die is always rolled; if additional dice are required, also roll red dice. ⚡ rolled are **hits**. Blanks have no effect. ⚡ is a **critical hit**, counts as 2 hits, and may have additional effects (which trigger even if no damage was caused).
- ⚡ is a **blunder** and may have an adverse effect.
- Apply any modifiers** to the roll such as **cover**, **armour**, **skills**, and special rules, altering the number of hits scored.
- Any remaining hits cause damage**.

If targeting a character with a dashboard, remove 1 health peg for each point of damage. If their **HEALTH** reaches 0 the character is defeated.

If targeting an NPC with removable health counters on their board, remove a counter for each point of damage, and if the last one is removed they are defeated. If targeting an NPC with no **HEALTH**, any damage causes them to be defeated.

When a character is defeated, any items they were carrying are left on the ground where they fell.

If a rule or card calls for attacks to be made against a target, these are made in the same way, but with a specified number of dice. Unless stated otherwise, cover modifiers do not apply.

MELEE ATTACK

The target must be in range of one of your melee weapons (usually in an orthogonally adjacent square).

Choose one of your character's **melee weapons** to attack with, using the number of dice shown. Alternatively, if your character has an **unarmed combat** icon on their board or in their armour slot you may use it instead, rolling dice equal to the number inside the icon.

You can choose to make a **forceful hit** with a weapon with this icon. The attack rolls 1 extra die, but if 2 or more ⚡ are rolled, the weapon **breaks**. Resolve the current attack, but then flip the token facedown in your inventory.

Cover does not apply to melee attacks, but armour applies as normal. Standard hits ignore ⚡ results.

RANGED ATTACK


The target must be in **range** and **line of sight** (LOS) and cannot be engaged with your character. If you are engaged with enemies while making a ranged attack, they may make an **attack of opportunity** against you after your shot is resolved.

Choose one of your ranged weapons to attack with, and roll a number of dice based on the range between you and the target. The numbers in the icon are, from left to right, for short (up to 5 squares or the length of the shorter ruler), medium 5-13 squares or the length of the longer ruler), and long range (14+ squares or longer than the longer ruler).

To draw LOS, you must be able to draw a line from the centre of the character's square to any part of the target character's square. Characters block LOS to other characters up to the same **SIZE** (but may provide cover to larger characters). Characters may ignore terrain shorter than themselves if it is adjacent, and friendly characters of the same **SIZE** in adjacent squares.

Partial cover (25-90% of the target obstructed) **reduces the number of hits on a target by 1**. Resolve this modifier first. If 90% or more of a target is obstructed, LOS cannot be drawn to it. If you cannot decide the cover a target is in, roll the magic die: 1-3 it's the larger amount of cover, 4-6 it's the smaller amount.


To fire a weapon with an **arrows** or **shot** icon, you must also have a matching ammo (gear or armour) token in your inventory. If you have multiple different ammo tokens available, declare which you are using before resolving the attack. Any icons on the ammunition used apply as if they were on the weapon.


If  is rolled on the blue die, you run out of ammo. Return the ammo token used to the supply. Resolve the current attack, but you cannot use the weapon again until you find more ammo.

If you want to shoot an enemy engaged with another character, you can freely pick your target at short range, but at medium or long range, after rolling to hit, roll the magic die to determine which of the combatants you have hit (even if one is one of your own characters). Work out modifiers based on the actual target hit.

ARMOUR



Only 1 item with the **armour** type can be worn.

 **Physical armour** has a permanent affect while worn, reducing the number of hits suffered by the value shown each time the wearer is attacked. Values preceded with a + are applied *in addition* to other armour of that type.

 **Magical armour** must be activated by the wearer, giving them the *warded* status. It then deflects hits in the same way as physical armour, but it is not permanent and can be boosted or overloaded if exceeded.

Armour values do not stack: if a character has both physical and shield armour at the same time, they may choose which to use. NPCs always use the highest value available, and always boost their armour if they have magic pegs remaining.

BLAST ATTACKS

 Blast attacks are aimed at a target square and resolved like a ranged attack, but if 2 or more  are rolled, move the target point 1 square in a direction of the target player's choice (or randomly if the target was a NPC).

Resolve the attack roll against any characters in the final target square. Then, resolve the same attack roll against each character in the 8 squares adjacent to the target point, but with 1 **fewer hit**. Continue to resolve the attack against characters in subsequent squares, reducing hits by 1 for each square until no hits remain.

Additional effects from critical hits or other rules apply to all characters suffering at least 2 hits.

Characters on large bases only suffer the first attack that reaches them. Blast effects cannot pass through walls, but do pass through windows and across other short terrain pieces. Characters on the other side of terrain benefit from **cover**.

If measuring in inches, instead reduce the attack by 1 hit for each inch away from the original target. Resolve the effects based on the closest point of each character's base.

SEARCH

Characters may only search while unengaged. You may search any terrain piece that has been loaded with equipment and that you are in contact with. Remove the contents, keeping the tokens secret from other players. You can add any or all of the contents to your character's inventory.

Place any remaining items, along with any of your character's items that you no longer want or have room for, back into the terrain. Any items too large are placed on the ground adjacent to the terrain piece and the searching character. Terrain pieces can be searched any number of times in a game.

A character may also make a **general search** of the room they are in, as long as there are no enemies in the room (a room is defined as an area completely surrounded by either walls or the edges of the board, ignoring doors and windows).

Take a random item from the token pouch, and add it to your inventory. If you don't want it, or want to swap it with an item you already have, place the discarded item on the floor in a square adjacent to your character.

Each room can only be searched once per quest; place a **search counter** in the room as a reminder that it cannot be searched again. Players may agree to separate very large rooms or long corridors into multiple areas that can each be searched separately.

Some tokens are **traps** (grey). Trigger their effect immediately against the searching character, then discard the token back to the pouch. **Only 1 trap is triggered per search action.** If several are drawn, resolve the one with the largest token (on a tie, the first player chooses). Discard the others to the pouch without effect.



An adventurer may use a search action to pick up, drop or swap multiple items in the same or 1 adjacent square.

KNOCK BACK

To **knock back** an adjacent character, roll 1 die, plus dice equal to your unarmed combat value, if you have one. For each hit scored, the defending character is pushed 1 square directly away from you. Armour has no effect. You may follow up to remain adjacent to the defender. None of these moves attract attacks of opportunity.

If you score 3 or more hits, the defender is then knocked prone.

If the square directly behind the defender is blocked by other characters or terrain, they are pushed in the closest possible direction instead. If there is no space to push an opponent back, they do not move.


If you roll more  than hits, you **stumble**: the action is not resolved, and the opposing model can immediately make a free **knock back** action against you. If they also roll more  than hits, there is no effect.

When knocking back a character larger than yourself, 1 hit from your roll is ignored for each size larger that the other character is than you (rounding up).

PERSUADE

You can try to **persuade** an NPC in short range and LOS, as long as neither of you are engaged with any other enemy. Hostile NPCs must be persuaded to call a truce before they can be persuaded to do anything else.

Persuade actions made against a target not in contact cause noise: increase dread by 1.

 Characters without this icon cannot be persuaded. Decide what you are persuading a NPC to do before rolling. Roll a number of dice equal to your character's **SKILL** (the value on your character board, not the remaining number of pegs). The NPC's **PERSUADE** value works like armour, modifying your roll. Your roll must have enough unblocked hits to be successful.

Normally only NPCs can be persuaded, but sometimes you may be allowed to persuade adventurers from another party. If so, the adventurer's **SKILL** is used in place of their **PERSUADE** value.

Characters can be persuaded to:

Trade an item: Requires 1 unblocked hit and requires target to be in contact. If they are carrying an item you may swap it for one of your own.

Take actions: Requires 1 unblocked hit per action taken, up to their maximum. You may take any action(s) with the NPC that they would normally be able to take. They cannot take any action that would harm themselves or a friendly character. They then suffer 1 **fatigued counter** per action taken.

Call a truce: Requires 2 unblocked hits. An NPC hostile to your party will no longer consider your adventurers enemies for the rest of the game, unless you attack them.

Join your party: Requires 3 unblocked hits. If successful, the NPC will assist your party by acting as an adventurer for the rest of the mission. They may be activated in the current round.

Make a mission or character-specific action: Missions may list other things you can persuade an NPC to do and their difficulty.

INTERACT

Some quests specify additional actions. You must usually be in contact with an object and unengaged to interact with it.


DON/REMOVE ARMOUR

When armour is picked up, place it in your inventory. If you are not engaged, make this action to move or swap any number of armour tokens from the inventory to the armour slot or vice versa. For smaller items, choose which side of the armour slot to swap out, retaining access to any skills or abilities in the other side.

STAND UP

Stand a prone figure upright. They act normally from then on.

CAST SPELL

Some magical effects are applied passively, effortlessly or as part of other actions, but those marked  require an action to cast.

Increase the dread tracker by 1 after each peg following the first use of magic by an adventurer each round.

REST

A character can only rest when there are no enemies in the same room or within short range and LOS, and they are *not burning*. They may rest even when they start a turn prone and/or *fatigued*.

Resting requires 2 consecutive actions in the same round. When a character rests, they may:

- Remove all *fatigued* counters.
- Restore up to 2 magic pegs.
- Restore up to 1 health peg or 1 skill peg.
- Remove 1 wounded or poisoned counter.
- Stand up, if prone.

If you rest while in contact with a defeated character, you may apply any of the effects above (or the effects of any items used while resting) to the defeated character instead. They are then marked as activated for this round (if they were not already).

OTHER ACTIONS



Further actions may be available in some quests or with some skills.

EFFORTLESS ACTIONS

One effortless action can be made for free in addition to your regular actions each round. Effortless actions may also be taken any time you could take a standard action.

You may also spend a skill peg to use an additional effortless action, but this counts as your skill use for that turn.

Unless stated otherwise, effortless actions can only be made before or after other actions.


Effortless actions include **dashing**, **laying prone**, **using a  item**, **casting a  spell**, **opening or closing a door**, **throwing an item**, **picking up, dropping or swapping a single item** in the same or an adjacent square (multiple items can be picked up, dropped or

swapped as a search action), and **giving, taking or swapping an item with an adjacent character** from your party (or another party if the owning player allows it). Multiple items may be exchanged with a full action. There may be further effortless actions available in some quests or with certain skills.

DASHING


A dash is a special move action that allows a character to move up to 1 square, following all the regular movement rules.

EFFORTLESS ITEMS

Items with the  icon can be used effortlessly.

THROWING


All **melee weapons** that are not *cumbersome* can be thrown as an attack. Roll the weapon's dice like a ranged attack against any character in the target square. Weapon abilities such as *sharp* apply as normal unless they are specific to melee attacks.

Thrown weapons can break as normal on 2  results.

Remove the thrown weapon from the character's dashboard and place it on the floor in the target square (under a character's base if the square is occupied). It stays there until retrieved.

Thrown items do not have to target a character and can be aimed at an empty square if you wish. Throwing an item requires LOS to the target square, and the target must be in short range.

All **equipment tokens** can be thrown without resolving an attack, for example if you want to pass an item to a fellow adventurer. Choose a target square in range and LOS, then roll the blue die:

- **2 hits:** A character in the target square (if any) catches the item; place it in their inventory.
- **1 hit:** Place the item in the target square. A character in the square may pick it up in their turn as normal.
- **No hits:** Miss; the token lands in a chosen adjacent square.
- : Serious miss; scatter the item from the target square.

If there is intervening terrain between the thrower and the target, reduce the number of hits rolled by 1.

NPC ACTIVATION

Before activating, each NPC chooses a target:

By default the target is the closest enemy character within LOS and not in cover. Defeated adventurers are never targeted.

If all visible characters are in cover, the target is the closest. If there are no visible characters, the target is instead the closest enemy character. Measure the shortest possible distance between the activating character and the potential targets, moving around terrain and through doors as necessary.

In all cases, the target must be a character that the NPC is physically able to attack. If the closest target is surrounded, the NPC will target the next nearest enemy with space around it instead, unless no alternative targets are in play.

Once a target is chosen, it remains locked for the rest of that character's turn (even if a closer target comes into view). The target is only re-assessed mid-turn if the original target is defeated or the character engages another target mid-round.

The NPC then takes actions following the NPC AI action chart: NPCs placed off the gaming area use their first action to move onto it in the same way as adventurers.

NPCs knocked prone must use their first action to **stand up** before taking any further actions.

NPCs that take a **move** action always move as far as possible unless they move into contact with their target or another enemy, at which point they stop. If an NPC is unable to move due to lower-ranking friendly NPCs blocking their path, the lower-ranking characters are pushed aside to make space.

If the shortest route to their target is via a closed door, NPCs move as far as the door and stop, and spend their next action opening it. Adversaries may open doors even if locked. Non-adversary NPCs will not open or trace a route through locked doors.

If the shortest route to their target is blocked by a **barricade**, the NPC will target the barricade first. Once it is destroyed they continue to their target.

When attacking, NPCs always use the most powerful stat available. If a weapon is capable of making a forceful hit, the NPC will always do so whenever the target has an armour value.

NPCs do not make effortless actions. Any time that the rules would require them to, they spend a full action.

If in doubt, choose the action that is most in character for the NPC, and do whatever causes the most harm to the adventurers.

JOINING PARTIES


Once an NPC has joined a party (usually by being persuaded) they are part of it for all purposes, are activated in the adventurer phase by that party's player, and can make all actions as normal. They retain their NPC stats for now (do not flip their board).

If defeated, they are removed from the gaming area and cannot be revived. Any items they were carrying are left on the floor where they fell. If they leave the gaming area while part of your party, you may take any equipment they were carrying, even if they do not permanently join you.

They are still considered part of your party even when they are the only adventurers left on the gaming area. If you want an NPC to survive the game, continue playing until they escaped or were defeated as normal; otherwise you can end the game prematurely.

If an NPC leaves your party for any reason, any items they were carrying at the time remain in their inventory.


WANDERING BEASTS

Wandering beasts have the  icon, and are used whenever the cards with that icon are added to the event deck. The event card that introduces them details their activation, and should be kept next to the character boards as a reminder and discarded if the character is defeated.



All rank 1 beasts have the **pack** icon. They arrive in groups; instead of 1 miniature, place a number of characters equal to the value on the icon.

DENIZENS

Denizens have the  icon, and are used whenever the cards with that icon are added to the event deck. They are on the reverse of the regular adventurer boards, so any unused adventurer can be used as an NPC.

Most arrive with a random selection of equipment, but you may instead select the character's equipment to match their miniature (if it's in line with the equipment types and rarities on their card). If they have a ranged weapon that requires ammunition, give them a matching ammunition token for free (if they have space in their inventory).

The event card that introduces them details their activation and should be kept next to the character boards as a reminder and discarded if the character is defeated.

Denizens treat adventurers as friendly unless you attack them, but they still treat adversaries and other NPC types as enemies.

OPPORTUNISTS

The goal of opportunist denizens is to grab as much loot as possible. 'Least threatened' means that they will prioritise terrain pieces and items with no enemies in short range even if they are not the closest (unless there is no other option).

Opportunists can steal your mission objectives.

They unlock and open any locked door/crate they need to access by spending an action. Mark emptied terrain pieces with a searched counter. Opportunists ignore searched terrain pieces, although they still search terrain pieces left empty by your adventurers.

If an opportunist searches and only finds tokens that do not fit into their inventory, they will swap items from their inventory (starting with the lowest-cost) to fit in as many items as possible. Afterwards there may be a small space remaining that no available item fits into; if this happens they consider their inventory full and will return to an entry point to stash the items.

EQUIPMENT

Blue: Weapons.

Yellow: Armour and wearable items. Can be held in the inventory, but their rules only apply when in an armour slot.

Red: Gear.

Purple: Non-combat equipment used for trading between quests.

Grey: Traps. Triggered when drawn during a search. They cannot be bought or sold. When drawn outside of a search action, return them to the pouch with no effect and draw a new token.

Store **common** (green) items in the token pouch. Store **uncommon** (yellow), **rare** (blue), and **exclusive** (white) items separately. Tokens discarded after use should be returned to the appropriate supply (the pouch, or their separate bags).

Size does not matter when drawing equipment tokens. Large items (rectangles larger than 15mm square) are never put into the token pouch and are used when specified.

SKILLS

Each skill is represented by a coloured icon. On an adventurer's **class board** or adventurer board, mark the spaces around each icon to record proficiency with that skill, from level 1 to level 3. All skills have a maximum level of 3.

Adventurers may only spend skill pegs once per round. Reaction skills do not count towards this limit. Unless stated otherwise, skills must be used during a character's turn.

Some skills grant actions before or after regular actions, and do not count towards your actions for the turn. Some skills are used during other actions.

To use a skill, you must:

1. Select which skill you want to use and at which level, up to the level available on your board.
2. Remove a number of skill pegs from your dashboard equal to the skill's level.
3. Carry out the action listed in the skill section for that skill.

If a skill contradicts anything in the core rules, the skill's description takes precedence.

Skill pegs can also be spent for other reasons, such as to gain effortless actions. This counts towards the once per round limit.

PASSIVE SKILLS

Once a character has the relevant level of a passive skill, or above, the rule is always in effect, and does not require any skill pegs to use. Passive skills can still be used if a character has no skill pegs remaining.

REACTIONS

Reaction skills are usually used outside of your turn, reacting to an event or attack made by another character. The trigger condition for each skill's use is in its description. This condition, or any action currently being taken (for example an opponent making an attack) must be fully resolved before your skill is used. The skill must then be used immediately, before regular play resumes where it left off.

One reaction skill can be used per round, even if your character has already been activated this round, and even if you have already used a skill.

BETWEEN GAMES

Some skills are used between games, but skill pegs must be used as usual. The phase they can be used in is marked in **bold**.

Adventurers that took part in the most recent quest need to have pegs spare; those that did not will have access to their full amount. If not used between games, excess skill points are wasted.

There is no limit on the number of skills that can be used between games, but an adventurer may use up to a number of pegs equal to their rank.

DUPLICATE SKILLS

If you have a duplicate of a skill, add the levels together, even if the total is higher than the character's rank.

Sometimes these skills might be in your armour slot, and putting armour on may reduce the level of a skill available to a character, even if they also had it on their class board.

DEFEATED CHARACTERS



Place a defeated adventurer miniature on its side, and place an **assistance counter** next to them to remind you that they are not just prone. They keep any status counters, but these are not resolved while they are defeated. Defeated adventurers can usually never be targeted by an enemy or effect, or selected when a rule calls for a random adventurer.

REVIVING CHARACTERS

Rest actions, items, skills or spells that restore **HEALTH** can be used to revive a defeated adventurer, but they must be used by *another* adventurer in contact, who can take the item from their own supplies, or from the defeated adventurer's inventory or armour slot.

A revived adventurer restores the specified amount of **HEALTH** and removes the assistance counter. They are left prone, but can activate as normal in the current round, if they haven't already.

GRAB A LEG

If the party can't heal their comrades, defeated characters can also be carried or dragged off the gaming area.

ROB THEM BLIND

Other adventurers in contact with the defeated adventurer can make a **search** action as if the adventurer were a searchable terrain piece, taking any items they want from the character's inventory. Leave any discarded items next to the defeated adventurer.

END OF A QUEST

In a campaign, characters left defeated at the end of a mission must escape or be rescued. If any of their equipment was stolen during the game, they do not get it back.

LARGE AND SMALL BASES

Large miniatures are placed onto the gaming area straddling 4 squares instead of 1, and to take up the entirety of those squares. There are 8 surrounding spaces in contact with them instead of the usual 4.

When a large model is engaged with a regular model, either of them may move 1 square to the side without leaving contact, without triggering an attack of opportunity.

When moving, choose one of the squares the large character is in and count the squares of movement from that point. Regardless of its base size, the character may move through single-square gaps and doorways, but may not end their movement on top of terrain or straddling a doorway.

They may end their movement on top of other characters, provided the other characters are smaller and there is space to push them away to make room. If there is no space for characters to move back, the large character may not enter that location.

Large characters may draw LOS from any of the squares their base covers.

Small miniatures can end their move in the same square as other friendly small-based characters (to a maximum of 4 per square). Enemy characters can move through them, but not end their move in the same square.

Each character acts and is treated as if it occupies the whole square, and each gets an attack of opportunity if an enemy leaves contact. Each character is targeted separately by attacks, though area effects hit all characters within a square equally.

MOVING OBJECTS

Crates, chests, weapon racks, tables, chairs, and barricades are moveable and have a **SIZE**.

To move an object, an adventurer must be in contact with it, and neither the adventurer or the object can be in contact with an enemy. The adventurer can then move, moving the object alongside them.

Characters can move objects smaller than themselves with no penalty, but cannot move objects 2 or more sizes larger than themselves. **If the object is the same size**, move 2 squares fewer (2 adventurers in contact with such an object can move normally, but the one not currently taking their turn becomes *fatigued*). **If the object is 1 size larger**, it can only be moved with 2 characters (moving 2 squares fewer) or 3 characters (no penalty).

SCATTER


To determine a **random direction**, roll the magic die and refer to the arrow on the die face. To **scatter**, move the item or character using the number and direction shown. It will move as far as it can before being stopped by a wall, model, or other obstruction. If it is already in contact with an obstruction and must move toward it, move it away instead.

To move or measure not in line with the squares, follow the closest possible route; with equally valid routes the first player decides.

DARKNESS

Darkness only applies when specified, but players may agree to use these rules in any quest.

If only certain rooms are affected, mark them with a **darkness counter** (☾). If the whole gaming area is dark except for certain rooms, use the light side ☽ of the counter instead. Only 1 counter may be in a room.

- Characters can only draw LOS up to short range into or through an area of darkness against targets in that dark area. Any target further than short range from the edge of a dark area cannot be seen by those outside it.
- All attacks targeting a character in the dark roll 1 fewer die and forceful hits cannot be made.
- Characters in the dark cannot make general search actions.
- All climb and jump actions made in the dark risk falling, regardless of height or distance. Roll a combat die: on a  the character falls, resolved from their starting position.
- All characters' safe distance for jumping is 0 when in the dark.
- When NPCs are choosing targets, they will prioritise a visible character in the light over a closer one in the dark.

Anything within short range of a source of fire is in the light, and can be targeted without penalty. Any character with the *night sight* rule ignores all the effects of darkness.

MAGIC

The first time an adventurer uses magic pegs in each round, add 1 blue peg to the dread tracker after resolving the effects. NPCs do not add pegs to the tracker.

Whenever an adventurer (not an NPC) spends magic pegs, whether casting a spell, using a magical item, or anything else, the magic die must be rolled:



Mental overload: Discard any pegs used at this time with no effect. The character becomes *fatigued*. If this roll was from a spell cast via an item, instead of fatiguing the character the item is broken and cannot be used again this game.



Mental stability: No further effect.



Mental recovery: After any current effects are resolved, the character restores 1 magic peg.



Withering blast: After any current effects are resolved, all other characters (friend or foe) within 2 squares and LOS of this character are moved 1 square directly away (if possible, and with no attacks of opportunity) and are laid prone. Affected characters may spend a skill peg to keep their footing and ignore this effect.



Radiating aura: After any current effects are resolved, this character and all characters within 2 squares gain 1 magic peg (this may exceed their starting value).



Unstoppable! Resolve the current effects as if 1 additional peg had been spent, even beyond any stated maximum for the character, effect or spell. If this result was rolled when casting a spell against an enemy, it cannot be resisted.

The magic die is only rolled once per action/effect. If a rule causes you to spend further magic pegs while still resolving the initial action, do not roll again. If a rule tells you to discard a magic peg rather than spending it, do not roll the magic die and don't add any pegs to the tracker.

SPELLS

Maladaar classes come with a reference card detailing all the spells that character can learn. Each spell is colour coded to match its type: **proximate**, **vicarious**, **elemental** and **forbidden**.

Characters learn spells in the same way as gaining skills, by spending experience on them. When a character learns a spell mark its space on the reference card: they may then use it.

Other characters have access to individual spells indicated by icons in a similar way to skills. These individual spells may be on their character board, class board, or items they carry.

Some spells are **passive** (their effects are always available for use), and others require an action (Ⓐ) or an effortless action (⓪) to cast. **Proximate** spells affect the caster themselves. All other spells require a target within medium range and LOS.

Spells that require an action cannot be cast when engaged. Passive and effortless spells can be cast as usual. There is no limit on the number of spells that can be cast per round.

Many spells have a **casting value** (X): this is the power of the spell and relates to the number of magic pegs spent to cast it. If a spell does not have a value, only 1 peg must be spent, although you may choose to use more to prevent the spell being resisted. **A character may use any number of pegs up to their current rank each time they cast a spell.** A character's magic pegs can never exceed their starting value.

To cast a spell:

- Select the spell you want to cast.

- Decide how much power you want to use for the spell and spend X magic pegs from your dashboard, returning them to the supply. Discard additional pegs if your character has physical armour ⓪.
- Roll the magic die.
- Carry out the action listed on the reference card with X equal to the number of pegs spent, applying any *mental overload* or *unstoppable!* results as applicable.
- Resolve any other effects of the magic die roll. If this is the first time in the round that an adventurer has used magic, remember to add 1 peg to the dread tracker.

PHYSICAL ARMOUR

A character wearing physical armour while casting a spell must discard additional magic pegs equal to the highest ⓪ value in their armour slot. These pegs do not count towards X or any other limits or requirements relating to the spell.

Other uses of magic pegs such as *channeled* items are unaffected by physical armour.

RESISTING MAGIC

A character directly targeted by a spell may spend a number of their own magic pegs (up to a maximum of their rank) to reduce its power. This is decided after the magic die has been rolled for the spell, but before its effects are applied. Reduce the casting value of the spell by the number of pegs spent before applying its effects. If the casting value is reduced to 0, the spell has no effect. If a spell targets multiple characters, each resists it individually, and only reduces its effect against themselves.

As they are spending pegs, an adventurer resisting a spell will also roll the magic die.

MAGICAL ITEMS

Some items grant a character magical armour or a magic-related ability or skill. This will be shown by icons on the token.

Others items require the user to **channel** ⚙️ to unlock their powers: at least 1 magic peg must be spent when the item is used to activate the associated abilities.

Some items are imbued with a spell that can be used as if the character knew it themselves. In this case, the *mental overload* result on the magic die applies to the item, not the user: instead of fatiguing the user the item will be broken.

MAGICAL ARMOUR

This icon ⓪ allows a character to activate magical armour. The character must spend an action and up to the number of magic pegs shown to become **warded**, taking a counter showing the number of pegs spent.

The token must be rotated 180° to mark it as active (it cannot be used in this position). The character now has a magical armour value equal to this number. Multiple items and effects may be used to increase this value.

While active, the character deflects incoming hits up to this value in the same way as physical armour. However:

- The user can boost its strength. If they take more hits than the armour's value they may spend any number of magic pegs to block additional hits (1 hit blocked per peg spent). The user will then become *fatigued*.
- Magical armour with a value higher than 1 must be maintained by the user. In the assessment phase, the user must either discard a magic peg or become *fatigued* for each point on their warded counter after the first. If they do not, their warded value must be reduced accordingly.
- If the user takes damage or becomes *stunned* their warded counter is removed and all tokens with the magical armour ⓪ icon are rotated upright.

NPCs AND MAGIC

NPCs do not add magic pegs to the dread tracker or roll the magic die when they spend magic pegs.

NPCs with magical armour arrive with the relevant *warded* status in place. do not need to maintain their armour regardless of value, and always boost their armour while they have pegs remaining.

When resisting spells, NPCs always spend as many pegs as are required to cancel/reduce its effects while they have pegs remaining, up to their rank as normal. If they do not have enough pegs to reduce or cancel a spell's effects, they will not resist.

FORBIDDEN POWER

Forbidden power uses the **forbidden die** in place of the magic die. The forbidden die is used for all purposes by adventurers with the *unsanctioned* ⚡ ability, and for all adventurers when casting forbidden spells or channelling forbidden items. Rules that affect the magic die apply to the forbidden die.



Mental degeneration: This character becomes **corrupted**. Any item used for this spell/effect is broken. Then, the character may discard an additional magic peg to resolve the chosen effects as normal. If they do not, they instead unleash a blast of energy against the next closest character to the original target (friend, foe, or the caster themselves), or the original target if there is no other eligible to suffer the effect. That character suffers an attack with X dice, *bludgeoning* ⚔️ and *sharp* 🗡️.



Mental instability: This character becomes **corrupted**.



Focus required: After any current effects are resolved, the character restores 1 magic peg and then becomes *fatigued*.



Mental recovery: After any current effects are resolved, the character restores 1 magic peg.



Mental resurgence: After any current effects are resolved, the character restores 2 magic pegs (regardless of their starting or potential value).



Siphon power: After any current effects are resolved, roll a combat die for each other character (friend or foe) within short range, if any. If any hits are rolled, they lose 1 magic peg (if they have any) and this character gains 1 magic peg if possible (regardless of their starting or potential value). On a critical hit, they also lose 1 **HEALTH** and this character gains 1 **HEALTH** (regardless of their starting or potential value). On a ⓪ this character becomes *fatigued*. On a blank there is no effect.

CORRUPTION

When a character becomes corrupted, swap the leftmost green health peg in their dashboard for a black one. The number of black pegs an adventurer has is their **corruption level**.

While an adventurer has any black pegs in their dashboard, if they become *stunned* they also become **corrupted**: swap another peg.

If at any point all of an adventurer's health pegs are black, they **lose control** after the current active effect is resolved.

Only characters with dashboards can become corrupted and lose control. Other creatures are too simple-minded to be affected. There are many ways to be corrupted. Any character with black health pegs is subject to the effects of corruption, even if they do not use forbidden power.

LOSING CONTROL

When a character loses **control**, restore their magic pegs to their starting level unless already higher and remove all status counters.

The character can no longer be controlled by their player. Instead, they become an NPC, following all normal NPC rules and acting in the NPC phase, starting from the current round. When activated, they follow normal NPC activation rules, considering all other characters (including their own party) to be enemies.

Whenever possible they will indiscriminately fire **energy blasts**. They gain the ability to make ranged attacks with 3 dice, *bludgeoning* ⚔️ and *sharp* 🗡️, at up to medium range. Each time they do this, discard 1 magic peg from their dashboard. They will not use any non-combat abilities.

The character remains out of control until:

- The last magic peg is discarded from their dashboard.
- They are *stunned*.
- They are defeated.

If the character is not defeated when they regain control, swap their rightmost black health peg for a green one. They can then be controlled as an adventurer as normal (starting from the current round if applicable).

UNBRIDLED POWER

Before rolling when casting a spell or using a channelled item, an adventurer may choose to increase X by any amount up to their corruption level, without spending additional pegs.

They must use the forbidden die for the subsequent roll and deduct that same amount from the roll before resolving the result. X cannot be 0: at least 1 peg must be spent to cast the spell.

LONG-TERM CORRUPTION

Each time a character loses control, cross out the leftmost health space on their character board. For each crossed-out space, the character will start each subsequent game with their leftmost health peg already swapped for a black one.

If all of a character's current health spaces are crossed out, the character is permanently lost and is removed from your party.

If the character remains out of play for an entire quest, they may restore the rightmost crossed out **HEALTH** space on their board.

UNSANCTIONED MALADAAR

Characters exposed to this forbidden power and lacking standard magical training have the ⚡ icon and are subject to these rules:

- They use the forbidden die for all their magic, whether casting a spell, resisting a spell, using a magical item, or anything else.
- While unengaged, as an action they may discard 3 magic pegs to use **purification 1** 💧. Swap their rightmost black health peg with a green one. They may also do this while resting without spending an action.
- Once per round, they can corrupt themselves to either **take an action** or **use a skill**, spending 1 fewer peg (this does not count against their skill limit for the round).
- If left for dead after a game, they cross out a health space on their board exactly as if they had lost control.

ENDING A QUEST

Unless stated otherwise in the briefing, a game ends immediately when all adventurers are either defeated or are safely back in their staging area. Then resolve the *After the Game* rules.

If a party was entirely wiped out (all of their adventurers were defeated), that player automatically loses. Otherwise, if the primary objective of a quest is completed, the players that completed it won. If it was not, all players have lost.

In a multiplayer game, if multiple players completed the primary objective (or nobody did), you can still determine a winner if you wish (the player who one the most or lost the least).

TERRAIN

The range ruler in the box has markings along one side 1 square/1 inch apart and will allow you to measure vertical distances as well as horizontal ones.

ROUGH GROUND

When a character first enters a square of **rough ground** during a move action, roll the magic die.

If you roll lower than the rough ground value, the character is laid prone. If you roll equal to the rough ground value, the character's Move action ends. If you roll higher than the rough ground value, the character may move additional squares equal to the difference, up to the character's usual maximum.

Characters cannot **dash** into or out of a square of rough ground.

Abilities such as *fast* apply as normal, and the abilities *fly*, *scramble* (or characters risking a jump) may possibly ignore the rough ground altogether. If any ability reduces a rough ground value to 0 or lower, characters do not have to roll at all and can move and dash normally.

CLIMBING

Stairs are climbed as part of normal movement. A **ladder** in contact with a character can be climbed up or down at a cost of 1 action for each level (height of a wall) climbed, as long as there is space at the other end of the ladder to place the character.

Objects up to 1 square/inch high can be climbed onto or off of as an effortless action (if the miniature can be balanced on top).

It requires an action to climb over an object that is less than 1 square in width (eg, a barricade). Place the character on the other side of the object.

Other objects can still be climbed if all players agree, requiring a number of actions based on their height and perceived difficulty, as agreed by all players. You may decide that there is a chance of falling, using the magic die and following the falling rules.

JUMPING

A character standing at the edge of an object or level may jump down as an effortless action. You can also jump across open spaces such as pits if you have enough movement to reach the other side.

All characters have a safe distance (1 square/inch unless stated otherwise) at which they can jump down and/or across without risk. For distances beyond this, roll 1 combat die per square/inch. Any ☹️ means the jump has failed and the character **falls**. Otherwise the jump was successful: place the character at the bottom of the drop/on the other side of the gap.

If jumping across and down, add the horizontal and vertical distances together to determine how many dice to roll.

A character may jump down a drop of any height, but no character can jump across a gap wider than 3 squares/inches beyond their safe distance.

FALLING

If a character falls, place them prone in the closest empty square below the point they jumped from. They suffer an attack with 1 die for every full square/inch of height they fell and with the *bludgeoning* rule.

WALLS

Wall panels are solid and immovable, completely block movement and LOS, and cannot be destroyed. The edge of the playing area is a wall for rules purposes.

If a wall is placed diagonally, the squares underneath it are impassable unless a character has a small base, in which case a single character can fit in the half square.

WINDOWS AND OPENINGS

These wall panels block movement and prevent melee attacks, but do not block LOS. Characters can be targeted through them and ranged attacks can be made from one side to the other (possibly with cover penalties).

Players should agree whether openings are large enough to be climbed through or fought through in any way.

DOORS

Unless stated otherwise, all doors start the game closed and unlocked. When closed, doors block movement and LOS in the same way as a solid wall.

Once opened, the squares on either side of the doorway are in contact as if the wall panel was not there, and LOS can be drawn through the doorway. The door still blocks LOS or provides cover to characters behind the door.

Opening or closing a door is an effortless action for an adventurer when in contact with the doorway and unengaged. Change the door's position as appropriate; for double doors, open both sides.

NPC's do not make effortless actions and require a regular action to open a door in their path.

If a door straddles multiple squares, all squares at least partially touching the doorway are in contact and the door can be moved through from any of them.

Iron doors have higher armour values.

Large doors (eg, the Great Hall Entrance) require a regular action to open, and they have higher armour values.

Prison doors have higher armour values, but do not block LOS.

A **portcullis** has higher armour values and do not block LOS, but can only be opened using a separate lever or other mechanism.

Hidden doorways can only be opened in a certain way. When closed, they are considered to be a solid wall. Adversaries treat hidden doors like regular doors and can freely move through them, but they will leave them in the same state.

LOCKED DOORS

Locked doors must be unlocked or breached before they can be opened. Mark a door as locked by slotting a **lock marker** over the top of the wall.

Adversaries ignore locks. They must still open closed doors, but automatically remove any lock markers when doing so.

Some quests include locks with bespoke keys: the door can only be locked or unlocked using the key with the matching letter.

Any other ability that unlocks doors requires an additional peg to unlock a bespoke lock. Any ability that does not require pegs will require a skill peg.

SEARCHABLE TERRAIN

Searchable terrain pieces can be locked and unlocked like doors. No searchable terrain piece can hold more than 5 tokens at once unless stated otherwise.

GRAVE POINTS

Grave points are only used when playing with **revenant** adversaries. They do not block movement or LOS in any way and other than when adversaries are arriving through them they are treated like any other square.

Grave points covered by a terrain piece are ignored.

If playing against revenant adversaries on a gaming area that does not include these markings, place counters to represent them as detailed on the Malagaunt reference card.

If characters are knocked back or moved involuntarily over an edge in any way it is resolved as a fall.

TRAPS

SWINGING BLADES

Place swinging blades into the nearest empty slot in the wall section to the position they were triggered from. They affect a line reaching 4 squares from their position.

Any character that crosses this line (moving from any red square to any blue square or vice versa) for any reason must spend a skill peg or suffer a 3 dice attack with *sharp* ☞. This also applies to any character making a melee attack against a character on the other side of the line (including attacks of opportunity), or to any character or terrain piece dragged/pushed across the line. A terrain piece moved across the line that is not destroyed will jam the blade and remove it.

When a swinging blade is placed, place reminder counters on top of it, and remove 1 counter in each assessment phase. When the last is removed, remove the swinging blade.

PITS

Pits can be placed in any empty squares that are not in contact with entry points (even on grave points or underneath characters). The pit is 2 squares deep. Any character that falls into a pit suffers a 2 dice attack with *bludgeoning* ☞ and is knocked prone.

While on top of the pit marker, characters are inside the pit and below ground, and cannot see or be seen by any character not adjacent to the pit. They can only be engaged with or make attacks of opportunity against characters also in the pit with them.

Characters in the pit require a single action to get out. Place them in any empty square in contact with the pit and end their action.

Once placed, a pit remains in play. It may be jumped over, and characters can be pushed into it.

NETS

Place a **net marker** marking the character caught, who is suspended in the air. They are no longer adjacent to any other square and can be moved and seen through, although characters cannot stop in or arrive into the same square. They cannot be engaged and enemies will only target them for ranged attacks.

The trapped character cannot move and may only make attack actions (or any other action or skill that the players deem appropriate for use while trapped).

The trapped character may make melee attacks against the net, while other characters may make ranged attacks against it. It has no armour value and is removed if it suffers any damage. When it is removed, the trapped character falls to the floor, suffering a 1 dice attack with *bludgeoning* ☞ and being knocked prone.

SPECIFIC TERRAIN

ALARM BELLS AND GONGS

If an unengaged adversary activates within short range of a **bell**, add a purple peg to the dread tracker. This effect can apply up to once per dread band.

An adventurer may interact with a **gong** to make **noise** 📣, adding a purple peg to the dread tracker. Also, the distraction *fatigues* all enemies in medium range (regardless of LOS). This effect can apply up to once per dread band.

ARCANIST'S DESK

This will usually contain items detailed in the quest. It always starts the game locked and can only be unlocked using a key or item found in the same quest. Alternatively, a character may interact with it and spend a skill peg and a magic peg to unlock it.

NPC's cannot unlock or search the desk.

ALTAR AND PLINTH

These usually contain items detailed in the quest, and can usually only be opened in a specific way. They can block movement and provide cover.

BARRICADES

High barricades block LOS and movement, and low ones block movement to a lesser degree and provide cover. Barricades have an **ARMOUR** of 1 and need to be destroyed to clear a way through.

If the space in contact with an entry point is filled with a barricade, next time characters placed at that entry point would enter the gaming area, roll the magic die:

- 1-2: Place all waiting characters at the next active entry point clockwise. They do not enter play this round.
- 3-4: Remove the barricade. All waiting characters are *fatigued* (this will prevent them entering play if they only have 1 action).
- 5-6: Place all waiting characters at the next active entry point anti-clockwise. They do not enter play this round.

Only 4 barricades can be in play for each gaming mat being used. No more may be created until one is destroyed.

BOOKCASES

Bookcases can be searched: draw an **exclusive book** token from the supply, and mark the bookcase with a search counter.

CRUCIBLE OF RESURRECTION

Adventurers may interact with the crucible and choose one of these effects, spending magic pegs as applicable:

- Restore X **HEALTH** to yourself or any other character in contact with the crucible.
- Fatigue a character within med range of the crucible X times.
- Deal 1 damage to a revenant character of up to rank X within medium range of the crucible.
- Look at the top X+2 cards of the event deck and discard up to one of them; then shuffle the rest back into the deck.
- Spend 1 magic peg; if successful, take 1 **necrotic fluids token**.

Any character that rolls a **mental overload** result loses health pegs equal to the number of magic pegs spent.

FONT

A font is a source of water for rules that require it, and can be interacted with to remove a burning counter. Player may agree that the font contains **blessed water**. Once per game, an adventurer may interact with the font to immediately restore 1 **HEALTH** and take a blessed water token. Remove the water insert from the font to show that it's used up.

FORGE AND ARTISAN'S FORGE

If there are no enemies in the room, unengaged characters in contact with the **forge** may use the *Smithing* skill with 1 peg.

The **artisan's forge** works like a forge but the *Smithing* skill may be used with up to 3 pegs.

LEVERS AND WHEELS

Adventurers are usually required to interact with these objects to achieve their objective, as detailed in the quest.

LOOT PILES

When a **book pile** is searched, draw an exclusive book token from the supply and remove the pile from play. When a **coin pile** is searched, gain D6 guilders and remove the pile from play.

PORTABLE CRATES

Follow the rules for regular crates but can hold large items.

SCONCES & BRAZIER

Sconces can be interacted with to take a **torch** equipment token, or to discard an **arrows** token and replace it with a **fire arrows** token. Sconces and torches are both a source of fire for rules that require it.

Braziers can be lit or unlit by adding or removing the separate flame. An unlit brazier can be lit by interacting with it while holding an item with the 🕯️ rule, or by attacking it using a weapon with the 🕯️ rule and scoring at least 1 hit.

The flame on a lit brazier functions as a sconce for all purposes. The flame can be extinguished and removed, but the brazier base is not removed.

Sconces and braziers that are mounted high on a walls or on a ceiling cannot be interacted with unless the character has an appropriate *reach*, *fly*, *scramble* or similar ability.

TAPESTRIES & DRAPES

Adventurers may interact with a tapestry in an empty room to **hide** (mark with a reminder counter). They cannot be targeted by any enemy not in contact with them unless they are the only adventurer in play. While hidden they do not block LOS. Only 1 adventurer may hide behind each tapestry. If the adventurer leaves their current square or is targeted by any attack or effect, remove the reminder counter. If an enemy enters contact with them, remove the reminder counter and the tapestry.

Adventurers may also interact with a tapestry to take a **textiles token** and then mark the tapestry as searched.

TREASURE CHESTS

These ornately detailed chests are not searchable, and are not filled with equipment tokens. Instead, they must be dragged off the gaming area (use the rules for moving objects). If you get a treasure chest back to your staging area you may claim these rewards in the market phase:

- Roll 4 combat dice and receive 10 guilders for each hit rolled.
- Roll 2 combat dice and take 1 **tarnished trinkets token** from the pouch for each hit rolled, if available.

TOMBS

Once a tomb has been opened, leave the lid ajar. Open tombs are treated as a grave point for the rest of the game. Arriving characters are placed in any empty adjacent square.

WAR ROOM

Search to roll the magic die and mark them with a search counter. The **map** may be searched once and the **table** may be searched twice, re-rolling duplicate results.

- 1-2: You've found a shortcut! At the start of the next game, reduce the dread by the number rolled.
- 3: You've found a safe place to camp. In the next rest phase you may stay in the wilderness without rolling for its effects.
- 4: You've spotted an unguarded route back home. You may adjust left for dead rolls after this quest by up to 2.
- 5: There's another way out! Roll the magic die: you may use the entry point matching the number rolled as if it were a staging point. Re-roll if the result conflicts with the quest rules.
- 6: If this quest uses bespoke keys, take one at random from those being used. Otherwise, look through the token pouch until you find a map or a key and take it.

WEAPONS RACK

Weapons racks can be searched: randomly draw an uncommon weapon, and mark the weapons rack with a search counter. Terrain pieces incorporating weapon racks follow the same rules.

WELL

Wells are a source of water for rules that require it, and can be interacted with to remove a burning counter. The stone surround does not impede movement in any way.

A PLACE TO REST

An adventurer taking a **rest** action in a room with any of these terrain pieces may benefit from one of their effects.

FIREPLACE / FIREPIT STOVE

These are all a source of fire when lit.

Fireplace: The resting character gains 1 extra peg of their choice.

Firepit/stove: The resting character may double the effect of any rest item used.

BUNKS AND LATRINES

The resting character becomes **blessed**.

TRAINING EQUIPMENT

The resting character may gain 1 XP instead of the normal rest benefits, as long as they are not fatigued or prone. Each adventurer may receive this benefit once per game.

BARREL RACKS


The resting character may roll the magic die and apply the result:

- 1: The adventurer falls asleep and is *stunned*.
- 2-3: No further effect.
- 4: Restore an extra peg of your choice.
- 5: Fill all empty status spaces with bless counters.
- 6: The adventurer becomes aggressive but unfocused. Place 3 reminder counters on their board. While any counters remain, they roll +2 dice during melee attacks, but may not use skill pegs and subtract 1 from any magic die result when using magic. Remove 1 counter in each assessment phase.

MINES

MINE CARTS

Adventurers may interact to be placed on the cart. A cart can hold adventurers with a combined size of 2, with one of them at the back as the driver. Adventurers may interact again to get off: place them in an adjacent empty square.

While on board, the driver may interact to move the cart along the tracks in any direction. The first time it moves in a round it moves 4 squares. Subsequent consecutive actions move 7 squares. Any characters, items, or objects in its path are pushed aside into the nearest square and suffer an attack with *bludgeoning* , rolling 1 die if it's the cart's first move, or 2 dice if it's the second.

If a cart is de-railed, lay the cart on its side next to the track section. Everything inside is scattered.

In addition to event card effects, carts are de-railed if a terrain piece with **ARMOUR 2** or higher is on the track and the cart moves into it (resolve the attack as normal and then de-rail the cart); or a track section is missing (place the fallen cart in the first square where it would have moved if the track was intact).

Carts can also hold up to 5 equipment tokens and any number of ore counters.

ORE

Adventurers may interact with a rockface with an appropriate item to place an **ore counter** in their square. Players should agree on items appropriate for mining (picks, hammers, shovels, crafting tools etc). This causes **noise** for the purposes of the *sentries* rules.

Adventurers may interact with a pile of any amount of ore counters to move them to an adjacent square. The adventurer may move with the pile. If a container such as a hopper, cart, or lift platform is in the target square, the ore may be placed inside.

Ore can also be picked up using a normal effortless action and carried by an adventurer: discard the counter and add the matching ore token to the adventurer's inventory.

HOPPER

Hoppers can hold up to 5 equipment tokens and any number of ore counters. An adventurer may interact with the hopper to empty its contents into an adjacent space on a lower level (or another container within that space such as a cart).

MINING LIFT

Each platform can hold characters or moveable terrain pieces with a combined size of 2, as well as up to 5 equipment tokens and any number of ore counters.

Adventurers may interact with a docking mast, spending 2 consecutive actions, to move a platform from that mast to another, or from another mast to the one they interacted with.

SEWERS

Sewer channels are **rough ground 3**, and need to be navigated slowly or jumped over. They are also a source of water. If a character rolls a 1 on the magic die while moving through a sewer channel they are *poisoned*.

LAVA FLOWS

Lava flows are **rough ground 3**, and are a source of fire. Any character or terrain piece that moves onto a lava flow for any reason (unless they jump, fly or are thrown over it without touching it) becomes *burning*. Loose equipment tokens dropped onto a lava flow are destroyed.

DESTROYING AND BURNING TERRAIN


Terrain pieces that can be destroyed have a physical armour value. Attacks with *bludgeoning*  roll 1 additional die against terrain pieces.

Terrain pieces and doors can be destroyed by attacking them using the normal rules. Terrain may also be indirectly hit by blast effects. A single point of damage is enough to destroy a piece of terrain. They do not suffer status effects.

If a door is destroyed, leave it open and mark it with a **destroyed marker** It no longer blocks LOS in any way and cannot be closed.

If any other piece of terrain is destroyed, remove it from the game. If it was searchable, any items inside are placed on the floor where it was. One of these items chosen at random is destroyed along with the terrain piece. One of the remaining items chosen at random is **broken**. Any other items can be used as normal.

If not specified in the quest, agree before each game any critical terrain pieces or doors that cannot be destroyed, or any pieces that are particularly heavily or lightly armoured to suit the story.


Optionally, players may choose to set fire to terrain pieces. If using this rule, terrain pieces suffer **burning counters** in the usual way when targeted with a weapon or effect with the  rule. Also, a character with this rule may interact with a terrain piece to automatically add a burning counter.


In the assessment phase, instead of causing damage, add another burning counter to the terrain piece. If at the end of any assessment phase a terrain piece has a number of counters equal to or higher than its armour, it is destroyed.

Burning terrain pieces can be extinguished in the same way as an adventurer. Any character that interacts with or searches a terrain piece while it is burning suffers a burning counter themselves.

COMPANIONS

Companions can be hired in the market phase and do not count towards the 4 adventurer limit. You must assign the Companion a **master** whom they accompany. If that adventurer leaves the party, assign the companion a new master.

They are activated exactly like adventurers and are controlled by the player controlling their master, although the **creature**  icon may restrict their actions.

Companions without  may use any weapons or equipment they carry as normal, but may not use armour. Their boards have punch-out sections to hold equipment. Only the sections marked with a star can be punched out.

Companions do not have dashboards; they are defeated when the last **HEALTH** counter on their board is removed. They are not left in play once defeated and cannot be revived.

Companions have a flat upkeep cost of 1 guilder (if their upgrade slot is punched out) in each market phase. They have an XP track on their boards and earn experience in the same way (if they started a quest in your party; they do not gain experience for a quest in which they were summoned).

Once a companion's experience track is filled, punch out the upgrade slot in their board. You may then add up to 1 companion upgrade insert of your choice to this slot. Any unfilled space can be used as an extension of the companion's inventory.

You may also hire **apprentices** (adventurers without a class board) as companions. They can be hired at a quarter of their usual cost in the market phase. They have no dashboard, so their armour slot must be punched out and used as their inventory (they may use armour), and they will be defeated if they suffer any damage.

Apprentices gain experience, but the pre-filled spaces on their experience track are considered empty and must be marked again. Once an apprentice has filled the first row of their experience track, they become a fully-fledged adventurer: wipe their experience track clean, assign them a class board, and allocate their starting experience exactly as if you'd just hired them as an adventurer.

SENTRIES

Quests may specify the use of these rules, or they can also be added to other quests if players agree. When using these rules, remove the adversary and adversary commander event cards from the event deck.

PATROL ROUTES

At the start of the game, place the 6 **patrol point markers** in the positions shown on the patrol route. These do not block movement or LOS and cannot be interacted with in any way.



SENTRY ACTIONS

At the start of the quest, adversaries only target enemies in LOS, or **noise** in short range. If they cannot see an enemy, they instead use their actions to move towards the next patrol point clockwise from their current position.

If they gain LOS to an enemy or enter within short range of noise during their move, they target that enemy/noise for the rest of their turn. Adversaries will not attack enemies further than short range away until the alarm is raised

NOISE

Noise is represented by reminder counters. Adventurers may spend an effortless action to make noise, placing a reminder counter in their position. Noise is also made automatically whenever:

- A non-adversary character rolls any blunders  in any roll.
- An item with the **loud**  icon is used.
- A terrain piece suffers an attack.
- A non-adversary character moves for a second or subsequent time in their turn. The counter is placed at the end of the move.

Noise counters are discarded if an adversary enters their square. Otherwise they are discarded in the assessment phase.

RAISING THE ALARM

If any adversary has LOS to an enemy (including NPCs) within short range at the start of any adversary phase, the alarm is raised. The alarm is also raised immediately if an adversary is ever within short range of 3 or more noise counters.

An adventurer engaged with the alerted adversary may spend a skill peg to prevent this.

When the alarm is raised, immediately raise the dread by 1 for each non-adversary character in play. Shuffle the set aside adversary and adversary commander cards into the event deck. For the rest of the game, all adversaries revert to the normal targeting rules.



ACTIONS

MOVE

Move up to 4 empty squares (-1 square if **wounded**). **No character may take more than 3 move actions on their turn.** If you leave contact with any enemies, all standing, engaged, un-fatigued enemies may make a free **attack of opportunity**.

ATTACK

Choose a **target** and roll your weapon's **combat dice**. The blue die is always rolled; extra dice are red. 🎲 are **hits**. 🎲 is a **critical hit**, counts as 2 hits, and may have additional effects. 🎲 is a **blunder**. Apply any modifiers such as **cover** or **armour**.

🔪 weapons can make a **forceful hit**. Roll 1 extra die, but on 2 or more 🎲, the weapon **breaks**.

Cover does not apply to melee attacks, but armour does. Standard melee hits ignore 🎲.

Ranged attacks: The target must be in range and LOS and cannot be engaged with your character. If you are engaged with any enemies, they may make an **attack of opportunity** after your shot is resolved. Roll dice based on your weapon's range. **Partial cover reduces the number of hits by 1.** To fire with an **arrows/shot** icon, you must have a matching ammo token. **If you roll 🎲 on the blue die**, you run out of ammo.

SEARCH

Characters may only search while unengaged. A character may also make a **general search** of a room with no enemies in it. Each room can only be searched once. **Only 1 trap is triggered per search action.**

KNOCK BACK

Roll 1 die, plus dice equal to your unarmed combat value. For each hit, push the defender 1 square directly away. **On 3+ hits, the defender is then knocked prone.** Armour has no effect. You may follow up to remain adjacent to the defender. If you roll more 🎲 than hits, you **stumble**: the target can make a free **knock back** action against you.

PERSUADE

The NPC must be in short range and LOS, and neither of you can be engaged with any other enemy. **If the NPC is not in contact increase dread by 1.** Roll dice equal to your original **SKILL** stat. The NPC's **PERSUADE** works like armour, modifying your roll.

INTERACT

DON/REMOVE ARMOUR

STAND UP

CAST SPELL

Increase dread by 1 following the first use of magic by an adventurer each round.

REST

A character can only rest when there are no enemies in the same room or within short range and LOS, and they are not **burning**. They may have started the turn prone and/or fatigued. **Resting requires 2 consecutive actions** in the same round. When a character rests, they may remove all fatigued counters; restore 2 magic pegs; restore 1 health peg or 1 skill peg; remove 1 wounded or poisoned counter, and stand up, if prone.

EFFORTLESS ACTIONS

One effortless action can be made for free. Effortless actions may also be taken any time you could take a standard action. **You may also spend a skill peg to use an additional effortless action**, but this counts as your skill use for that turn.

Effortless actions include **dashing**, **laying prone**, **using an item marked ☑**, **casting a spell marked ☑**, **opening or closing a door**, **throwing an item**, **picking up**, **dropping or swapping a single item**, and **giving**, **taking** or **swapping an item with an adjacent character**.



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ORDER OF PLAY

1. DREAD PHASE

Add 1 black peg into the first empty space on the dread tracker.

If the dread level reaches **doom**, flip the associated adversary board over and use its increased stats.

From round 2 onwards, **the first player draws an event card**. Resolve the effects for the current dread level, then discard.

2. ADVENTURER PHASE

Starting with the first player and continuing clockwise, players take it in turns to activate one of their unactivated adventurers and take actions with it, then mark it with an **activation counter**.

An adventurer's **ACTION** 🎲 stat is how many actions they can take in a turn. The most common actions are **move**, **ranged attack**, **melee attack**, **search**, **knock back**, and **persuade**. You can also take 1 **effortless action** per turn.

Prone characters cannot take any actions other than to **rest** or **stand up**. **Defeated** characters cannot take any actions at all until they have been revived.

3. ADVERSARY PHASE

1. ARRIVAL

Start at the top of the current dread tracker band, and work down the list: if an icon is followed by a number, that many characters arrive; if it is followed by a die icon, roll that die.

Adversaries arrive at a random location (roll separately for each type), just off the gaming area next to their entry point.

If the **risen from the grave** icon is rolled on the revenant die, each adversary is immediately placed on the closest **grave point**. Subsequent arrivals are placed at the next nearest point.

If you need to roll for an adversary but there are none of that type left, use the next lowest ranked adversary character.

2. ACTIVATION

All adversaries on the board activate, starting with the highest rank and continuing to the lowest. If the adversary **commander** is in play, they always take their turn first.

4. NPC PHASE

All non-adversary NPCs controlled by the game activate, starting with the highest rank and continuing to the lowest.

1. ARRIVAL

NPCs usually arrive via the event deck, and are placed next to an entry point and move onto the gaming area in this phase when it's their turn to activate.

2. ACTIVATION

Once the NPCs are all on the board, activate them as normal.

5. ASSESSMENT PHASE

- Remove all activation counters.
- Check and resolve (if applicable) all status counters.
- Any other effects that happen at the *end of the round* happen now. Resolve any reminder counters in play, if applicable.
- The next player clockwise around the table becomes the first player for the following round.

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- The next player clockwise around the table becomes the first player for the following round.

STATUS EFFECTS

Characters can have any number of fatigued counters, up to 3 blessed counters, and 1 at a time of all other status types.

Characters with dashboards can have up to 3 status counters in the 3 slots. Ignore further status effects unless they replace a blessed counter. Characters without a dashboard have no limits to status effects. If you have multiple counters, choose the order to apply/remove the effects. Status counters stay on defeated adventurers, but are not resolved again until they are revived.

BLESSED



Blessed characters may remove a blessed counter to do one of the following. Only 1 counter may be expended per roll/action/effect.

- Re-roll any die used for any action/effect on behalf of them.
- Force a die re-roll from attacks/effects targeting them.

If a blessed character has all their status slots filled and suffers another status effect, it replaces one of their blessed counters.

BURNING



In each assessment phase, this character loses 1 HEALTH. While burning, they are a source of fire, all their attacks have the rule, and they cannot rest.

Spend 2 consecutive actions in the same round to remove a burning counter. Other friendly characters in contact can contribute any number of actions towards this total, but they each suffer a fatigued counter. Alternatively, the character may interact with a source of water to remove a burning counter.

CURSED



This character must re-roll 1 successful die of their choice in each roll, before resolving any other re-roll effects.

A successful die is an attack die that scores any hits, or a 2+ when using magic. For other rules that use dice rolls any positive result is a success. Dice rolls that do not result in success/failure are not affected. The blue combat die may not be re-rolled if there are eligible red dice.

Remove the curse instead of re-rolling if you roll a critical hit or an unmodified 6 in any roll where the curse would apply, including on a die that has already been re-rolled. If a character is blessed, remove the cursed counter instead. If a blessed character is cursed, remove the blessed counter instead.

FATIGUED



When this character's turn begins, unless they rest, they must spend actions to remove these counters before doing anything else (including removing other status counters). Being fatigued prevents the character from making attacks of opportunity but does not impact actions taken outside of a character's turn (eg, reaction skills).

If a character ever has more fatigued counters than they do actions on their character board, remove all fatigued counters and the character is *stunned* instead. Fatigued counters do not take up a slot on a character's dashboard.

POISONED



In each assessment phase, roll the magic die. On 1-2, the character loses 1 HEALTH. On 3-4 they lose 1 SKILL peg (or HEALTH if no skill pegs remain). On 5, they are *fatigued*. On 6 remove the counter.

STUNNED



This character cannot take actions, use skills, spend magic pegs, or voluntarily do anything, and will miss their next turn. They cannot become *fatigued*.

When it is the character's turn, instead remove the stunned counter and mark them as activated for the round.

TERRIFIED



When a terrified character takes their turn and has at least 1 action remaining after removing any fatigued counters, they will flee.

They spend all available actions moving as far away as possible from enemies (provoking attacks of opportunity if engaged). They will not engage enemies, but will run through and be affected by hazards.

If surrounded, the character may stand still or move just a short distance and do nothing further. If there are no enemies in play, they will instead move towards their staging point (or the nearest entry point in the case of NPCs).

Once these actions have been completed, remove the terrified counter and mark them as activated for the round. While terrified, characters are affected as if *stunned*. However, at any time, during their turn or otherwise, they may spend a skill peg to remove a terrified counter.

WARDERD



The warded counter's value is its magical armour (forcefield), and must be maintained in the assessment phase. Effects may modify this value (change the counter). If an unwarded character must increase their warded value, give them the appropriate counter.

WOUNDED



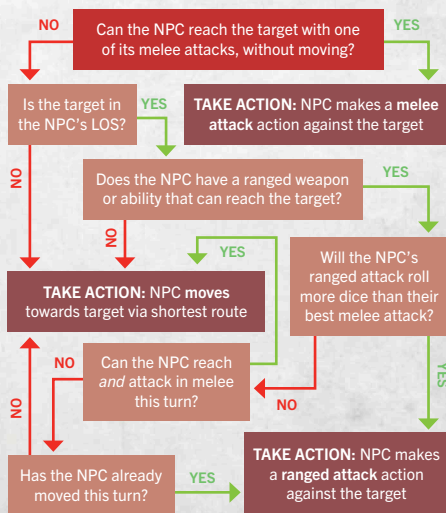
This character moves 1 square fewer. Also, in each assessment phase, roll the magic die. On 1-3 the character loses 1 HEALTH.

NPCs AND STATUS EFFECTS

Fatigued NPCs use their actions to remove the counters before doing anything else. Stunned, wounded, poisoned, burning or terrified NPCs suffer the effects without any attempt to remove the counters.

Blessed NPCs always remove blessed counters to re-roll for their attacks or force a re-roll of any attack die that causes a hit against them (prioritising red dice) until no counters remain, and will not re-roll any other results. Warded NPCs arrive with that status already in place; it can be lost as normal.

NPC AI ACTIONS



STATUS EFFECTS

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TERRIFIED



When a terrified character takes their turn and has at least 1 action remaining after removing any fatigued counters, they will flee.

They spend all available actions moving as far away as possible from enemies (provoking attacks of opportunity if engaged). They will not engage enemies, but will run through and be affected by hazards.

If surrounded, the character may stand still or move just a short distance and do nothing further. If there are no enemies in play, they will instead move towards their staging point (or the nearest entry point in the case of NPCs).

Once these actions have been completed, remove the terrified counter and mark them as activated for the round. While terrified, characters are affected as if *stunned*. However, at any time, during their turn or otherwise, they may spend a skill peg to remove a terrified counter.

WARDERD



The warded counter's value is its magical armour (forcefield), and must be maintained in the assessment phase. Effects may modify this value (change the counter). If an unwarded character must increase their warded value, give them the appropriate counter.

WOUNDED



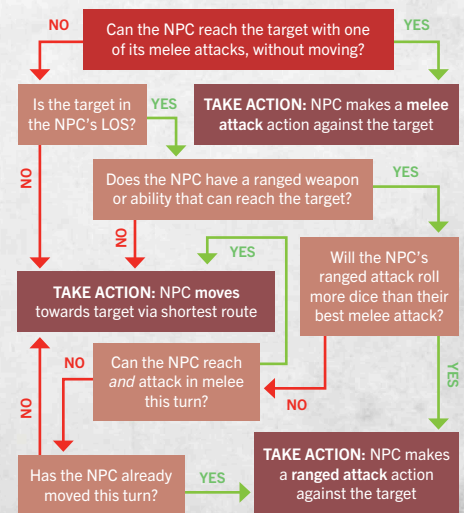
This character moves 1 square fewer. Also, in each assessment phase, roll the magic die. On 1-3 the character loses 1 HEALTH.

NPCs AND STATUS EFFECTS

Fatigued NPCs use their actions to remove the counters before doing anything else. Stunned, wounded, poisoned, burning or terrified NPCs suffer the effects without any attempt to remove the counters.

Blessed NPCs always remove blessed counters to re-roll for their attacks or force a re-roll of any attack die that causes a hit against them (prioritising red dice) until no counters remain, and will not re-roll any other results. Warded NPCs arrive with that status already in place; it can be lost as normal.

NPC AI ACTIONS



ICON REFERENCE

+X dice: The attack may roll an additional number of dice equal to the number of pips spent.

Ammunition: A character firing this weapon must have a gear or armour token of the matching type to fire it.

Throwing stars are a weapon in themselves and do not require a separate gear token; the token itself is discarded if they run out.

Balanced: This weapon rolls +1 dice when thrown.

Bludgeoning: If this attack rolls a critical hit, the target is **fatigued**, even if no damage was caused. The target suffers 1 additional fatigued counter for each damage caused. This attack rolls 1 extra die when attacking terrain pieces.

Book: In the next market phase after obtaining this item, roll the magic die. If the token is uncommon, add 1 to the roll. If the token is rare or exclusive, add 2.

1-2: The book is worthless; discard it. **3-5:** The book is sold for 1 experience. **6-7:** An adventurer of your choice gains 1 experience. Discard the book. **8:** Add 1 random relic resource token to the token pouch and discard the book.

Burning: If this attack rolls a critical hit, the target is **Burning**, even if no damage was caused. Equipment with this icon is considered a source of fire.

Camouflage: This character can only be targeted by ranged attacks from within short range.

Channel: This icon is seen alongside other stats or abilities. At least 1 magic peg must be spent to use the stat/activate the ability. If an ability has an X value, additional pips may be spent to improve the effect.

Forbidden channel: As above, but the forbidden magic die must be rolled instead of the regular magic die.

Cleave: If this melee attack defeats an enemy, you may resolve the same attack against another eligible enemy, removing 1 hit. You may continue to do this until you fail to defeat an enemy or there are no eligible enemies remaining.

Crafting - Resource: This item is used as an ingredient for crafting. The letter and colour determine the resource type. Numbered items are used to craft unique relics.

Creation: Unless stated otherwise, this character cannot open doors, search, use equipment or interact with terrain.

Cumbersome: If this attack rolls any and is not broken, turn the token 180° and it cannot be used. Make an effortless action to ready the weapon for use again. Cumbersome weapons cannot be thrown.

Curse: If this weapon rolls a critical hit, the target is **curse**d, even if no damage was caused.

Darkness/light: Treat this item as the appropriate counter. It will move with any character carrying it, affecting the area in short range. If the item is discarded when it resolves, place the counter in the room instead.

Defensive re-roll: The character may force 1 die to be re-rolled from any attack made against them (unless it ignores physical armour). Critical hits cannot be re-rolled.

Discard: When used, return this item to the supply.

Effortless: This item can be used as an effortless action.

Entangling: If this attack causes any hits, the target is **fatigued**. On a critical hit, the target is knocked prone. These effects apply even if no damage was caused.

Fast: This character can move X additional squares when making a **move** action. If they have ability from multiple sources, use the highest value.

First strike: When this character enters within melee range of an enemy (including when placed or when a door opens), it gets an immediate **free melee attack** action.

Fly: This character gains **scramble**, ignores the first hit of any attack of opportunity, and cannot be knocked prone (but are other parts of a rule can still make them prone).

Hawkeye: This attack ignores partial cover and can fire at engaged characters at any range without randomisation.

Hazardous: When used, roll the blue die. On a hit, the item's normal effects are applied. On a blank, the user suffers the effects shown instead. On a blank, no effects are applied.

Hidden location: Draw the *hidden location* card with the matching number and return the token to its supply (pouch for common tokens, separate bag otherwise).

Hit and run: After making a melee attack, if this character is still engaged it makes a **free move** directly away from the defender, ignoring attacks of opportunity, if there is space. It will not engage other enemies with this move.

Immobile: This character cannot move or be moved unless a rule explicitly states otherwise.

Immunity: This icon is seen alongside other abilities and statuses. This character does not suffer any counters or effects from the ability shown.

Indestructible: This item ignores any rule that would cause it to break. If you need to determine a random item to be broken, choose another if possible.

Infinite ammo: When this token is used for a ranged attack, it ignores that would cause you to run out of ammunition.

Key: A character carrying this item may lock or unlock any door or terrain piece as an effortless action.

Lasting effect: Lasts until the end of the round (rotate the token 180°). If the token is discarded after use, place it on your character board instead and discard it at the end of the round. You may spend X magic pips (max 2) to add X reminder counters to the item; in each assessment phase, remove one instead of discarding/rotating the item.

Location-specific: Unless stated otherwise, this item only works in the quest in which it was found, or the next quest if purchased in a market phase.

Loud: Increase the dread by 1 when this item is used.

Lull: Reduce dread by the number when this item is used.

Magical armour: Spend an action and up to X magic pips to increase your **warded** value by X. Rotate the token 180° to mark it active and it cannot be used.

Malacite enhancement: This character may cast spells with 1 more magic pip than their rank allows.

Malacite stability: You may discard a magic pip to re-roll the magic die.

Malacitic conduit: At the start of each of this character's turns, add a blue pip to the dread tracker. If on an item, the ruler applies while it is being carried or worn.

Master: Found on companions or summoned characters. The linked ability applies to the controlling character while they are within short range of this character.

Night sight: This character ignores all effects of **darkness**.

Otherworldly: This character originates from another dimension. The icon has no effect on its own but will interact with other rules.

Pack: These characters arrive in groups. When they enter play, place the number of miniatures shown instead of a single character. They still activate individually.

Parry: When the user of this item is the target of a melee attack, you may roll a combat die. Each hit scored negates 1 hit from the enemy's attack as if it were physical armour. You then become **fatigued**.

Piercing: Physical armour cannot negate hits from this weapon.

Plunderer: If this attack causes damage, a random item from the defending character's inventory is **scattered**. If the attack also scored a critical hit the attacker may take the item instead.

Poison: If this weapon rolls a critical hit, the target is **poisoned**, even if no damage was caused.

Preparation: After this weapon is used, turn the token 180° and it cannot be used. It requires an action to ready the weapon for use again.

Purification: When used, the character may replace their X rightmost black **HEALTH** pips with green ones.

Quickstrike: If this weapon rolls a critical hit during a melee attack, you may **dash** or make another attack (with this or any other weapon) for free after the initial attack is resolved.

Rank: The power level of an NPC. NPCs activate in order of rank, starting with the highest.

Reach: May make a melee attack against an enemy up to X squares away, including diagonally. Unless in contact, the characters are not considered engaged otherwise. On multi-level terrain this also applies vertically (measure from ground level; use the ruler marks to determine the range in squares).

NPCs with this rule make attack actions as soon as their weapon is in range of their target; they will not move closer if they do not need to. Characters with **first strike** may also choose to stop and attack once within weapon range.

Reactive: Once per turn, if another character starts their turn or enters range of this character's attacks, this character immediately makes a free attack against them. This interrupts any movement, and the moving character can continue their action/turn after the attack if they survive.

Regeneration (pip type): In the assessment phase, restore X pips of the type shown. If a character has this ability from multiple sources, they are cumulative.

Relentless: A character attacked multiple times in 1 round by **relentless** characters has their physical armour reduced by 1 for each attack after the first, to a minimum of 0.

Re-roll: On a weapon: you may re-roll 1 combat die each time the weapon is used to attack or parry. **On a character board or other token:** for each roll made, you may re-roll 1 die of any type used for any action or effect on their behalf.

Rest: Only used during a **rest** action. This character may discard the token to apply the abilities shown.

Restoration: When this potion or remedy is used it restores X pips or grants X additional actions (based on the icon) to the user or another adventurer in contact.

Actions must be used in the character's turn in the current round.

Retaliation: If this item/character blocks at least 1 hit from a melee attack that rolls any, resolve an attack against the attacker with one die for each rolled.

Rope: This character may spend an action to place this token in contact. While in position, any character may **climb** up or down from that location for 1 action per level (height of a wall) climbed. If placed in contact with a gap, characters may **jump** across the gap from its location, adding 2 to their safe distance.

Rough ground: This area use rough ground rules with the value shown. If it has a negative value it reduces the effect of any area of rough ground you are in.

Scramble: The top number is the maximum height or width in squares/inches of objects/characters that the character can move up or over as part of a normal **move** action (they do not need to climb or spend actions). The bottom number is the character's safe distance for jumping down or across.

Sharp: If this weapon rolls a critical hit the target is **wounded**, even if no damage was caused.

Shield block: This character may spend an action to **raise their shield**, placing this token on their miniature to gain the effects shown. Return it to the inventory as soon as the user takes any action other than **move** or **dash**, suffers damage, or becomes **stunned**. The character may also raise the shield when the character is attacked outside of their own turn, before dice are rolled. After the attack the character becomes **fatigued**. Only 1 shield can be raised at a time.

Size: This character is smaller or larger than an average human and additional rules apply.

Skill: The skill shown can be used by the character at up to the level shown, exactly as if it was on the character's class board.

Stash: This item may be instantly discarded when found to add its value to your stash (it doesn't need to go into the inventory).

Terrifying: If this character rolls a critical hit when attacking, the target is **terrified**. If an enemy character ends their turn within short range of this character, roll the magic die. On a 1 that character becomes **terrified**.

Trap: This trap can be set by an adventurer in an adjacent square with an **interact** action. NPCs will not adjust their route to avoid it. An enemy triggers its effects by entering its square or a square adjacent to it. Then flip the token facedown; it will not resolve again this round. Flip it faceup again in the assessment phase. Each time the trap is resolved, roll a die: on 1, discard the token. Adventurers may pick the item up.

Unarmed combat: This value will be found on a character's board including their armour slot). They may use this value to make melee attacks even if they do not have a weapon.

Unreliable: If an attack with this weapon rolls a single, it has **jammed**. Turn the token 180° and it cannot be used. It requires an action to ready the weapon for use again. If it rolls 2 or more, it has broken.

Unsanctioned: This character follows the rules for **unsanctioned Maladaar**.

Vampiric (pip type): If this attack rolls a critical hit the target loses a pip of the type shown if possible, in addition to any damage caused. If multiple types are listed, the target loses whichever they have the most of (attacker's choice if equal). If a pip was lost, the attacker restores a pip of same type if possible. If they cannot, they become **bleessed** if possible.

Vicious: results on the blue die on attacks made with this weapon are critical hits.

Volatile: If this attack rolls on the blue die, the user takes 1 damage then all adjacent characters are attacked with dice matching the original attack and the **burning** rule.

Worthy opponent: If an adventurer defeats this character, their party gains 1 **RENEW**. The character must be defeated with a direct attack or effect. This character can only appear once per quest. Once it has arrived, ignore any further rules that cause another to enter play.