

Heroes of Arcania

Rules of Play



Table of Contents

List of Parts.....	4
Set Up.....	5
.....	5
How to roll dice.....	7
Heroes.....	8
Hero Character Sheet.....	9
HP Counters.....	10
Hero Board.....	11
Combat Reference Cards.....	12
Immunity and Weakness Cards.....	13
Joining a new player into a game.....	13
Base Items.....	13
Basic Items.....	13
Potions.....	14
Animals- pet beasts or Minor NPC pet beast.....	15
Spell Scrolls.....	16
Trainings.....	17
Shadow Market.....	17
Currency.....	17
NPCs.....	18
NPC Hire Pool.....	19
Summons.....	20
NPC Boost Reference Card.....	21
Treasure and Lesser Treasure.....	21
Lesser Treasure Cards or LT.....	21
Treasure Cards.....	22
Monsters.....	23
Faction.....	23
Type.....	23
Card Descriptions (lesser and standard monsters, anti hero, and Wyrn).....	25
Card Descriptions (traps).....	25
Card Descriptions (encounters & shops).....	26
Card Descriptions (high level monster cards).....	26
Boss Monsters.....	26
Boss Boost.....	27
Tier Level.....	27
Trap Deck.....	27
Lesser Monster Deck.....	28
Random Drawn Creatures.....	28
Monster Tokens aka the RFC Token Deck.....	28
.....	29
Quests.....	29
Environment Cards.....	31
Combat Conduct Chart.....	31
Rules of Combat.....	31
Basic Control.....	32
Advanced Control.....	32
Initiative.....	32
Initiative Board.....	33
Encounters and Combat.....	36
Item Loss.....	46
Level.....	46

Open by Level	47
Base Classes	47
Class Specialization	48
Multi Class	49
Status Markers	53
Random Markers	53
Reference Deck	53
Difficulty Levels –	53
Abilities and Tags	54
Abilities.....	54
Tags.....	62



List of Parts

1. Hero Deck



2. NPC Deck



3. Basic Items Deck



4. Potions Deck



5. Level Deck



6. Summons Deck



7. Reference Deck



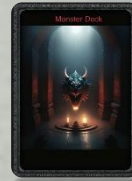
8. Lesser Treasure Deck



9. Treasure Deck



10. Monster Deck



11. Lesser Monster Deck



10. Trap Deck



11. RFC Deck



12. Side Quest Deck



13. Main Quest Deck (Monsters and Rewards)



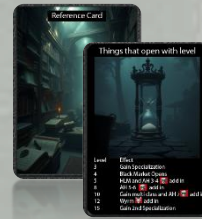
14. Combat Reference Cards



15. Combat Tier Reference Cards



16. Level Unlock Reference Card



17. Class Reference Cards



18. Health/Damage Tokens



19. Status Markers



20. Initiative Markers



21. Hero Init Marker



22. Random Markers



23. Dice



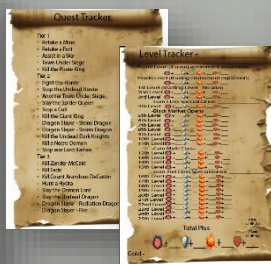
24. Coins



25. Hero Boards



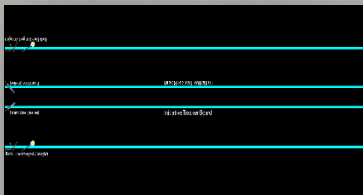
26. Hero Character Sheet Tear Pad



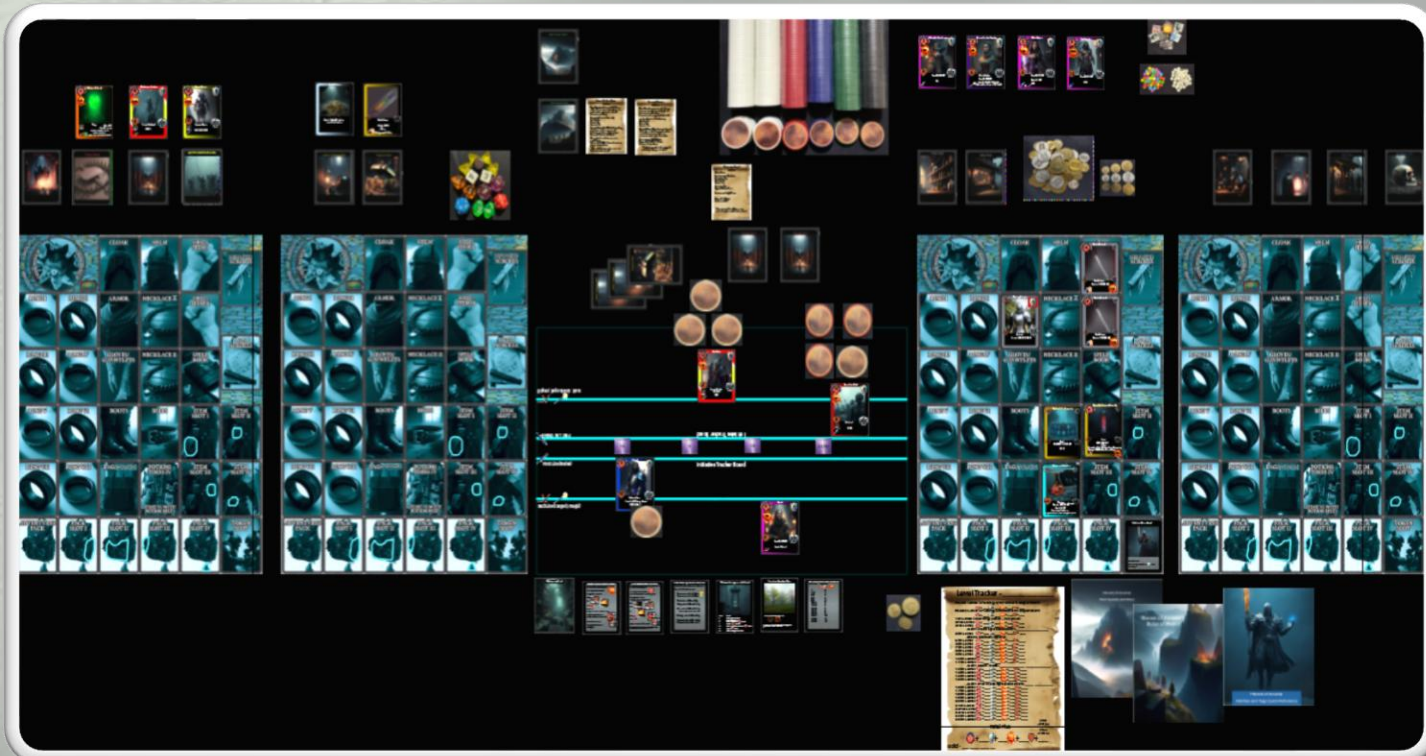
27. Rules, Story Book (Main Quests), and Quick Reference Guide



28. Initiative Board



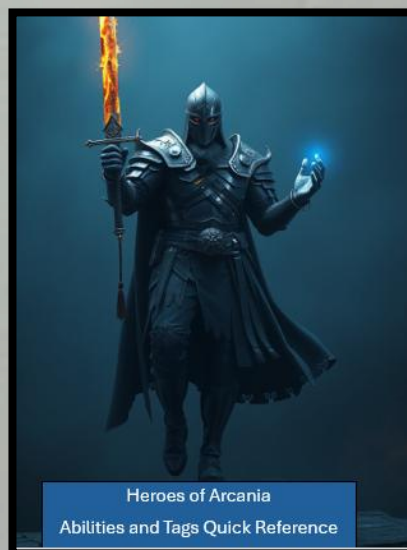
Set Up



1. Lay out Hero boards, one per hero player. They can be set in front of each player on the table or on a small table next to the player to make more room on main table.
2. Lay out Initiative Board in center gaming area. This is where all the action will take place.
3. Place all tokens, dice, and coins in the area for quick access.
4. Shuffle the following decks and place them in their deck areas.
 - Level,
 - Side Quest,
 - Treasure,
 - Lesser Treasure,
 - Heroes,
 - NPCs,
 - Potions,
 - Traps,
 - Environments (if expansion is being used),
 - Lesser Monsters, and
 - Monsters. Do not shuffle HLM (higher level monster cards) or AH (anti hero cards) into the monster deck until Heros are at required level based off the “things that open with level” card from the Reference Deck.
5. Place the following in their area unshuffled.
 - Summons deck,
 - Basic Items deck,
 - Reinforcement aka RFC deck,
 - The Starter Quest, and
 - Reference Deck.

6. Set out the Story Book for review of Main Quests.
7. Place the following in their areas for quick reference.
 - Combat Reference Cards,
 - Combat Tier card,
 - Level Unlock Card,
 - NPC boost cards and
 - Quick Reference Guide.
8. If this is a new game, shuffle Hero cards and deal 5 to each player. They may choose one and return the others to the Hero Cards Deck. Then look at the Hero and find their starting equipment listed on the card inside the Basic Items deck. Optionally players can choose to sort heroes by class and draw from chosen class or even just choose the hero they want if they all agree to. If not a new game then set out your hero you were previously playing along with their gear.
9. If this is a new game, tear a Hero Character sheet off for each Hero player. (alternatively you may make photo copies or tear off and laminate them for reuse.)
10. If this is a new game, then Heroes should start with \$500 + any money rolled from Noble ability.
11. If the environment deck will be used, the heroes should start with the 2 Pseudo Levels listed at the top of the Hero Character Sheet.
12. If this is the start of new heroes then play the starter quest if not draw the top two side quests and set out for review. (every time a quest is attempted then the unused side quests should be discarded, reshuffled, and 2 new ones drawn for the next time.) If the players are level 3 or less then also set out the Dungeon Crawl Easy and Explore Ruins Easy quest to be available choice options. (if using the Environment option then they will have environment:none until after level 3.)
If this is not a new play through then draw the top two side quests and set them out.
13. Draw the top 4 NPC cards to create the hire pool. (every time a quest is attempted then the unhired NPCs should be discarded, reshuffled, and 4 new ones drawn for the next time.)
14. If the heroes are 4th level or higher then draw the top 4 T cards and create the shadow market. (every time a quest is attempted then the unpurchased items should be discarded, reshuffled, and 4 new ones drawn for the next time.)
15. Choose either an available main quest from the Story book in the current tier you are at, one of the side quests, or pay \$500 to redraw the side quest (represents letting time go by in town and seeing what else pops up. Can only be done once between quests). Once a Quest is chosen Heroes will then encounter the quest. (If this is the start of the game, encounter the Starter Quest first.




Throughout the instructions there are a lot of abbreviations used for abilities the characters have. To see a list of these, look at the end of the instructions for a section labeled Abilities and Tags or check out the quick reference guide.





How to roll dice



All damages in the game are listed simply as just d# to represent the die type used to roll their

damage with. Ie goblins have 12A (attack)  8D (defense)  and deal d6 ranged damage . When they score a hit on a hero a d6 will be rolled and that much damage delt. See Encounters and Combat rolling damage for more information.

Attacks and defenses are all rolled on a d20. When a hero attacks they roll the d20 + their A plus  vs the monster's D . If it meets or beats the defense of the monster then a hit is scored. Ie. A hero with a base A of 2 rolls their d20 and gets a 5 for a total of 7 so vs the before mentioned goblin they have missed since this does not meet or beat the goblins number. For attacks vs the hero the hero rolls a d20 plus their D vs the monsters A. If the number is equal to or higher than the monsters A then the hero defends. Ie. vs the same goblin the hero rolls a 12 and has a base D of 0 so they have defended the goblins attack. For more info see Encounters and Combat attacks or defense.

There will also be many things that boost the damage rolls (and sometimes other rolls) by either adding static pluses or more die types. Ie. If a hero who deals d8 base damage also has HH which adds a d4 and rage which adds a d4 then when they score a hit they will roll all three dice together 1d8 + 2d4 to deal a total of 3-16 damage.

When rolling a d10 and a 0 is rolled this counts as a 10 unless it was rolled a part of a % roll or a d100. See the following for those rules.

Some rolls will require a % roll to be made to do this roll 2d10's with one as the 10's place and the other as the 1's place. Included in the game are 2 d10's one that is already in the tenths place and the other a standard. These may be used together to roll as a d100. Ie. I roll a blue die as my 10's place and a red die as my 1's and the blue die rolls a 7 and the red die rolls a 2 so I rolled a 72. If the 10's place rolls a 0 it counts as 0 unless the 1's place rolls a 0 as well then this counts as a 100 roll. Ie. In the previous example if the blue rolled a 0 and the red rolled a 3 then I rolled a 03 but if they both rolled a 0 then it is a 100. For % rolls count the roll plus the % if it equals 100 or more then the roll is successful. Ie. A cultist dies and the dice are rolled 1st to see if another cultist comes in to replace the one that just died with a 25% chance and a 70 is rolled.

Since 70+25 is less than 100 then no Cultist shows. Next we roll for a Fiend with only a 20% and an 80 is rolled. Since that does equal at least 100 then a fiend has shown to take revenge for his fallen friend moving to his initiative area to either wait his turn or immediately act if it has already passed.

If told to roll a d3 and do not have one then use a d6 with results as follows 1-2=1, 3-4=2, and 5-6=3. If told to roll a d2 flip a coin or roll any other die and use odds as 1 and evens as 2.

Type of Dice (color may be different in actual game)



Heroes

1. Hero name. The one shown as here is Dalger.
2. Hero class - look at base class cards to determine heroes classes specialties. Dalger is an Archer and receives the following.



3. Hero base starting HP. When this hits 0 the hero is incapacitated.
4. Hero base attack plus This along with any plus from level will add to any attack the hero makes and is rolled as d20 plus this number.
5. Hero base defense plus. This along with any plus from level will add to any defense the hero makes and is rolled as d20 plus this number.
6. Hero DR (damage reduction) this along with any plus from equipment such as armor will be subtracted from any damage the hero takes unless ability cancels or reduces it. The standard max for DR is 5 unless item specifically says increases max but may go over the max to be counted against PRC (piercing) ability. I.e. if a character with 7DR is hit for 10 damage with PRC1 then the PRC reduces the 7DR to 6DR but since the max is 5 only 5 is reduced from the 10 damage and the hero takes 5 damage.
7. Hero damage die. This will be determined by what the base starting weapon the hero starts with deals for damage and can be replaced by other weapons and damage types later. All damages in the game are listed as d# on an explosion symbol to determine the dice used to roll the damage. I.e. if an item says +d4 it means it adds a d4 damage to the magic attack dice pool. (If a hero has no weapon, they may always deal d3 damage unarmed)
8. Damage type. This symbols indicates if the damage is melee, ranged, or magic. The item will also show if it is a one handed item or if it requires two hands to use.
9. Starting Equipment will be listed on the Hero card and should be retrieved from the Basic Item Deck and placed in the appropriate spot on the Hero Board. The armor should effect the Heroes Defense and DR and the weapon should effect Damage and Attack but as new items are found they will effect other areas and may have many other abilities. Dalgar starts with a Long Bow and Light Armor.



The long bow adds no plus to attack and deals d10 damage. It is a two handed ranged weapon that can be sold for 80 GP



Light armor adds no plus to defense and increases the DR by 1. It can be sold for 50 GP.

10. Hero abilities. This is a list of the abilities the hero starts with and/or has naturally. They are listed in the back of the rule book and also in the quick reference guide. Dalger has SCT -scout, TA- Trap Artist, and

VER – Versatile.

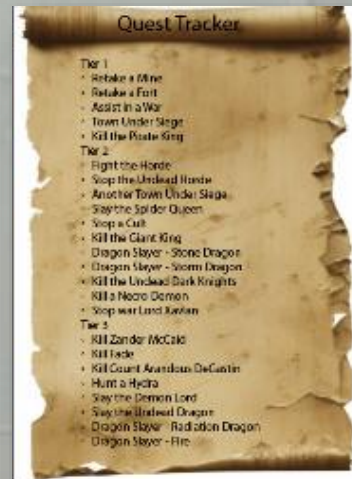
- If a hero is encountered as an enemy simply add +10 to the A and D to determine their numbers to beat for attack and defense.
- All heroes start at level one. When encountered as an enemy or summoned in as help they are considered same level as the heroes character.
- All Hero cards will have a blue border.

Hero Character Sheet-

This dual sided tear pad is used as the heroes character sheet. When a new hero is started one should be torn free or used to make a copy and then put the players name and then character name on the top in the Level Tracker blank. When the hero gains a level whatever pluses are gained should be placed in the appropriate level and then tallied up at the bottom of the page for quick reference. There is also a spot at the bottom of the page to put down the amount of gold the hero has between game sessions.



On the reverse side is a quest tracker to keep up with which main quests the Hero has completed. As main quests are won the hero should mark them as such here.



HP Counters -



These come in denominations of 1, 5, 10, 30, and 50. As anyone in the heroes' party takes damage the appropriate amount of counters should be placed on their card to represent damage they have taken. When the damage is equal to or more than the HP the character has then they are either killed if not a hero or downed if they are a hero.

Monsters should work almost backwards to heroes and instead of being placed as they receive damage they should have their max HP placed below their card per character there and have the counters reduced/removed as they take damage until they are defeated. Ie. A zombie mob on tier 1 has 8 base +1 from tier HP and there are M-d6 of them. If when the d6 is rolled it rolls a 5 then there should be 5 stacks of HP counters equaling 9HP each placed below the mobs card. As each takes damage its HP stack will be reduced, when one hits 0 then that one is killed. Ie. Harlan hits one of the zombies dealing 2d6 damage with LTH so he rolls the set of 2d6 twice and gets 9 on one set and 4 on the other so he uses the 9 and deals 9 damage to one of the zombies killing it. Now there are 4 zombies left in the mob.



Hero Board.

This will be a player mat with areas for all the items the hero collects. If there is no specific area listed for an item then it can be stored in the item slot areas or in a backpack slot if the Hero has purchased a backpack. If there are no free spaces for the item and the item slots area is full then the items may still be carried but the hero is considered over encumbered and takes -1Defense per 2 items carried.



While a person could very easily and realistically wear more than one of some certain items (wearing gloves under gauntlets for instance) a hero may only tie to a specific number of magic items per area otherwise this could overload his stalk and cause him to literally explode. This means the hero may only wear and use a certain number of each type of item as listed below. Items are listed by three categories. Worn, Held, and Easy Access.

Worn items are harder to take off or put on and therefore may not be exchanged during combat. They include necklaces, rings, cloaks, boots, gloves, helm, and armor.

Held items are in the characters hands. One held item may be swapped at the start of a combat turn before any actions are made. This may be done once per turn for free and further done at the cost of a main action. Held items include books, wands, staves, weapons, and shields.

Easy access items are considered easy to grab and may be accessed at will although most still have a maximum number of uses per turn or may still take an action to use but they do not have to be swapped for the Held item. They include potions (from the belt slots), scrolls, equipped item powers, equipped magic book (swapping the book counts as the 1 held item swap per turn), and throwing weapons from general item slots (not backpack slots)

1. Coin Pouch - An area to store all your coins. There is no maximum limit to the number of coins that can be carried as long as they can be contained (stacked) within the pouch area.
2. Ring Slots - The hero can wear and use up to 8 rings
3. Cloak - This is a space for cloaks or capes (not robes as those count as armor)
4. Gloves - The hero can wear one set of gloves or gauntlets (some gloves or gauntlets state that the hero may wear two meaning the item is a single glove instead of a set. If the item does not say 2 may be worn then it is considered to take up both hands. This means an item that uses only 1 hand may not be worn with an item that takes both.)
5. Boots - The hero may only wear one set of boots and must wear the set to gain the pluses from them. (there are no single boot items like gloves)
6. Bag - This is a spot for a magic bag such as an endless bag of gems or pouch of holding. The hero may still gain the pluses from other bags not worn in this slot if they are carried in a general item slot. Ie. Hero may have a pouch of holding in his bag slot and another pouch of holding in an item slot. (bags of holding may not be worn inside another bag of holding.)
7. Necklace - The Hero may wear up to 2 different necklaces or medallions at the same time.
8. Belt - This is a slot for the hero to wear a belt. The hero may only wear and use 1 belt unless the belt specifically states it may be worn with another belt such as the adventurer's belt.
9. Potions Slots- The Hero may carry up to 4 potions for easy access on his belt (this is increased to 6 if wearing a potion belt) Potions may be carried inside general slots or backpack slots but are not considered easy access if in the backpack and a main action must be used to swap a potion from a backpack slot to the potion slots. This means a potion in a backpack that takes an action to use normally would take 2 actions instead. One to prepare and one to use.
10. Helm- The hero may only wear and use one helm, hat, crown, or other such item on the head at a time.
11. Armor - The hero may wear one set of armor or robes.
12. Spell book - The hero may wear one spell book for easy access but can not use them unless they have the MGC magic ability.

13. Held Slots - The hero may hold two items such as weapons, shields, staves, and wands to be used as their main action. One held item may be swapped per turn at start of turn before any actions are made. Some characters will have an extra main action (+1MA) that allows them to make two actions per turn that can be used with the same item if they like and the item is available. If they have DW then the hero must use a different item for the 2nd action. If the character has SB then they must have a shield in the held slot to use the attack (the spell that makes a shield float cannot be used to make a shield bash attack with) A hero cannot use both SB and DW to make 3 attacks even if they have both unless something (item or class) states they can. Even then remember that the DW must be with a 2nd item so they should make 1st action with held item, bash with held shield, and then 3rd action off some other power or ability such as but not limited to spell book, scroll, or potion.
14. General Item Slots - The hero has 4 general item slots to carry extra gear they have no specific area for or as an overflow However these items are not considered in use in most instances unless the item type or specific item states it can be such as a pouch of holding or throwing axe, a magic helm carried here is just carried for later use or sale. Also, a hero may carry more than these 4 items but doing so will slow them down and they will take -1 Defense per 2 items carried (this gives -1 for 1 to 2 items, -2 for 3 to 4, ect.)
15. Adventures Backpack - the hero does not start with this item but may purchase it from the basic good store to gain an extra 4 slots that count the same as general item slots.
16. Unused Scrolls aka Scroll Book - This is a slot to hold all the heroes spell scrolls. There is no limit to how many spells the book aka this slot may hold but it may not hold but 1 of each spell individually unless the hero started with spells. (ie. a hero may only have 1 magic bolt, 1 mana shield, 1 strengthen, ect..however if the hero states they start with 2 magic bolts then they could purchase 1 more and have 3 total and then 1 of every other spell.)
17. Trinket slot – used to place trinket items or trainings that do not really take inventory space. There is no limit to the amount of token cards that can be placed here.

Combat Reference Cards -

These are quick reference cards to remind of all the things that can add to Attack, Defense, Damage Reduction or DR and should just be run down every time the hero makes an attack, defense, or deals or takes damage to ensure all the right things that could be added are added.

Once the players get used to the game this won't be needed anymore. If when making an action and something was forgotten to be added but has already been presented, then the unadded is forfeited. This prevents backtracking to add in something forgotten which complicates things and wastes time and can be looked at as if the hero (or monster in some cases) didn't concentrate correctly to activate all the powers they could have. This is called the **No Back Tracking Rule**.



Immunity and Weakness Cards –

These are quick reference cards that show which monsters are immune to certain attacks and which take extra damage from others.



Joining a new player into a game -

If a new player wishes to join into an already ongoing game they simply draw and select a hero card under standard rules, upgrade their level to the same as the other heroes, and they gain 1d6+1 T cards per level they were behind to represent what they have earned through their travels they may use or sell these cards and then buy items from the basic shop. Ie. A new player joins a game where the players are all 5th level so they will draw and add in 4 level cards (drawing 2 at a time and choosing one and discarding the other) and then be given 4d6+4 T cards. Items they may keep and use or sell and cash cards they will be given the cash from.

Base Items

These are items that are always available to purchase between quests. They are in five different categories; base items, potions (which are in their own deck listed later), animals, spell scrolls, and training. All should be labeled with basic on them and have a grey border to identify them as a basic item. They should contain the following information; item name, what it does, and how much it costs to purchase and resale value. Only Heros or NPCs with HTU (hero treasure use) ability may use these items from the basic deck unless stated below or on the card itself.



Basic Items Descriptions

1. Name of item- This is the name of the item. Ie. The one shown here is a Two handed battle axe.
2. Description of effect- This lists what the item does, how many times it can be used, and any abilities it grants. The axe shown gives no plus to attack, is equipped in the held item slot on the hero board, is a melee weapon that takes two hands to wield, and deals 2d6 damage.
3. Cost - How much the item cost to purchase from the shop. The axe shown costs 1,000 gold pieces or GP to purchase from the shop and can be resold for 100 GP.

Basic Items

1. Armor Upgrade - This may be purchased to permanently add to an armor and upgrade its DR by +1. This may not be transferred to other armors but may be purchased separately for separate armors or even if the hero does not have any armor (adding to their base starting armor) Will not bring the max about the standard 5DR.
2. Adventurer's Backpack - This item is purchased to open the extra 4 general item

- slots but if the pack is lost so are all the items inside,
3. **Barding** - This is armor that can be purchased and added to a mount. If the mount dies it may be placed in a general item slot to be used again later. This card may be used (it's only use actually) on mountable animals.
 4. **Basic Melee Weapons** – These are melee weapons that the heroes either start with as listed on their cards or that may be purchased and used instead of their starting weapons.
 5. **Basic Ranged Weapons** - These are ranged weapons that the heroes either start with as listed on their cards or that may be purchased and used instead of their starting weapons.
 6. **Potion Belt** - When worn in the belt slot it increases the base number of potions for the belt from 4 to 6.
 7. **Shield** - This is a basic shield that boosts the heroes Defense and DR. Takes up 1 held slot and may not be used in conjunction with a 2 handed weapon/item/bow unless items say may do so. As a Reaction a shield may be destroyed to negate a hit, stopping damage and other effects from the attack. A monster with a shield icon may also break their shield and take a broken shield token from the reference deck to negate a hit. (May not be done to a critical hit, vs Traps, or vs an ASN attack.) (If an enemy has a shield it will always break its shield as a last result to stop itself from being killed. If a player is controlling the Great Evil they may decide when to break the shield instead.)
 8. **Shield Spikes** - purchased and permanently added to a shield to upgrade its SB (shield bash) damage to d8 from the base d6. May not be transferred from one shield to another unless have the Smith ability.
 9. **Thieves Tools** - A hero with this in a general item slot gains the TA (trap artist) ability meaning they may choose to be the target of traps for the group and gain Edge on their roll to beat them. If the user has TA already or is a thief class then they gain +2 to their rolls while this is in a general item slot. A hero with this item in a general item slot may allow an NPC with TA to use the item for the +2.
 10. **Throwing Axe** - may be used from a general item slot 1x/battle to make a free action attack (meaning it does not take an action to do but the hero only gains one free action per turn) This may be done even if both held slots are full.
 11. **Weapon Upgrade** - This may be purchased to permanently add to a held weapon (melee, bow, stave, or wand) or added to a thrown weapon such as a throwing axe or throwing daggers to increase its damage. This may not be transferred to other items but may be purchased separately for separate items including their base starting weapon damage.

Potions -

Potions are basic items but are in their own deck with a teal border separated from the other basic items so when a random potion is found as treasure it is easy to shuffle and draw one. All potions are 1 use meaning that once used they are used and they are returned to the potion deck. Potions used during a Quest will be placed into a discard deck and not returned until the end of the quest. This creates a limited supply. If a hero wants to purchase a potion and the one wanted is not available (usually because they have all been purchased by other heroes) then they may not buy one, there is a limited supply of each type. Only the person holding the potion may use the potion (they may not be used on another



hero at the location unless outside of combat then can be handed to them and they use it) Potions may not be used on NPCs unless have an item such as the alchemist grimoire that allows you to do so or unless the NPC has HTU ability as the potions are poisonous and the NPCs are not as resistant as Heros are thus unable to use them. During combat if heroes would like to hand off a potion to another hero they may do so but it will cost both heroes a main action each.

1. Alchemist Fire - This counts as a potion that can be used as a main action to hit all enemies at specified initiatives. Ie the hero may aim at init 8,9, and 10 and make an attack vs all enemies at those initiatives. This is rolled as one attack and compared to all defenses, those met or beaten are hit and those higher are missed. Damage is rolled individually and explained more in the combat section later. Hit all attacks never hit friendly characters unless the item/card being used specifically says it does. This was dubbed the "Rule of Cool" by patrons at the conventions we have gone to and we love the name so it stuck.
2. Damage Boost - This potion can be used as a Reaction after an attack has hit and damage has been rolled to double the base dice of damage. If the base dice is more than one such as 2d6 then it will double both but this will not affect other dice added to the roll such as rage or HH. May not take more than one at a time to boost damage but may use multiple per turn on separate attacks.
3. Defense Potion - This potion may be used as a Reaction after a hit has landed to increase the defense by +1 to stop the attack from hitting. If this would not stop the attack from hitting then there is no point using the potion. May not be multi stacked to stop an attack from hitting.
4. Healing Potion - Healing potions can be used one per turn on users turn to heal 4 HP for no action. Can not be used on others and cannot use more than 1 per turn since they are toxic if too many are taken too fast. Out of combat may use as many as user wishes/has to heal self or other hero but not NPCs. May use 1 healing and 1 mana potion per turn together.
5. Mana Potion - May use one per turn on users turn to grant 1 use of MB (mana boost) to restore spells for use. Can not be used on others and cannot use more than 1 per turn since they are toxic if too many are taken too fast. Out of combat may use as many as user wishes/has to restore spells to self or other hero but not NPCs. May use 1 healing and 1 mana potion per turn together.
6. Offense Potion - This potion may be used as a reaction after an attack misses to increase the attack by +1 to make the attack hit. If this would not make the attack hit then there is no point using the potion. May not be multi stacked to make an attack hit.
7. Poison - This potion is used as a Qlk (quick) action before combat starts to add to a melee or standard ranged attack (will not add to spells, wands, potions or other such attacks) to boost the damage with poison but only effects the first hit landed. Will last until a hit lands or the end of battle whichever comes first. After combat starts it takes a main action to add poison again.

Animals- pet beasts or Minor NPC pet beast

1. Mule - This is a pack animal to carry 10 extra items for the hero. The items are only accessible between combats and even though the mule can be targeted it should remain in the very back row behind even the ranged and magic users so only can be targeted by ranged attacks and usually whoever is running the

monsters should attack a better target than the mule since it gives no harmful effect during combat. This being said the great evil (player running the enemy side) may choose to attack the mule if applicable as the loss of the load carrying animal may make the heroes have to choose between dropping items or taking negatives. Does not count towards your number of NPCs. Is a pet beast but not an NPC so does not get bonuses off the NPC boost card but will get bonuses from things that affect beasts. Will not make an attack.

2. War Horse - This animal may be ridden by the hero to gain the mounted ability. The enemies attacking the user should try to usually target the mount as a rule of thumb if they can. Does not count toward your number of NPCs. Is a pet beast but not an NPC so does not get bonuses off the NPC boost card but will get bonuses from things that affect beasts. Will not make an attack.
 3. War Hound - These animals move in small packs to help attack targets during combat. Three of them together count as 1 NPC for the number of NPCs unless owned by a ranger then 6 count as 1. They tend to draw attention in combat, meaning that the great evil will usually try and kill these vulnerable animals first if they can since they are easy to kill but deal a good amount of damage. They are a minor NPC and thus are affected by the NPC boost card and are also affected by things that affect beasts.
- For information on NPC Boost Reference Card see the section on NPCs later.

Spell Scrolls -

May only be used by heroes with MGC (magic) ability.

1. Healing - This is a healing that may be cast as a free action (meaning it does not take an action to do but the hero only gains one free action per turn) and may be cast on self or other including NPCs. Does not take action but must still be done on the hero's turn.
2. Magic Armor - This can be cast on self or other including NPC to give them 2DR for the entire Quest. The target must have no other armor (meaning they have no armor equipped in the armor slot on the hero board and their base DR is 0 but may still gain DR from things such as spells, helms, or shields)
3. Magic Bolt - This is an extra magic attack as a free action (meaning it does not take an action to do but the hero only gains one free action per turn) It is a higher attack and damage than the base starting spell Lesser Magic Bolt so is a valuable attack for most spell users.
4. Mana Shield - This spell may be used as a Reaction after an attack has hit and damage rolled to increase a target's DR by +3 for the rest of the battle. This may be cast on self or other including NPCs. It will increase the max DR above 5 and reduces damage from elemental attacks that normally bypass armor DRs.
5. Strength - This spell is cast at the start of combat for free as a QIK action to boost all damages the hero deals by d6 for the battle. Will boost any damage they deal even by spell, bomb, or potion but will still only affect the prime target of multi hit and hit all attacks as normal. May cast after the start of battle as a standard action. Can be cast on self, other Heroes, or NPCs.
6. Summon Elemental - Use as a QIK action for free at the start of combat or as a main action during a combat to summon an elemental of user's choice to help fight for the battle. A hero may only have 1 elemental summons active at a time.

This is different from the hero ability of Elem. The hero ability lasts for the entire quest whereas this spell is just for one battle. If the hero has both they may still only have 1 summoned at a time but may choose to summon in one after the main elemental has been killed or to replace it with a different type. If the hero has Elem ability and uses this spell to summon an elemental the elemental will stay for the entire Q instead of just the battle. The type of elemental summoned is done when it is cast and may be different per casting up to the heroes discretion.

Trainings-

Trainings may only be gained by heroes and may only be gained 1 time each. Training may not be resold to the shop.

1. Defensive Training - Hero gains +1 DEF ability. This means if they already had it either naturally or from an item then they get +1 and if they did not have it then they now have it at a one. If they later gain it through other means, then this will still add a +1. This allows the Hero to defend other targets from attack using the Heroes defense and if fail then the Hero takes the damage reduced by their DR.
2. Magic Training - Gives the hero the MGC (magic) ability. Can not be learned by Barbarians.
3. Shielded Combat Training - Gives the hero the SB (shield bash) ability. They will still need a shield to perform this action.

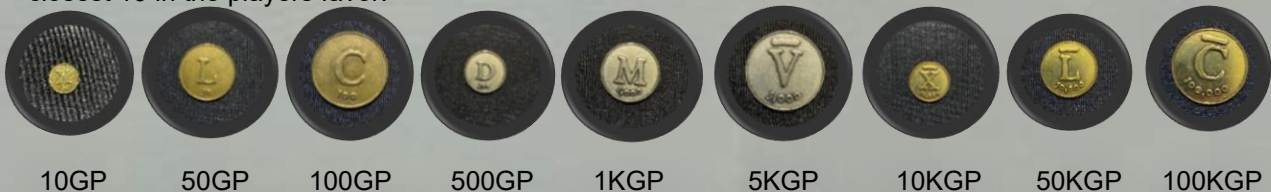
Shadow Market-

If the heroes are 4th level or higher then when in town (between quests) draw the top 4 T cards and create the shadow market. (Every time a quest is attempted then the unpurchased items should be discarded, reshuffled, and 4 new ones drawn for the next time.) Any cash cards drawn this way should be discarded which can lead to a lower number of items available in the market. They are then placed face up to form a Shadow Market sale. These items can be purchased by the heroes for purchase price listed. Ie the Dwarven Blade shown could be purchased from the shadow market for 15,000 GP whereas its normal sale price to the shop is 1,500 GP. As items are purchased new ones should NOT be drawn to replace them but when a quest is attempted (win or fail) then the unpurchased items are to be discarded, and new ones drawn the next time the heroes make it back to town.



Currency

These are coin tokens used to track the money the hero has gathered in their adventures. Since the lowest denomination used is 10 if anything makes a cost come up to an uneven number round to the closest 10 in the players favor.



NPCs

These support characters are available to hire for quests. At the start of the game and before each quest the NPC deck should be shuffled and 4 random NPCs flipped up to form the hire pool. They may be hired for the next quest and must be paid per quest they help on. An NPC may be rehired (paid again) to keep on for the next mission at the end of the current mission. The hero may have a max of 4 NPCs at any given time for a solo game. This does not count summons, mounts, mules, NPCs under honor bound or life debt or major NPCs with Citizen class. For a 2 or 3 player game each hero may have up to 2 NPCs each and in a 4 player game each may have only 1. There are two types of NPCs; minor NPCs with a pink border that represent general people, their name will depict their job, and major NPCs with a purple border that represent powerful specific people in the game, their name will be the character name and there is only one of each major NPC. When an NPC dies regardless of type they go back to the NPC deck to represent that they were raised and returned to society to continue on. They are never removed from the game entirely. NPCs gain bonuses to attack, defense, HP, and damage based on the Heroes level. See the NPC Boost Reference card explained after the summons section later in this book.



1. NPC name- Either the class name of the minor NPC or the actual name of the major NPC.
2. Cost- The amount to hire the NPC for a mission. Ie. The Shellguard would cost 750 GP to hire for a single quest.
3. NPC base starting HP. When this hits 0 the npc is killed and returned to the npc deck unless resurrected. Ie. The Paladin has 8 base HP.
4. NPC base attack plus. This will add to the attack roll made by the hero controlling the npc. Ie. Abor and the paladin have a plus 4 while the Templar has only 2 and the Shellguard has 0.
5. Hero base defense plus. This will add to the defense roll made by the hero controlling the npc. Ie. The Templar has the best defense plus shown here at +3 base.
6. NPC DR (damage reduction) This will be subtracted from any damage the NPC takes unless ability cancels or reduces it. Not surprising the Shellguard has the best Damage Reduction here with 4 DR.
7. NPC damage die. This will determine what dice is used for damage by the NPC. Ie. Abor and the Paladin both deal 1d12 base damage, however, Abor should hit harder since he gets +1d4 from barbarian, +1d4 from HH, and has Lethal to roll his base 1d12 twice and take the best roll unless they are fighting undead, dark, or UH then the Paladin will get an extra 1d8 added so may even things out slightly.

8. Damage type. This symbols indicates if the damage is melee, ranged, or magic. Can also show the shield symbols to signify that the hero has a shield. (the base +1 D and +1DR will already be figured in to other bases and should be reduced if replaced or lost) If the NPC has a shield symbol then they may break their shield taking the Broken Shield Token from the Reference Deck and negate the hit taken. If the Hero has an extra basic equipment shield then it may be given to the NPC after combat to replace the broken shield. If they do remove the broken shield token and discard the basic shield as the NPC will keep it as a bonus. Thanks boss!
 9. NPC abilities. This is a list of the abilities the NPC starts with and/or has naturally.
 10. Major NPCs have a class listed at the top of their card that represents what class they are. They will gain all pluses from the listed class and class upgrade. Note that pulses to stats and abilities will be listed on the card inside parenthesis. Ie. Abor is a classed barbarian and specializes as a juggernaut. These will add +d4 damage, 5 HP, and boost his unarmored 0 to a 3 DR. All of these are listed on his card. Likewise the "champ" is a fighter-dualist so he has DDLY and DW both listed in parenthesis on his card. However, Brener is a Ranger-Wildling hunter and this gives no abilities or stats that will be listed on his card but the ranger ability to act like scout, take the attacks of beasts ASN, and his wild hunter ability to get a free attack on beasts before combat (1 per Attack stat so up to 8 targets) are not listed but should be given when applicable.
- If a NPC is encountered as an enemy simply add +10 to the Attack and Defense to determine their numbers to beat for attack and defense.
 - NPC's cannot use Treasure cards, potions, or other basic equipment unless have HTU. Ie. Abor has HTU so would be able to equip 1 item / hero level they are hired by up to a max of 10 items at 10+ level.

NPC Hire Pool -

At the start of the game draw the top 4 NPC cards to create the hire pool. (Every time a quest is attempted then the unhired NPCs should be discarded, reshuffled, and 4 new ones drawn for the next time.) These NPCs may be hired for the next quest by paying their GP hire cost listed on their card. This price may be reduced if the hiring hero has CHM (charm) but only if being hired and controlled by that hero. The other heroes must still pay full price. They just aren't as nice and don't get the discounted rate.

Once hired, if an NPC is not used (such as hiring them but having too many to take on Q) then the NPC will wait until the next mission making them available for hire again but will still need to be paid again for the next mission. This represents that you paid them for that time but simply didn't have anything for them to do but they need a paycheck so they can't keep sitting around unless you are willing to keep paying them. (If you have the mansion then the NPC is willing to live at your estate unpaid until they are needed but they will take up an item slot from the estate)



Summons

These work just like NPCs except instead of being hired they are gained through spells or abilities. There are 3 types of Summons; elementals, golems, and undead. Summons do not count toward the Heroes number of NPCs and each Hero may have up to 4 total summons out at a time but only one of each type (an elemental, a golem, a zombie, and a skeleton) if they have the ability to do so. Their stats and abilities work the same as an NPC and they receive the same plus to HP and damage as a minor NPC off the NPC Boost Reference Card. When killed a summon is simply unsummoned instead of being returned to a deck and may be resummoned next quest or through another ability that summons them back if applicable. (such as use of summon elemental spell) Summons have a green border.



1. Elementals - Made out of pure element there are 4 types to summon. Unless specified by the ability that summons them the type of elemental summoned is up to the summoner at the time of summoning and may be changed each time a new summons is cast/used.
 - a. Water - The fastest of all the elementals but also the weakest when it comes to health. This elemental is the only spell casting elemental.
 - b. Earth - While this elemental has the lowest attack and defense it boasts the highest HP and an ability to defend a target of the summoners choosing.
 - c. Fire - Tied with the water elemental for low HP and DR but has the highest attack and a choice to attack from range or melee plus an ability to retaliate on those who hit it.
 - d. Ice - With the second highest HP and the highest Dr the ice elemental is good at both attack and defense and has a "cool" ability to slow down those it hits.
2. Golem - This heavy hitting tank may have no special abilities and a very low defense but it also has the highest or tied for highest HP, DR, and damage and second highest attack of all summons.
3. Undead - there are 2 types of undead summons and both may be summoned out at the same time unlike elementals if the hero has the ability to summon both.
 - a. Skeleton - While the skeleton has low HP and seems easy to dispatch he also has a good attack and an ability to take a hit once per battle for a target of his summoners choosing. This makes him a useful defender for the group especially since this ability may be used after the damage is rolled to save a target from death.
 - b. Zombie - With the lowest defense of any summon the extremely slow moving zombie may seem weak but his rage boost to his base attack and damage make him a nasty combatant that no one wants to face. Don't worry he isn't really angry he is just hungry....




NPC Boost Reference Card

Since summons and NPCs don't actually gain level they go off the level of the controlling Hero. As the hero gets stronger so do those around them. Minor NPCs and summons get a plus equal to 1/2 the Hero's level to attack, defense, HP, and damage whereas Major NPCs get a plus equal to 1/2 the Hero's level to attack and defense and a plus equal to Hero's level to HP and damage. In the early stages of the game this makes NPCs extremely valuable to win quests but as the game progresses you will notice they just can't keep up with the dangers of the world which is why we need a Hero to save the world.

Minor NPC/Summons	Plus off Hero Level
1	0
2/3	1
4/5	2
6/7	3
8/9	4
10/11	5
12/13	6
14/15	7
16/17	8
18/19	9
20/21	10
22/23	11
24/25	12

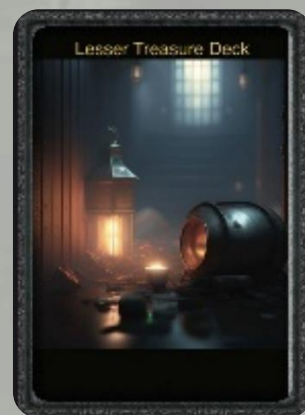
Major NPC	Plus off Hero Level
1	0
2/3	1
4/5	2
6/7	3
8/9	4
10/11	5
12/13	6
14/15	7
16/17	8
18/19	9
20/21	10
22/23	11
24/25	12

Treasure and Lesser Treasure

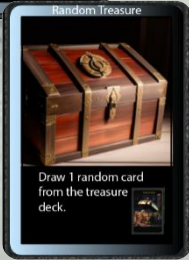
When monsters or traps are encountered they will have either  for standard treasure cards or  for lesser treasure cards and then a number indicating how many cards they give. Creatures or Traps drawn as a reinforcement do not give any treasure or lesser treasure cards. If a creature is not defeated then its treasure cards are not given but instead discarded. Traps give treasure for being encountered even if they were not beaten as long as the heroes survive. If all heroes are defeated, then no treasure is given out but as long as at least one hero survives the combat then treasure is given to all heroes. After the combat is over the cards will then be evenly split between the heroes. When there is an uneven number of lesser treasures gained then the heroes players all roll a d20 and the treasurer is given out in order from highest roll to lowest until all have been given out. When there is an uneven number of treasure cards (non-lesser) then the player with the Treasure Marker is given a  Treasure card and passes the marker to the player counter clockwise, if there is still extra then this continues until all Treasure cards have been passed out. Ie. if 5 cards are gained and there are 3 players then all gain 1 and then the player with the First Treasure Marker gains the 4th and passes the marker to the player clockwise of them, that player takes the 5th and then passes the token to the 3rd player who will then be 1st next time.

Lesser Treasure Cards or LT

There are five types of cards present in the Lesser Treasure Deck; worthless junk, 2 types of cash cards, random potion cards, and Draw Treasure cards. All lesser treasure cards are marked with Low on them to signify they are part of the LT deck except the Draw Treasure card. After the cards give their reward they are discarded into a discard pile and at the end of a quest the discard pile is reshuffled. If there is ever a need to draw a card during the quest and there are not enough cards the discard pile is reshuffled and reused. (this is true for all decks except the potions deck) Lesser Treasure cards have a silver border.



1. Worthless Junk - These cards are as stated worthless meaning the monster had nothing useful on them and the card is discarded. The player may not choose to keep the card instead of



- discarding it to keep it from being drawn again later.
2. Silver Coins - When this card is gained it is discarded, and the hero is given d10x10 GP (gold pieces) (GP is just a name for the money used in HOA and not actually the coins made of gold)
3. Gold Coins - When this card is gained it is discarded, and the hero is given d6x50 GP.
4. Random Potion Card - When this card is gained it is discarded, and the hero is given a random potion drawn from the potions deck. If there are no potions left in the deck, then the deck is shuffled and a potion drawn and given out and then the rest should be placed back into the discard pile until the end of the Quest.
5. Draw 1 Treasure Card - When this card is gained it is discarded, and the hero is given an actual full Treasure Card in its place.

Treasure Cards

Similar to lesser treasure cards, the Treasure Cards or T cards have the same cards available as the lesser only with lots of artifact items as well as some cards worth greater GP and no Draw 1 Treasure cards. Artifact items may only be used by NPCs with HTU (hero treasure use) or by Heros. For the cards that are the same as the lesser see their description above. Treasure cards have a gold border.



1. Gems - When this card is gained it is discarded, and the hero is given d8x100 GP.
2. Jewelry - When this card is gained it is discarded, and the hero is given d4x1000 GP.

There are too many artifact treasure cards to go over them all but here is listed a base description of Artifact cards. Most artifacts are one of a kind but some exist in multiplicity and are therefore worth less GP.

1. Name of the card - This is the name of the artifact.
2. Type - List what type of artifact it is or where it goes on the hero board.
3. Description - List of its abilities and powers.
4. Cost – The price on the left is the cost to buy the card from the shadow market and the price on the right is the sale price or the money the hero will be given if they sell the card to the shop.



Monsters

There are seven different types of cards in the monster deck; Lesser Monsters, Monsters, Traps, Encounters & Shops, Higher Level cards, Anti Heros, and Wyrms. Monsters also belong to different factions of Beast, Construct, Dark, Giant, Horde, Man, or Undead, although some may belong to more than one faction and they always work together when encountered.

Faction

1. Beast- **Basic control creature.** These are animal-like and should have no real tactical thought process.
 - a. Mounts- These are beasts that have a special rule to be able to be ridden in combat by monsters or anti heroes that are Man (other than Hawkor or werewolf) or goblin trackers, lizard men, or orcs.
2. Construct - **Basic control creature.** These are magic or tech made monsters that do not think on their own but are instead controlled by some other entity or task they are set to. Take extra damage from acid and lightning but are immune to MCN (mind control), radiation, poison, cold, and ice.
3. Dark - These are monsters from dark planes or the underworld who are inherently evil. Take extra damage from holy.
4. Giant - These are monsters of massive proportions that tower over other normal men. The smallest should be 8' tall.
5. Horde - These creatures come from the horde tribes and they want nothing more than to loot and plunder. They are aggressive and take what they want by force.
6. Man - These are from the realm of man and are either ruled by evil intent or greed. Take extra damage from UH (Unholy).
7. Undead - These husks of their former selves seek only to kill all life and join them into the fold of the undead. While their bodies may rot their minds are still sharp and capable of tactics. Take extra damage from fire and/or holy but are immune to radiation, poison, and MCN (mind control)
8. Slime – **Basic control creature.** These are mindless lower life forms that only seek to eat and grow.
 - Fiends and demons are immune to fire. Slimes are immune to poison and MCN (mind control). Any creature that deals elemental damage is immune to that type of damage taking no damage from an attack with that element.
 - Basic Control Creature - Means the creature has no advanced thought process and will only use the basic combat control charts if not in combat with at least 1 other creature that is not basic control. All creatures not labeled as basic control will use the advanced control chart.

Type




1. Lesser Monsters- these are the easiest type of creature encountered. Represented by Yellow border in the lesser monster deck or yellow/red border in monster deck.
2. Monsters - Stronger standard monsters encountered. Represented by red border.

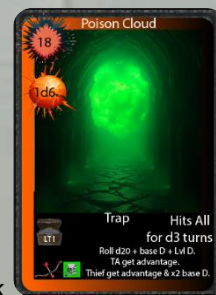


3. Traps - These are traps that will be encountered before actual combat that must be passed or be damaged by. Represented by the tag Trap on the card and by either yellow border in lesser monster deck, orange border in trap deck, or orange/red border in monster deck.
 - a. Trap Like - This is a monster that reacts like a trap. The characters will first encounter it as a trap and then must fight it pass or fail as a monster. If the heroes fail the trap they take damage from it and then go to normal combat with it. If they pass the trap they just go to combat like any other normal creature.
4. Encounters & Shops- When these are drawn for an encounter they are set aside and a new card is redrawn in their place. After the combat is over these cards are then encountered. Note that these cards do not have to be encountered and may be skipped if the heroes so choose. They are recognizable by their green/white border and text that says encounter.
 - a. Encounters - These are special places or items that the heroes come across and may choose to try and manipulate for a reward but if they fail then usually come with a consequence as well.
 - b. Shops - These are people or places that the heroes find in their travels that they may interact with to buy from and sometimes even sell things to.
5. Higher Level Monster Cards (HLM)- These represent tougher or higher level monsters encountered. These cards are locked until the character is 5th level. Before 5th they should be removed from the monster deck and set aside (or not shuffled in to begin the game). After 5th level they will be added in and then when drawn a new card is drawn and this card adds to it. If the card drawn after it does not fit the quest then both are discarded (it only adds to a monster that works for the fight. I.e. a beast is needed to back up an orc beastmaster so a random card is drawn and its a HLM so another card is drawn and it's a man so both are discarded, the next card drawn is a HLM again so another is drawn and its another HLM so again another card is drawn and this time it is a beast so its a HLMx2 beast) When drawn, if the next card drawn is another HLM card then keep drawing until the next card is either a match and they all add to it or are all discarded because it's not a match. HLM cards can affect lesser monsters and standard monsters but not Anti Heros or Wyrms, they are already old and powerful. HLM cards will have a black/purple border.
6. Anti Heros (AH)- These are named monsters who are meaner and stronger than their normal counterparts. While they may be killed, they too will be raised and seen again just like the NPCs meaning they are not discarded permanently unless a tier quest says to do so as a reward. They are locked until level 5+. Before that they should be removed from the monster deck and set aside (or not shuffled in to begin the game). Their T# determines when they unlock. 3-4 at level 5, 5-6 at level 8 and 7 at level 10. They are notated by a Anti Hero symbol on their card.
7. Wyrms - These are ancient or gargantuan monsters that are driven by greed, hunger, or malice. These do not unlock until level 12. Before that, if one is drawn they are discarded and redrawn. Wyrms are not affected by HLM cards. They are notated by a Wyrms symbol on their card.



Card Descriptions (lesser and standard monsters, anti hero, and Wyrms)

1. Card Name - The name of the monster card
2. Faction - Name of which faction the thing belongs to.
3. HP - The base health of the monster that is further increased by HLM cards and Tier card. When the HP reaches 0 the monster is defeated.
4. T or LT - The type of treasure cards given and the number of said type.
5. A - The attack number the hero must meet or beat on a d20 plus their D to not be hit by it.
6. D - The defense number the hero must beat on a d20 plus their A to score a hit and deal damage.
7. DR - The Damage reduction of the monster. This will be subtracted from any damage the monster takes unless ability cancels or reduces it. Monsters do not have a max DR so any number listed will reduce the damage they take.
8. Damage - The d# is the die type of damage the monster deals.
9. Damage icon - The icon after the damage die number determines if the attack is  melee,  ranged, or  magic and if it has any elemental application.
10. Special abilities - Any abilities that the monster has.

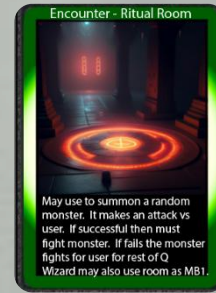


Card Descriptions (traps)







1. Trap name - Name of the trap.
2. Trap - This just states that this card is indeed a trap.
3. LT - The number of lesser treasure cards gained for encountering this trap, hit by it or not, as long as at least one hero survives the attack.
4. Attack- The number the hero who encounters the trap must meet or beat on a d20 plus their base plus level D to not be hit by it. There are two types of traps: single hit or hit all. (note that shields do not add to this defense but may be broken to negate the hit and the UD ability does not effect this roll either.)
 - a. Single hit - This trap will only hit one person. If a TA or thief is present then they will make a defense roll and if they fail, they will be the one hit. If none is present, then all Heros and NPCs roll their defense. If they all succeed then no one gets hit, if anyone fails then the person with the lowest defense is the one who is hit.
 - b. Hit all - This trap will make an attack on everyone on the Hero's team and all who fail are hit. If a TA or thief is present, then they will make their defense and if they succeed then no one is hit. If they fail, then everyone is hit. There are no exceptions to this as they trusted their thief to disarm the trap.
5. Damage - The die of damage that the trap deals.
6. Damage type - The type of damage that the trap deals which is either melee, ranged, or magic.
7. Special - Any abilities that the trap has.
 - If there is more than one TA or thief present, they may both roll to disarm but if either of them fail then that one takes damage but no one else, if they both fail then either the lowest defender of the 2 gets hit if it was a single hit or everyone does if is a hit all.

Card Descriptions (encounters & shops)

1. Name - Name of the encounter
2. Type - Whether the encounter is an encounter or a shop
3. Description - Tells what the encounter does.



Card Descriptions (high level monster cards)

1. HLM - This is a Higher Level Monster card
2. Instructions - Tells you to draw another card and add to it. See above under type HLM.
- 
 3. Attack - Any plus this gives to attack of the monster
- 
 4. D - Any plus this gives to defense of the monster
- 
 5. Dmg - Any plus this gives to the damage of the monster
- 
 6. HP - Any plus this gives to the HP of the monster.
- 
 7. DR - Any plus this gives to the DR of the monster.
8. Special - Any special abilities or rule changes this to the monster.
- 
 9. T- Any plus number of T cards this gives to the monster. (if this is attached to a lesser monster then the base monster still gives LT but this card will give T)
 - If a HLM attaches to a monster that has M -# (multiple creatures) then even though the T (or LT) of the card is for the group this card will affect each creature in the group but also add T per creature in the group. Ie. if 4 goblins gain a HLM that boosts A+2 and HP+2 and T+1 then each goblin has higher attack and more HP but also instead of just the 2LT you gain for the group of goblins you would gain 4T for the group as well.



Boss Monsters-

These are specific more powerful monsters assigned to main quests from the story. Boss Monsters should always gain the Boss Boost bonuses. Other than being more powerful and having special engagement rules listed in the story book for their quest, they work the same as a standard monster. They will have a black/red border and the boss monster symbol on them.



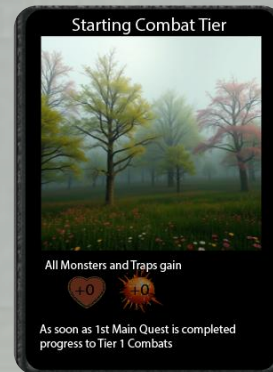
Boss Boost-

In a multiplayer game sometimes the number of boss monsters is multiplied by the number of heroes and other times it will list that the boss gains a Boss Boost. Boss Boost will have its HP (from all sources) and number of main actions multiplied by the number of heroes. Ie. a boss makes 3 attacks normally and has 20 HP (10 base + 10 from tier) but there are 3 heroes playing so this boss will make 5 attacks (his base 3 plus 2 more for the extra players) and have 60 HP. This multiplier includes bosses from main quests as well as side quests if the quest says they receive boss boost.

Tier Level-

Tier level is a combat modifier that advances as the heroes go up in level and progress through the main quests. They are used to boost the damage and HP of all monsters encountered and the damage of traps. There are four total tier levels.

1. Starting - This is the starting tier level and gives no pluses. As soon as the heroes complete the first main quest the tier level advances to Tier 1.
2. Tier 1 - All monsters and traps gain +2 damage and all monsters gain +1 HP. As soon as all tier 1 main quests are completed then advance to tier 2.
3. Tier 2 - All monsters and traps gain +1 die damage equal to their base and +2 damage at end (ie if a monster would normally deal d8 damage now it deals $2d8+2$ or if the monster normally deals $3d6$ now they deal $4d6+2$) and all monsters gain heroes level +5HP. (ie if hero is 10th level then the monsters gain 15HP). Non-LT monsters also gain +5A and +5D. As soon as all tier 2 main quests are completed then advance to tier 3.
4. Tier 3 - All monsters and traps gain +1 die damage equal to their base and x2 all rolls (doubles all rolled damage but not the straight plus at end) +4 damage at end (ie if a monster would normally deal d8 damage now it deals $(2d8x2)+4$ or if it deals $d8+d4$ from HH then it would deal $(2d8+d4)x2+4$) and all monsters gain heroes level +10 HP (ie if hero is 10th level then the monsters gain 20HP). Non-LT monsters also gain +10A and +10D. This is the final tier and will be in effect for the rest of the game.



Trap Deck-

Some quests or monsters start with a specific number of traps in place. Instead of searching through the monster deck to find one the trap deck can be used to just draw the number of traps needed. They work the same as normal traps.





Lesser Monster Deck-

This is a separated monster deck of only creatures worth lesser treasures to use with quests that say lesser creatures only. The cards in this deck have a yellow border.

Random Drawn Creatures -

Many of the monsters get a random creature as RFC or a specific type of creature such as random beast or random undead as RFC. These are drawn from the standard monster deck simply drawing until the first monster of the said type is drawn. If the card immediately before the monster drawn is a HLM card then the RFC will be a HLM as well and while the RFC does not give treasure the HLM part will still give treasure if applicable. If an AH of type is drawn it may be used as the RFC as well. Guess that monster just had a powerful friend.

Monster Tokens aka the RFC Token Deck-

Monster tokens are just a deck of the monsters that most creatures summon as RFC to make finding them easier for combat. Ie. When the hobgoblin needs goblins as RFC instead of searching through the monster deck to find one just use the goblin token. The monster tokens work the same as standard monsters except they do not give treasure since they are RFC. They have a candy striped red/black/yellow border.



Quests -

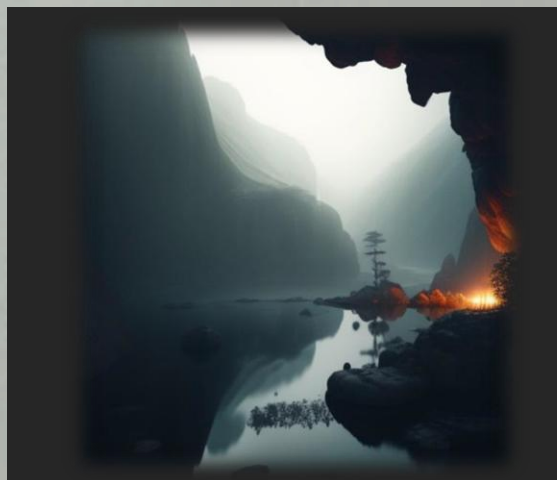


There are 2 types of quests: side quests and main quests plus a special first quest called the starter quest.

1. The Starter Quest - This is a special quest to get new heroes started in the world. It is inside the Main Quest and Story book.
2. Side Quests - these are quests for the heroes to do to occupy time and attempt to gain stronger items until they are prepared to tackle the next main quest. It's a good way to gain money to buy potions, better gear, upgrade gear, or hire NPCs and also to gather artifacts and help the Hero to prepare for the main quests. We strongly suggest that you start with Easy side quests at the start of the game. Side quests have no border and look like an unrolled scroll.
 - If the heroes are not ready to tackle the next main quest and they do not wish to do either of the side quests they may pay 500 GP to redraw 2 new side quests representing that they just spent time (and money) in town waiting for something else to come up. This may only be done once between each quest attempt. If they cannot afford to do this then they must choose one of the available quests to attempt.
1. Main Quests - These are the main quests of the heroes and they must all be beaten to stop the great evil, save the world, and win the game. They come in 3 tiers and all of one tier must be beaten before the next tier opens to be encountered but the quests within a tier may be done in any order the heroes would like. Main quests also give special rewards as treasure that may not be gained any other way. After all 3 tiers have been beaten the last quest opens Slay the World Harvester. While the main quests are all listed inside the Main Quest and Story book, the monsters and rewards for these quests are in the Main Quest Deck.
 - a. Name of Quest - The name of the quest. Main quests will be followed by the tier level of the quest. Side quests will sometimes have a dash and then other information such as what the bounty is of a quest and how difficult the quest is.
 - b. Environment - These are part of the Grand Adventure Expansion and are optional to use but add extra content to the quest to make them more adventurous. If being used, they will tell what environment the quest will take place in. Find the corresponding environment card from the deck and place it into effect when the quest starts. If the environment is listed as random then draw a card from the Environment Deck and add to the quest when the quest is drawn to see where it will take place. If says none then no Environment should be used for this quest.
 - c. Boss - This will tell what the main boss fight of a quest is. If a boss is listed, then this boss must be beaten to win the quest. If the boss is not beaten, then the quest is failed. If no boss is listed, then the quest is completed when the objectives are completed. This means sometimes a quest can be completed even if all the heroes are beaten. A boss fight may never be skipped in any way. Some bosses' numbers are multiplied by the number of heroes and other time the number of remains the same but they receive the Boss Boost. The quest will state which.
 - Boss Boost - In a multi-player game sometimes the number of boss monsters is multiplied by the number of heroes and other times it will list that the boss gains a Boss

Boost. Boss Boost will have its HP and number of main actions multiplied by the number of heroes. I.e. A boss makes 3 attacks normally and has 20 HP but there are 3 heroes playing so this boss will make 5 attacks (his base 3 plus 2 more for the extra players) and have 60 HP. This multiplier includes bosses from main quests as well as side quests if quest says they receive boss boost.

- d. Enemy Rules- Any special rules about what the heroes will be fighting such as man only (meaning only a creature with the tag man may be fought) or LT creatures only (meaning only creatures that give lesser treasure may be fought and should be drawn from the Lesser Monster deck) or Redraw and add LT (meaning when a LT creature is drawn it stays in the combat but does not count for the draw so another creature is drawn in its place. This is only done on the first redraw not for the cards that were drawn to replace. If they are LT as well then, they just stay, and the fight goes on as normal)
- e. Stealth Scout, and Assassin- This shows if the abilities STH (stealth), SCT (scout), or ASN (assassin) can be used on this mission. Following the - will be a simple yes or no as to if the ability can be used in this quest. Even if they are allowed the final fight may never have STH used on it and the boss may never have SCT used on it to discard it.
- f. Special - This is where any special instructions for the quest will be listed.
- g. Encounters- This shows how many encounters there will be for this quest and how many monster cards per encounter. They will either state a die number per hero or a base number per hero. If it's just a base number, then multiply that number by the number of heroes. I.e. 2/hero in a 3-player game will be 6. If it is a die, then that many dice must be rolled. I.e. 1d3/hero in a 3-player game will be 3d3 monsters and 1d3/hero+1 will be 3d3+1.
- h. Reward- What each hero will get for completion of the quest. This is on top of any T or LT cards gained from the monsters slain.
- i. Failure - What each hero will lose if they fail the quest.
 - A hero may leave in the middle of a quest as long as they are not currently in combat (between encounters) and the next encounter has not yet been revealed but doing so counts as abandoning the quest. Abandoned quest do not give reward but also do not give failure. They do not count as a completed quest for abilities that go off per quest completed such as ACM or Noble or for items such as Endless bag or gems.
 - For more information on a specific quest see the Quest Appendix at the end of this booklet.
 - Main quests also give special Quest Rewards that are only obtainable by completing the main quest they are associated with.



Environment Cards-

The environment deck is an optional expansion that is used to show what type of area the quest takes place in. For side quests the environment card will be drawn when the quest is drawn. This can greatly effect the Heroes choice in choosing a quest. (The Arena side quests do not get an environment card added to it...yet) Simply read the environment and put what it says into effect. For main quests they will either have a set environment to use in which case the environment is searched for from the deck and put into effect, if it says random it is not drawn until the quest is selected to embark on or if it says none then it does not get an environment card. If using the environment deck then players should start with +2 pseudo levels to counteract the additional difficulty. If playing without the Environment Deck then just ignore the Environment listed on the quest card. Environment cards have a black and green border.







Combat Conduct Chart -

If there is no player controlling the enemies as the influence of the Great Evil, then all enemies go off basic control. The rest of the time the enemies should use advanced control.

If a player is playing the great evil, then they may use whatever tactics they wish and attack targets as they feel best as they are the influence of the growing evil doing its best to stop the heroes from reaching their goal. This is called Advanced Controls. If there is a player controlling the enemies and there are only beasts or constructs then the monsters should still use Basic Controls as they aren't smart enough to even be influenced. As long as beasts and constructs are with any Non-basic control creature then they will go off Advanced Controls as they will follow the orders of the smarter creatures they are with.

Regardless of which are used there are still some basic rules of combat that must always be observed.






Rules of Combat-

1. If the controller can't decide who would be the best target to go after, then just use the basic controls or roll a die.
2. Melee attacks can't attack targets at ranged or magic range called Back Line Combat (see the Section on the Initiative Board) until all melee foes are down. (Melee must take out all melee first)  characters must be engaged before  or  if using  (basically if using melee must fight melee before can fight ranged)
3. Ranged and Magic attackers may attack any target that isn't under DEF (Defender) protection or that isn't DFD (Defended).
4. A monster will never waste an attack on an enemy that is totally immune to its attack. Ie. A slime that deals acid damage is immune to acid damage so if the heroes summon in a slime through use of an item then the slime will not waste its attack on the other slime but instead move to the next available target. If there is no other target (such as the summoned slime is the only target in melee and the hero is at ranged which means the

enemy slime must attack the slime first) then move to the impossible combat rule.

5. Impossible combat - If there is no chance to win a fight such as the example listed in rule 4 above then the monster gains RUN 3 and at the beginning of the 3rd turn it runs away and takes its treasures with it (only the T cards it would have given or stole not all T cards) A player may also use this rule to escape a combat they feel they cannot win but must survive 3 turns to run and even then the mission will count as abandoned.

Basic Control -





1. Monsters will go after the lowest defense that is in their range. If same def lowest HP
2.  attacks the next initiative with  and then lowest defense if no  available.
3.  attacks Lowest def plus
4.  attacks next available init after it (or first init if none after it)
5. (bosses will go off their combat tactic)

Advanced Control-

Monsters will be controlled by the player controlling them and attack whoever they wish that is within their range and within the rules of combat listed above. This means the combat may feel much more difficult as the enemy player may gang up on weaker heroes or NPCs to level the playing field as they see fit so greater tactics and teamwork will need to be used by the hero players to survive.

Initiative-

Initiative ,or init, is the order in which combat takes place and is determined three different ways depending on if the card is a monster, an NPC or summons, or a hero.

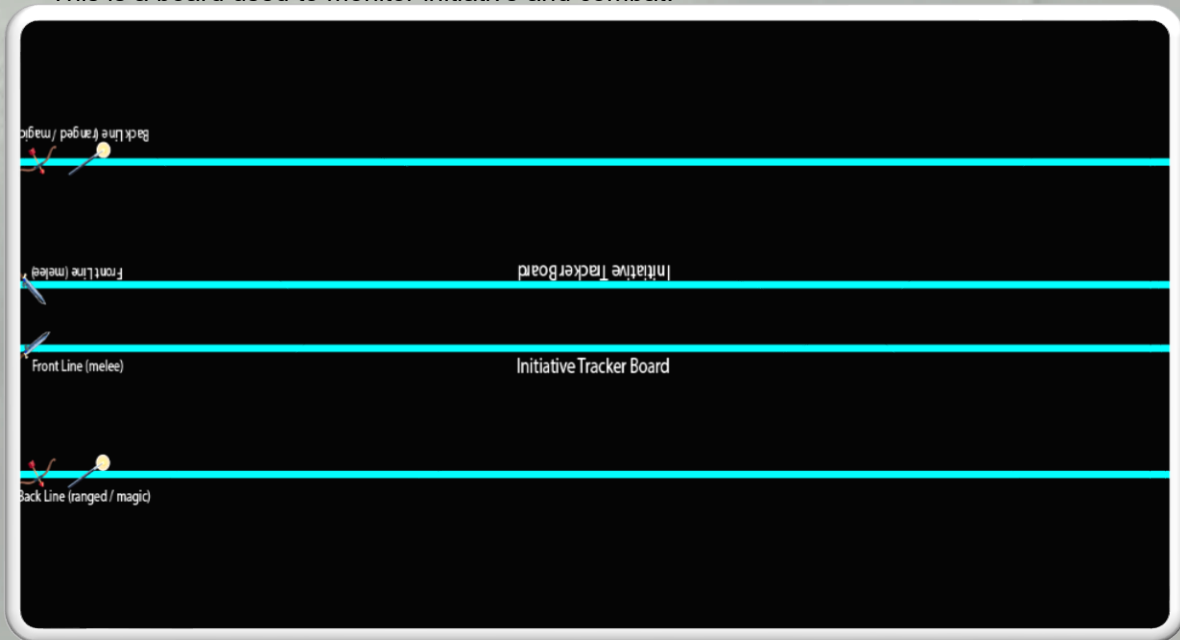
1. Monsters - A monster's initiative is determined off its D (defense). Whatever the Defense of the monster is will also be its initiative number. So a monster with an 8 will go at an 8.
 2. NPCs and Summons - Work like monsters and go off their D (defense) but they will gain a +10 to the number. So an NPC with a 2D will go at 12 and a golem with a -4D will go at a 6.
 3. Heroes - A heroes initiative is the only one that is rolled and is done so as a d20 + the base Defense + level defense if any. Items and abilities that affect D will not affect initiative. So a hero with a base 2D and +1D from level and +2 from their armor +1 D from an item will have a Defense plus of 6 but an initiative plus of only 3 and their initiative will be rolled as d20+3.
- When combat starts after Traps and ASN abilities have been used all Monsters, NPCs, and Summons will be placed on the Initiative Board in accordance with their D scores and then the hero will roll their initiative and be placed on the board as well. Whoever has the highest initiative will get to do all their actions first and then will move to who is next on the line.
 - If a character has the special ability of FS (fast strike) then they auto win initiative as long as a nat 1 is not rolled and only figure their initiative vs others with FS to see who goes first between them.
 - In the event of a tie consult the following for order of what beats what:
 - Heroes always beat anything else on a tied initiative roll.
 - Melee  goes before ranged .
 - Ranged  goes before magic .
 - If all this is the same then whichever has the highest D plus goes first (remember that for

NPC and summons this is +10 for purpose of initiative so an NPC with 2D will beat a monster with 10D since the NPC actually counts as a 12 in this case)

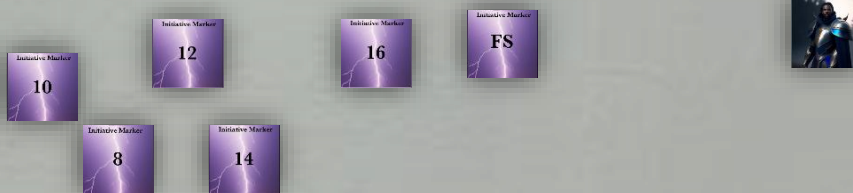
- Finally if all things are the same then each rolls a d20 and the higher wins.
- When rolling if a nat 20 is rolled this beats all others including FS unless between two heroes that rolled nat 20 then go off the above as usual between the two.
- When rolling if a nat 1 is rolled this means the hero will go last regardless of all other above and the above will only be used if trying to determine who goes 1st between two heroes who rolled nat 1's.
- Once combat starts nothing will change the initiative order. Ie. if getting FS from being mounted and the mount is killed this does not take the character out of having FS for the rest of this encounter even though they would lose the rest of the mounted pluses.

Initiative Board –

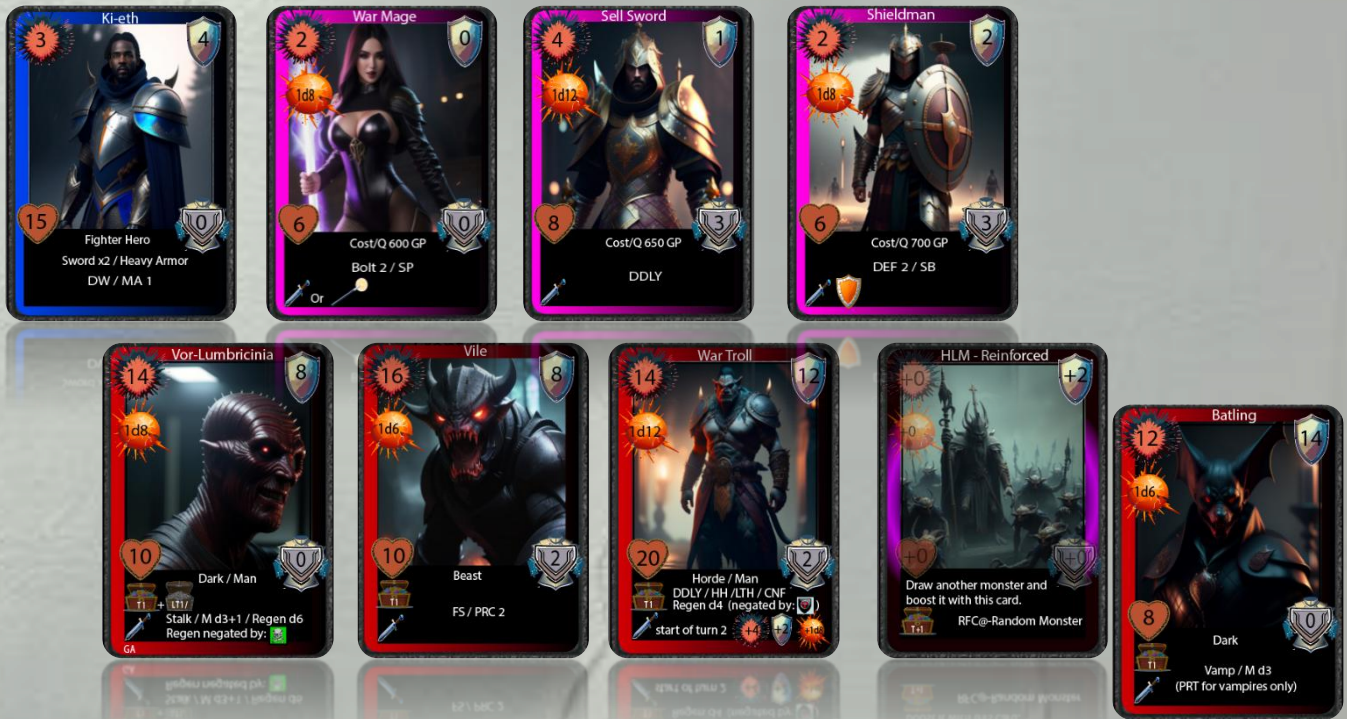
This is a board used to monitor initiative and combat.



On the board there are 4 teal lines that represent the cards placement in combat. The space between the two middle lines is used to place the initiative token that shows the number the card is moving at. Each side will have a Front Line that is meant for melee fighters and ranged or magic fighters who just choose to thrust themselves in the forefront of combat. The further back line is for Back Line combatants and is where all ranged attackers using things such as bows and spells should be to stay away from those melee fighters as long as they have meat shields, um we mean friends who can stand in the way and take the hits for them.

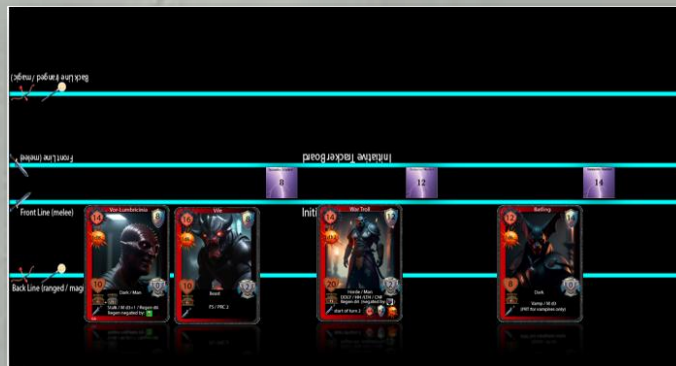


In this example we will use the following characters.

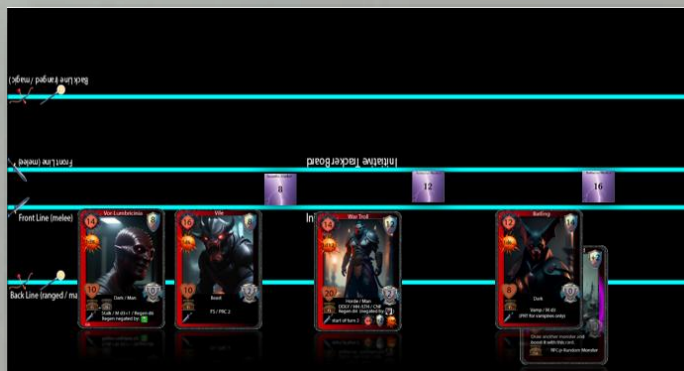


First we will lay out the Initiative Board

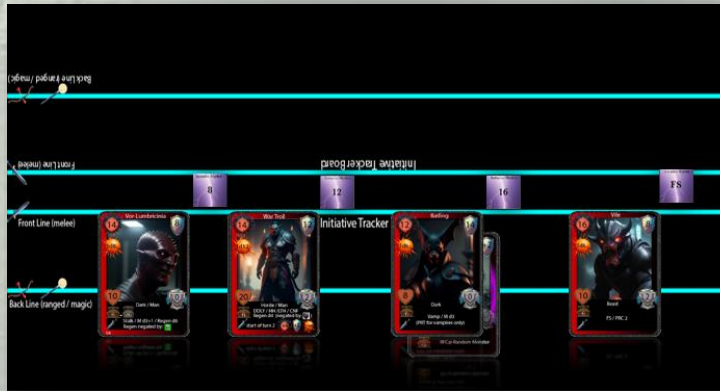
The first two move at an 8 init since they have an 8D, the War Troll moves at 12, and the Batlings move at 14. They are placed in the middle of the play area in a line numerically in accordance with their initiatives and marked with the corresponding initiative markers.



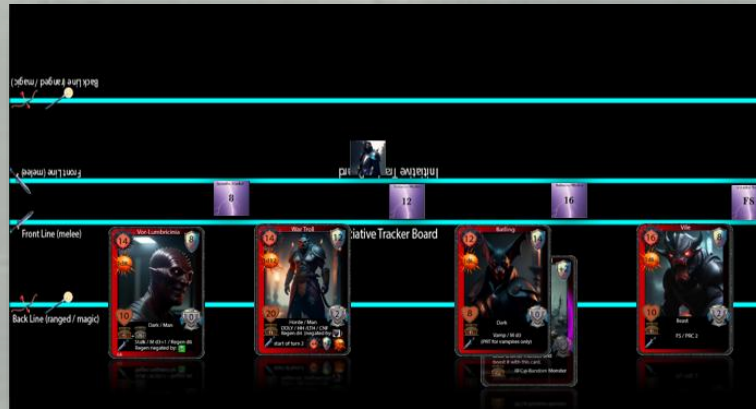
Next the Batling is moved to a 16 initiative because of the +2 from the HLM card they drew.



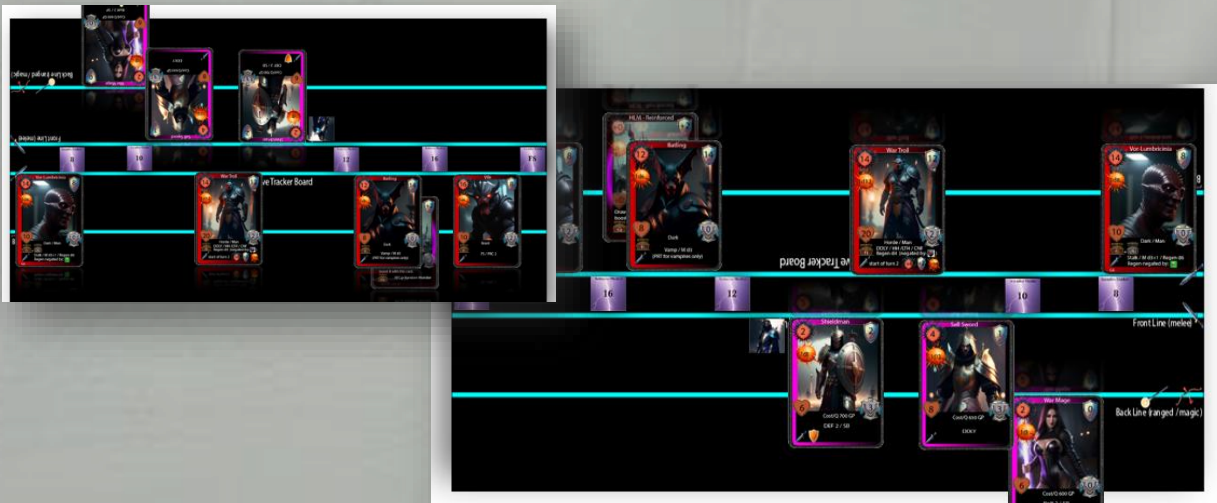
Now we move the Vile from the 8 initiative to the FS area since he has FS ability.



Now we roll for the initiative of the hero character and get a 8, since he has a base D of 4 and no plus from level, his initiative is 12 so he is placed in line from the hero players facing just before the enemies with 12 since heroes go before monsters. His character card will remain off the board for the player to use as reference and his Hero Initiative Marker is placed instead.



Then the NPCs are placed along the line in accordance with their D +10. Starting from the far right and moving left from the Great Evils perspective or Left to right from the Heroes point of view. The monsters and heroes will take their turns making their actions. The vile will go first followed by the Batlings then Ki-eth, the Shieldman, then the War Troll and the Sellsword. Next would be the War mage, and finally the Vor-Lucimbria.



Encounters and Combat-

1. Set the encounter off the instructions on the Q card. Ie. if it says 1d3/hero+2 and its a 2 hero game then roll 2d3+2. If a 1 and 3 are rolled then 6 monster cards must be drawn.
 - a. Resolve any unusable cards. Ie if Wyrms, HLM, or AH cards are drawn and not allowed yet then they should be discarded and redrawn.
 - b. If HLM were drawn and are useable then drawn another card to see if it fits for this encounter. Ie. if this is a Man only Q and the next card is a beast then discard both and draw a new card to replace it. If it is a usable card then set the HLM empowered monster with the others.
 - c. If any encounters or shops are drawn set them aside to encounter after the combat and redraw monster cards to replace them.
 - d. If this is a LT monster combat only then use the Lesser Creature deck.
 - e. If this is a redraw LT and LT monsters were drawn then set aside the LT monsters drawn and draw new cards to NOT replace but add to the encounter, however, if more LT are drawn then they are not redrawn and added again. If the redraw cards are something else not combative such as a shop then it is still added but IS still redrawn.
 - f. Trap cards count as standard draws and are just set aside to be encountered before the actual combat but are LT cards so if LT are redrawn and added then a new card is drawn and added still.
2. After all monster cards have been drawn or redrawn as needed then use other abilities to augment the pool as follows.
 - a. SCT - If any of the hero team has SCT then an extra Monster card is drawn and added as long as no monster on the enemy team has HNT (hunter) and the Q is not listed as no under the SCT portion of the Q card. If the new card is unusable, an encounter, or a shop then it is discarded and redrawn. SCT will not add extra shops or encounters. If the encounter is 'redraw and add LT' and an LT is drawn it is NOT redrawn but just added to the pool. The hero with the SCT ability or who is in control of the NPC with the ability then gets to choose one card from the pool to discard. If there are multiple with the ability then the hero with the most SCT chooses. If this is a tie then they must decide together or roll a die to see who gets to choose. This does mean they could have drawn and added a LT card in a redraw and add LT card encounter and then discard the random Wyrms that was drawn. They may not discard the boss fight or the main objective of the quest such as the bounty. Regardless of how many people with SCT are available on the hero team only 1 extra card is added. If an enemy has HNT (hunter) this will negate the use of SCT. If a creature with HNT is drawn as a result of the SCT it may be ignored for the SCT but not if the group decides to use a STH next. If there is a Ranger class on the Hero side then their class ability works the same as this ability but DOES add an extra card per Ranger and the ranger then gets to discard a card as well the SCT player. If the Ranger has SCT and another player has SCT then the ranger counts as having more SCT ability for the tie breaker and would get to decide both cards discarded.
 - b. STH. -The group now decides to either engage the pool or to use STH (stealth) to bypass this encounter if applicable (they have an unused STH and the encounter is not listed as No under the STH part of the Q) Of course if the hero group cannot use a STH then the encounter pool must be engaged as normal combat. This ability is negated by TRK (tracker) and HNT (hunter). The hero group may

use STH ability a number of times per quest equal to how many STH abilities they have to bypass an encounter entirely. Two STH abilities may be used to bypass a single HNT ability but not a TRK ability.

- c. RFC - Set out the reinforcement cards for any monsters that have RFC following rules set under the ability. These creatures will not give extra T or LT cards. If the monster that brings in the RFC is removed through SCT ability then the RFC is removed with it. If it is killed through ASN then the RFC will still have to be fought.
3. Set the HP of all monsters according to the monster card and augmented by HLM if applicable and by the tier increase card (don't forget to add boss boost if applicable). Do this by setting the appropriate amount of HP tokens for each monster (if there is more than one monster from a card such as goblins then each must be placed separately).

Lets use the same team from before and set the tier card to tier 1 which will add a +1 to all monster HP.

This will give each of the Vor-Lucimbria 11 HP, the War Troll 21 HP, the batlings 9 HP each, and the Vile 11 HP. The Vor-Lucimbria rolled only a 1 for their numbers so with the base +1 there are two of them but the batlings rolled 3. These HP are laid out individually for each and then stacked below their monster card.



4. Set the Treasure -

Once the encounter pool is set and the group has decided to not or cannot skip the fight then the treasure should be set out in a treasure pool. Do not show the cards until after the combat. Simply count how many LT cards from all creatures encountered not counting RFC or RVG monsters and draw that many LT cards, then count how many T cards from all creature encountered not counting RFC or RVG monsters and draw that many T cards and set them into a big stack to make the Hero players eyes get wide in anticipation or to cry if they end up losing. To see how to hand out all this treasure see the section Treasure and Lesser Treasure.

5. ASN-



When combat starts the first thing that should be resolved is any characters with ASN (assassin) which allows the character to make a single hit attack with a held or basic attack that can ignore DFD, DEF, and bypassed DR unless target has RES. Any with ASN in the hero group get to make ASN actions before monsters and if a creature is killed by this ASN attack it will negate its abilities of ASN, CUR, HNT, IFA, MCN (and all its forms), Mount, Stalk, TRK, and XPL. A regenerating target will still get its regen from this attack. This does not stop the targets use or pluses gained from BLUR, CNS (since this goes off actually during set up), LDR, RES, RET (if applicable to the attack), RFC (as the reinforcements would actually already be there) unless stated happens on turn #, on their turn, or at start then has not occurred so they won't show, . RTB, RVG, UD, or VER. For more info on ASN see Abilities section.

Enemy monsters with ASN will go after the heroes if they survive the hero's ASN attacks. If the enemy is being controlled by a player, then they can choose their targets but if not then the ASN will go after whoever in the hero group has the lowest HP currently. Regardless if controlled or not, the monsters with ASN should be evenly split between heroes instead of all going after same target. Ie. A group of spiders from spider hives are drawn from combat and there are 4 of them who each get an ASN attack and the enemies are all just beast so even if controlled by a player they must go off basic combat control so the 1st will target whoever has the lowest current HP, the 2nd will target next lowest, 3rd the 3rd lowest, and so on. If there are more attackers than hero group, then it loops back around until all ASN have gotten to make an attack. (special note Spider Hive drawn as RFC do not get their ASN ability)

6. Traps -

After ASN has been handled the heroes must encounter traps. For more info on the trap cards see the section Monsters/Card Descriptions (traps).

A - The attack number the hero who encounters the trap must beat on a d20 plus their base plus level D to not be hit by it. There are two types of traps: single hit or hit all.

- a. Single hit - This trap will only hit one person. If a TA or thief is present, then they will make a defense roll and if they fail, they will be the one hit. If none is present, then all Heros and NPCs roll their defense. If they all succeed then no one gets hit, if anyone fails then the person with the lowest defense is the one who is hit.
 - b. Hit all - This trap will make an attack on everyone on the Hero's team. If a TA or thief is present, then they will make their defense and if they succeed then no one is hit. If they fail, then everyone is hit. There are no exceptions to this as they trusted their thief to disarm the trap.
7. Archers - Any archer class Hero gets to make one free attack with all boosts applicable before standard combat. Must be with ranged  attack and works like standard combat. This can be an attack that hits more than one target as long as the attack is made with an attack that has  on it such as an Alchemist Fire Grenade from the potion deck.
8. Roll and set the initiative of the Heroes and monsters. See the Initiative section before the encounters and combat section.

9. At the start of every turn characters may perform the following actions.
 - a. Swap 1 held item or spell book to another one in their inventory slots.
 - b. Use 1 QIK action. At the start of the combat they may use any number of QIK actions but after that they may only do 1 per turn for free.
 - c. Change position in combat to ranged or melee.
10. Standard Combat- Except for damages all rolls are made by the hero players.
 - a. **Edge and Hindrance** -Certain abilities give Edge or Hindrance to rolls.
 - i. If a monster or enemy has an ability that gives Edge or Hindrance then this is actually added as opposite to the hero rolling. Ie. if the monster would have Edge on its attack then the hero would roll Hindrance on their defense.
 - ii. If something gives Edge and something else gives Hindrance then they cancel each other out. Ie if a fighter who has Edge on attack rolls attacks a monster with BLUR which gives the hero Hindrance on the attack then they would cancel each other.
 - iii. If more than one thing gives Edge or Hindrance it still never rolls more than one extra die (2d20) the only exception to this is if something gives one person Edge and the other Hindrance then 3d20 may be rolled. Ie. If a hero is affected by CUR making them roll their attacks and defenses with Hindrance and the creature they are attacking has UD which gives it Edge on its defense which acts as Hindrance to the hero then the hero would have to roll 3d20 and take the worst roll.
 - iv. To roll Edge roll 2d20 declaring one as the prime die and take the best. It must be called before the roll which is the prime and if a nat 1 is rolled on the prime then the 1 must be used to allow for a chance of critical failure still.
 - v. To roll Hindrance roll 2d20 declaring one as the prime die and take the worst. It must be called before the roll which is the prime and if a nat 20 is rolled on the prime then the 20 is used to allow for a chance of critical success still.
 - b. **Nat 20 and Nat 1** - When rolling for attack, defense, or initiative and the d20 rolls a natural 20 this is called nat 20. If it rolls a natural 1 this is called nat 1.
 - i. Nat 20 on attacks. If the die is a nat 20 on an attack then this is an auto hit and the Hero (or their companion they are rolling for) will deal the max damage their combined dice pool would deal. If the attack was rolled with Hindrance then will only count if rolled on the prime die since the lower number must be taken. However if the prime die was a 20 then may take this even if the other number was lower or even if it was a 1. If the attack was rolled with Edge then count whichever is higher as normal unless the prime was a 1. See below.
 - ii. Nat 20 on defense. If the die is a nat 20 on a defense roll then the hero (or their companion they are rolling for) will defend regardless. If the defense was rolled with Hindrance then will only count if rolled on the prime die since the lower number must be taken. However if the prime die was a 20 then may take this even if the other number was lower or even if it was a 1. If rolling with Edge then take whichever is higher as normal unless prime was a 1. See below.
 - iii. Nat 1 on attacks. If the die is a nat 1 on an attack roll then the hero (or their companion they are rolling for) will miss the attack regardless of what the total would be. If the attack was rolled with Edge then will only

count if rolled on the prime die. However if the prime die was a 1 then must take this even if the other number was higher or even if it was a 20. If rolling with Hindrance then take whichever is lower unless prime was a 20. See above.

- iv. Nat 1 on defense. If the die is a nat 1 on defense roll the hero (or their companion they are rolling for) will be hit regardless for x2 the amount of damage rolled (including any pluses they had) ie. if the creature deals $d6+2$ and rolls a 3 then they would normally deal 5 damage but with a critical hit they deal 10 instead. If rolling with Edge then will only count if rolled on the prime die. However if the prime die was a 1 then must take this even if the other number was higher or even if it was a 20. If rolling with Hindrance then take whichever is lower unless prime was a 20. See above.
- c. Types of Attacks - There are several types of attacks that a character may make.
 - i. Main Action - Every character can make 1 main action that can be used to make an attack or action with a held item, a spell scroll, a spell book, an action from an item, or to swap a held item (can be done once per turn for free, after that will use a main action.) May also be used to ready a potion from their general item slots.
 - ii. MA # (multi action) - A character with this ability can make a number of extra main actions equal to the number listed after the MA. If there is no number there then they make +1 main action. These actions may be done with the same item as long as the item is capable. Ie. a hero with MA2 could use the same sword to swing 2+their one base times during a combat for a total of 3 times.
 - iii. Free Action - Something marked with this may be used as an extra action. A character may only make 1 free action per turn although something marked with Free Action could still be used as a main action if the character so wished. Ie a character with Bolt-2 has 2 magic bolts for free to use per battle. One of these could be used as a free action the first turn of combat and the other on the second turn or the hero could use one as a free action and then cast the other as their main action if they wish.
 - iv. DW (dual wield) - This character is trained to use a weapon in each hand and can make an extra main action as long as they have a something different to use in each hand. May not be used by a character using a 2 handed weapon or item such as a bow or 2 handed sword or a weapon and a shield. Also, the attack cannot use the same weapon twice. A hero could use a 1 handed held item in each hand, a 1 handed held item and a purchased basic melee weapon, a 1 handed held item and a spell book or scroll or other item worn that has an attack, or even 2 different scrolls or worn items with attacks. This is of course not all the combinations but a good list to help understand the ability.
 - An NPC or monster with this ability is considered to have some form of other attack they can make but uses the same A and damage as their base attack.
 - This may not be used with SB unless the character is a gladiator.
 - v. SB (shield bash) - This is an attack made with a shield. Characters making the attack must have a shield equipped in one of their hands All

NPCs and Monsters with a SB attack are considered to have a shield equipped (unless the NPC has broken the shield to stop and attack).

Unless something the hero has said otherwise this attack always has 0A and d6 damage.

- For NPC and monsters the SB attack will have the same A and damage as their base attack.
- Animate shield spell will not count as equipped for purposes of using this ability.
- This may not be used with DW unless the character is a gladiator.
- vi. Gore - This is an extra attack that uses things such as natural horns or a horned helm to attempt to gore their opponent. Unless otherwise stated the attack is always 2A and d8 damage for a hero.
 - For NPC and monsters the gore attack will have the same A and damage as their base attack.
- vii. Sting - This is an attack with something such as a stinger and is a special attack that bypasses targets DR unless the target has RES. For the hero this attack is 0A and d6 damage unless otherwise stated.
 - For NPC and monsters the sting attack will have the same A and damage as their base attack.
- d. Rolling an Attack - All attacks are rolled on a d20 by the hero either as the attack or as the defense.
 - i. Hero, NPC, or Summons
 - 1. Vs Monster -Roll d20 + A if meets or beats target D then hits target.
 - 2. Vs other Hero/NPC/or summons- Roll a d20 + A vs targets D+10, if meets or beats then hit target.
 - ii. Monster - Roll d20 + Hero, NPC, or Summons D if meets or beats monsters A then monster missed. If less than monster A then monster hits.
- e. Multi Hit or Hit ALL - Some things give an ability to hit multiple targets these will be labeled as MH# for how many targets or states die number hit such as hits d3 targets. Others allow to hit all which means hits all enemies at a chosen initiative number +-number listed, this does not hit friendly targets. Ie if chose to hit an 11 and is Hit All 3 then will hit all enemies moving at initiative 10, 11, and 12 but not enemies moving at any other initiative.
 - i. Prime Target and Damage- When targeting multiple opponents in one of these ways you must choose who is the prime target. That target takes full damage of anything that is boosting the damage and all others will take only the base damage of the attack. Ie. Casting a fireball that deals d12 damage and has abilities boosting the damage of HH for d4 and other items that adds d4 damage to magic attacks. So the prime target takes d12 +2d4 and all others take just the d12. Elemental damage will still affect non-prime targets when applicable such as fire dealing extra damage to Undead or Holy damage.
 - When a target with DEF is present then Hit all must hit as part of the targeted initiative the DEF is on (ie a stone golem with init 8 so 9 can be targeted to hit 8,9, and 10) and multi hit must target DEF as one of the targets. Also DEF must be the prime target for the attack.
 - DFD can still be hit by hit all but cannot be made prime unless it is the only target left.
 - This affects heroes and monsters.

- If the attack is elemental and deals extra damage because of an element that will still affect all applicable targets. In the above example if the targets were all undead then they would still take the extra d4 damage.
- ii. Magic Projectiles. This spell may not be boosted and only deals the base damage per bolt that hits a target minus the target's DR but may be affected by PRC to reduce target DR and is still effected by elemental effects such as Holy vs UH, Dark, or Undead.

Using the same team as before Ki-eth throws an alchemist fire grenade which is a hit all attack and chooses to target initiative 13 which will have a chance to hit the war troll and the batlings. He chooses the war troll as the prime target and makes an attack and gets a 17 on the d20 which will hit them all. The grenade deals d10 fire damage and let's assume Ki-eth has items that give him HH (+d4 to damage) and another item that adds +d4 to all damage rolls. He also has +2 damage from level. This gives him a total damage of d10+2d4+2.



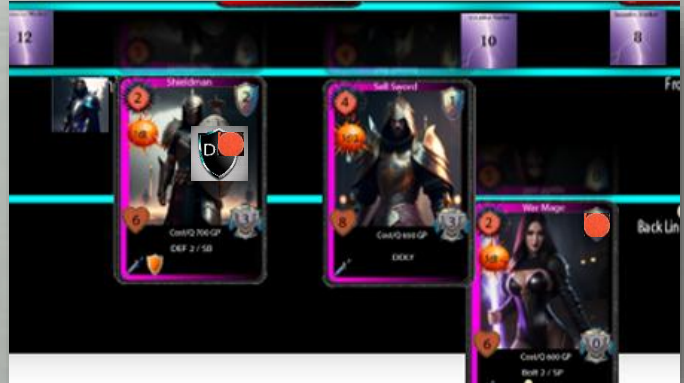
Since the war troll is his prime target he only rolls the d10 for the batlings. He rolls a 10 vs the 1st target, a 5 for the second, and a 2 on the third. He has killed one and injured the other two. Now it is time to deal with the prime target, the war troll.


He rolls a d10 and 2d4 and manages to get max on all three, with the +2 he deals 20 damage leaving the troll with just one HP, however the troll has regen d4 and even if he had killed it, it would have the chance to bring itself out of negatives and still live. It rolls a d4 and gets a 2. It has only 3 HP left but it is still alive.

Rolling a Defense-

- iii. Hero / NPC / Summons - The hero player rolls a d20 and add the D to the roll vs the Monsters A if the total meets or beats then the player has defended. If the total is less then they have been hit.
- iv. NPC/Summon vs the Hero- The hero player rolls their attack as described in the attack section above and compares to the targets D.
- v. Monster- Monsters don't actually roll their defense and instead the hero player rolls their attack vs the monsters D as described above in the attack section.

When a character is being defended the defender should place a DEF marker in the middle of the character card to indicate they are a defender and then place a Random marker of the color they choose (here we chose red) on the DEF marker and in the upper right corner of every target they have under defender ability on the Defense icon to remember they are defended. In the picture to the right we can see that the shieldman is defending the war mage. We can also see that the war mage is in the back line of combat since she is a ranged combatant.



- f. RET / IFC / PRT / RTB / Regen- The following is a greater explanation of some interrupting abilities or response abilities that can frequently happen during combat. See the Abilities section for more information.
 - i. RET (Retribution) - If a target with this ability is attacked by the type of attack listed then they will auto deal damage back to the target that attacked them that bypasses DR unless the target has RES. This is done even if the attacker missed the attack. Ie. target being attacked has RET-  -d3 then every time they are melee attacked they will deal d3 damage back to their attacker.
 - ii. IFA (Insanity Fueled Attacks)-This ability lets the owner retaliate on an attack that hits and deals damage to them immediately after they are hit even if the attack would kill them. They will receive a +A= to the amount of damage they took and their damage will be boosted by die = to amount of damage they took. Ie a chaos warrior is attacked and hit for 25 damage so they will get to attack back with an extra +25A and if hit will deal an extra d20+d4+1 damage. May be a good time to break a shield.
 - iii. PRT (Protector) -This ability lets a target take damage for another friendly target and may be done after everything has been figured and rolled. Ie A hero is hit for 20 damage and would die so the guardian takes the hit and is defeated instead.
 - iv. RTB (Retributive)- a character with this ability may throw off damage onto any other friendly creature as a reaction so that target takes the damage instead.
 - v. Regen - This is an ability to instantly heal and works differently for friendly targets than it does enemies. Regen will never heal you more than your max HP.

1. Friendlies - On the start of every turn this character will heal a number of HP equal to the number listed next to the ability or 1 if no number is listed. Ie. a character with Regen 3 will heal 3 HP at the start of every turn. This will not heal a character between combats. Regens stack if gained from multiple things.
 2. Enemies - Every time this character is hit and at least 1 point of damage gets past their DR then they will also heal by the amount listed. This can stop them from dying. Every creature with regen usually has an element listed that stops their regen from going off for that hit only. Ie. A hydra hit with fire will not regen from that attack but will still regen on the next hit unless it also is done with fire damage. Some will have N/A listed which means nothing stops their regen. If nothing is listed then nothing stops their regen from going off.
- g. Rolling Damage-
- i. Heroes - The hero will roll the damage of the item being used to make the attack plus any applicable bonuses from other items, abilities, or level.
 - ii. NPCs and Summons - The damage for NPCs or Summons will be listed on their card and may be boosted by abilities they have +1 per 2 levels of the hero. Major NPCs gain +1 per level of their hero instead.
 - iii. Monsters - The damage for Monsters will be listed on their card and may be boosted by abilities they have and by the combat tier card currently unlocked.
 - iv. Traps- The damage for the trap will be listed on their card and may be boosted by abilities they have and by the combat tier card currently unlocked.
- h. DR, HP, and defeat -
- i. DR - Once damage is rolled it will then be reduced by the target's DR. For heroes, NPCs, and Summons the max DR is 5 unless something boosting it specifically says it increases the max. For monsters their DR will be what is listed and if this number is higher than 5 it is considered to be because something has already increased their max. This DR may be affected by several things.
 1. PRC - Piercing may reduce a targets DR. For Heros this will reduce their total DR but may still not bring it down below the max 5 anyway. Ie If a hero has a total 8DR and a standard max of 5 then only 5 will reduce and if they are hit by PRC2 then this reduces their DR to 6 but they will still get the max 5 so really it does nothing.
 2. RES- if the target has this then nothing can bypass their DR and they will get their full DR regardless.
 3. Elemental Damage - This type of damage will bypass a targets DR unless the target has either RES or LIM to the element being hit by.
 4. Full immunity - If a monster deals elemental damage, then they are fully immune to that element and will take no damage from it if hit by it.
 - ii. HP - After the damage has been reduced (or not) by DR then the

remaining damage is taken from the target's current remaining HP. If this brings their HP to 0 or less then the target is defeated as follows.

1. NPCs- They are killed and discarded unless the hero resurrects them after combat. If they are a major NPC they are considered to be raised in town otherwise and can return again later. A NPC with attached abilities Honor or Life Debt will lose this if they are killed and not resurrected.
2. Summons- They are unsummoned and removed from play until they can be resummoned if applicable or until the start of the next quest.
3. Monsters - They are killed and discarded and their treasure received after all monsters have been defeated.
4. Heroes - When a hero's HP reach 0 or less they are downed but not dead and are simply out of the combat until either the rest of their group is downed or they win the fight. After a combat if the others in the group have any healing abilities, spells, or potions then they may use these to attempt to bring the downed hero back out of the negatives and restore them to fighting condition but this may not be done during combat. If the hero has at least 1 hp after healing then they are fully capable to make actions again in the next encounter.

- No hero may take items from a downed hero even if the downed hero would be willing to let them and the downed hero may NOT use spells or abilities to heal themselves while they are still at 0 or less HP but other heroes may use the downed heroes potions to try and heal them (not heal themselves). Heroes never die they can only all be downed and forced to retreat and take a failure.
- A shield may be broken to negate a hit. This will destroy the shield. If the shield was a base shield represented by the shield icon on the character card of an NPC then the character should be given the broken shield token until it is replaced. Heroes, NPC, and even monsters with the shield icon can negate a hit this way but it may not be done to a critical hit or vs ASN attacks. If an enemy has a shield it will always break its shield as a last result to stop itself from being killed. If a player is controlling the Great Evil they may decide when to break the shield instead. NPC will break a shield when their controlling Hero decides they should. They follow orders really well.

- iii. Defeat or victory- If all monsters are killed then the hero's win the fight and receive their treasure cards and can then resolve encounter cards and shops, retreat from the quest as an abandonment, go on to the next encounter, or if it was the last encounter they win and resolve the reward for the quest. If all heroes were defeated then the quest has failed and the failure portion of the quest is resolved and the heroes will retreat back to town.

- When attempting to raise a dead NPC and it fails then the NPC is discarded and it cannot be attempted again with another raise dead.



Item Loss-

If the failure of a mission or an ability of a monster says to take a random item from the hero that is done by rolling a d20 and consulting the following chart.

1. Ring (roll d8 to see which one)
2. Cloak
3. Gloves
4. Boots
5. Bag (This will lose all inside the pouch/bag of holding)
6. Bag (This will lose all inside the pouch/bag of holding)
7. Necklace (Roll d2 to determine which one)
8. Belt (If wearing an adventurer's belt this will lose all attached. If ring belt then lose all rings attached. If potion belt then lose all potions on belt with it.)
9. Random potion on belt slot. (Chose at random by numbering and rolling or shuffling and drawing one just make sure to do so without looking since T cards and basic cards will have different backs)
10. Helm
11. Armor
12. Held Slot 1
13. Held Slot 1
14. Held Slot 2
15. Held Slot 2
16. Spell Book (if a rune book, then lose all attached)
17. Item Slot (roll d4 to see which one)
18. Adventurer's backpack (lose all that is inside)
19. Adventurer's backpack (lose all that is inside)
20. Spell Scroll (chosed at random by numbering and rolling or shuffling and drawing one just make sure to do so without looking since T cards and basic cards will have different backs) (Can not be a starting scroll but can be a basic purchased scroll)
 - If a spot is rolled that is empty, then reroll.
 - If an item with upgrades is lost such as an upgraded weapon or armor or shield with spikes, then the upgrade is lost with the item since these cannot be unattached.

Level -

All heroes start at level 1 but do not gain anything for this base level unless from an ability that gains pluses off level such as TOU (which would give the +2 HP for the base 1st level and is not figured into hero cards. Ie a hero with 18HP listed on the hero card and Tou will actually have 20 HP starting). Every main quest completed should direct the hero to gain a level. When a hero gains a level the level deck is shuffled and two random cards drawn. The hero must then choose which card to take and which to discard. (If two cards that are the same are drawn then they simply add the pluses in from that card with no real choice made but they will gain a +2 HP for this occurring) Once a card is chosen the pluses from the card are written on the hero level scorecard. There are 8 types of level cards that add different pluses off the card. 12 are basic level up cards, 1 is a Heroes choice, 2 are boosted level up cards, and 1 is the Ultra level up card.

- If the hero draws level cards that give a plus to an area they have maxed out then the other card must be chosen. If both cards give pluses that the hero cannot take then +4 HP is given instead.

- If two cards that are the same are drawn, then they simply add the pluses in from that card with no real choice made but they will gain a +2 HP for this occurring. If both cards are the same and give pluses that the hero cannot take then +6 HP is given instead. (the regular +4 with the extra +2 given.)



Level	Effect
3	Gain Specialization
4	Black Market Opens
5	HLM and AH 3-4 add in
8	AH 5-6 add in
10	Gain multi class and AH 7 add in
12	Wyrms add in
15	Gain 2nd Specialization

Open by Level-

Certain things remained locked until the hero hits a certain level. The following is a list of things opened by the hero's level and what level it opens at.

Level 3 - The hero gains a class specialization for the base class they started with. See Class specializations below.

Level 4 - The shadow market opens. See Shadow Market after basic items section.

Level 5-AH (anti hero) cards of T level 3-4 and HLM (higher level monster) cards are added into the monster deck and are used unless the quest says otherwise.

Level 8- AH cards of T level 5-6 are added into the monster deck and are used unless the quest says otherwise.

Level 10- AH cards of T level 7 are added into the monster deck and are used unless the quest says otherwise. The hero gains a multi class. See the multi class section below.

Level 12- Wyrms cards are added into the monster deck and are used unless the quest says otherwise.

Level 15- Hero gains a 2nd specialization in either their base class or the multi class.

Base Classes-

Every hero and major NPC have a base class (major NPCs start with an upgraded specialization to their base class as well). This base class gives pluses to the hero depending on what it is. There are class cards inside the Reference deck for each class that go over what the pluses and negatives for the class are.




1. Citizen-This class does not have a card inside the Reference Deck but gains no special pluses or negatives but a major NPC with this class does not count towards the max number of NPCs in a party.





Class Specialization-

At 3rd level the hero will get to pick a specialization based off their base class. At 15th level the hero will get to pick a 2nd specialization either from their base class or their multi class chosen at 10th level.

1. Fighter-

- a. Cavalier- DEF+2 must be using a shield 
- b. Dualist - DW. (If has DW nat, not from item, then adds MA1 instead)
- c. Blade Master- REP (if has REP naturally, not from item then this stacks with it allowing more uses)

2. Archer-

- a. Melee archer- may use 
- b. Marksman-  with 
- c. Quick Shot- MA1 with 






3. Wizard-

- a. War Wizard - Single bolt type spells such as magic bolt or lightning strike now gain MH2 (can target a 2nd target or deal an extra hit to the same target. Still only deal full damage to prime. Extra hit to same target will just deal the base die damage as a plus). Also add an extra hit to the magic projectiles. (4d8)
- b. "type" Summoner- Choose elemental, zombie, skeleton, or golem and may have 2nd summons of type listed out at a time. Gain one of the following abilities ART, Elem, Necro – S, Necro – Z. If already have chosen ability does not give anything else but can still summon 2nd at a time.
- c. Geomancer - Multi hit spells and spell books such as fireball or water tome gain a 2nd use per Q

4. Cleric-

- a. Healer-Healing spells do min of 1/2 roll value.
- b. Battle Cleric- Holy now deals d12 instead of d8 and gain LTH to the holy damage dice. (with holy only) May still have LTH to main die as well if applicable.
- c. Priest- Can banish fiends and undead. (Use base Attack plus any Attack plus off level vs Defense of monster and if hit remove them from combat. Gain no T). Can not be used to defeat a boss.


5. Paladin-

- a. Bringer Of Wrath- vs fiends and demons gain  and 
- b. Order of Returned-vs undead gain  and 
- c. Defender of the Weak- DEF+1 (does not have to be using a shield ) DR+1 Max +1



6. Mage-

a. Battle Mage-  &  

b. Arch Mage-   &  

c. Magelin. -  & MB1


7. Barbarian-

a. Juggernaut-  If they have no DR from armor then have . This is from armor only, not other things such as shields, helms, or spells cast on them.

b. Gladiator- May use DW and SB together. (Must still have gained the abilities through normal means. Does not grant them. Just their mutual use)

c. Arcane Hunter-  &  vs  & TNT vs 

8. Thief-

a. Trap Specialist- A ny trap or  or less is auto passed. (Get T)

b. Assassin- ASN. If have ASN, not from item but actually have, then may stack for a second ASN attack.

c. Master Thief- When GP are found gain an extra d4x100. This is per card that grants money such as silver coins, gold coins, gems, or jewelry. Will gain per card if more than one is found at a time.

9. Ranger -

a. Wildling Hunter- At start of battle may make a free attack on # of beasts = to base starting Attack of the Ranger. If not that many there then extra actions are lost. Just one attack per monster max. If base attack was 0 then still get to attack 1 beast.

b. Path Finder-SCT. If already have SCT naturally, not by item then may 1x/Q discard an entire encounter and redraw it.

c. Beast Master. - May make Attack vs a beast and if wins may take a beast as a follower. May only have 1 beast at a time. May take a new one but must let the other one go and it becomes aggressive and adds to attacking monsters.

Multi Class -



At 10th level the hero can choose a 2nd base class to gain the pluses off of. What is gained or offered is based on what their prime base class is. Hero may choose to take pure class instead and stay just one class but gain pluses for doing so.

1. Archer-

a. Fighter- Gains DDLY

b. Pure Archer-Gain MA1 with bows.

c. Wizard- gains MGC and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait. Can make free attack before combat with




 as well as 

d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level

e. Paladin- Gain Holy. Gain UD.


f. Mage- Gain MGC.

g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't wear armor unless gain Tank.



- h. Thief- Get Edge on defense vs traps and double their defense plus vs them
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.
2. Barbarian -
- a. Fighter- Gains DDLY
 - b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
 - c. Wizard- Gain MGC. Gain one basic spell of choice. Can't wear anything with armor trait unless has mage plate (MP) and Tank.
 - d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level. Do not need MGC to use this heal.
 - e. Paladin- Gain Holy. Gain UD.
 - f. Mage- Gain MGC. Can not use MB more than 2x per Quest.
 - g. Pure Barbarian. Gain LTH and +1 HP/ level
 - h. Thief- Get Edge on defense vs traps and double their defense plus vs them.
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.
3. Cleric-
- a. Fighter- Gains DDLY
 - b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
 - c. Wizard- Gains MGC and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
 - d. Pure Cleric- Cleric heals change add Reaction 1x/ turn.
 - e. Paladin- Gain UD.
 - f. Mage- Gain MGC.
 - g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't have wear armor unless gain Tank.
 - h. Thief- Get Edge on defense vs traps and double their defense plus vs them.
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.
4. Fighter-
- a. Pure Fighter- Gain DEF-2 and TNT
 - b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
 - c. Wizard- Gains magic and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
 - d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level
 - e. Paladin- Gain Holy. Gain UD.
 - f. Mage- Gain MGC.
 - g. Barbarian. Gets an extra d10 damage to all damage rolls. (Can wear armor still)
 - h. Thief- Get Edge on defense vs traps and double their defense plus vs them.
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the

defense. If vs a beast with ASN then also gain x2D bonus.


5. Mage-

- a. Fighter- Gains DDLY
- b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
- c. Wizard- Gains MB x1 and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
- d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level
- e. Paladin- Gain Holy. Gain UD.
- f. Pure Mage- 2 random abilities
- g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't wear armor unless gain Tank.
- h. Thief- Get Edge on defense vs traps and double their defense plus vs them.
- i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.


6. Paladin-



- a. Fighter- Gains DDLY
- b. Archer- gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
- c. Wizard- Gains MGC and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
- d. Cleric- Gets a cleric heal scroll that they can use 1x/Q/Level
- e. Pure Paladin- Boost attack vs dark and undead by extra d4 
- f. Mage- Gain MGC.
- g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't have wear armor unless gain Tank.
- h. Thief- Get Edge on defense vs traps and double their defense plus vs them
- i. Ranger -once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.

7. Ranger -

- a. Fighter- Gains DDLY
- b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons to make this attack.
- c. Wizard- Gains MGC and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
- d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level
- e. Paladin- Gain Holy. Gain UD.
- f. Mage- Gain MGC.
- g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't have wear armor unless gain Tank.
- h. Thief- Get Edge on defense vs traps and double their defense plus vs them
- i. Pure Ranger- May now use STH vs HNT for only 1 instead of 2 and may bypass TRK for 2 STH use.

8. Thief-

- a. Fighter- Gains DDLY
- b. Archer- Gets one free attack at the start of combat before init. Can only use 

- weapons to make this attack.
- c. Wizard- Gains MGC and one free basic scroll of choice. Can't wear anything with armor trait unless has mage plate (MP) trait
 - d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level
 - e. Paladin- Gain Holy. Gain UD.
 - f. Mage- Gain MGC trait.
 - g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't have wear armor unless gain tank.
 - h. Pure Thief- Gain ASN.
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.
9. Wizard-
- a. Fighter- Gains DDLY and can use melee weapons and weapon upgrades. Can SB if trained it.
 - b. Archer- Gets one free attack at the start of combat before init. Can only use  weapons or  to make this attack.
 - c. Pure Wizard- Gain MB x2 and may now have 2 prime targets with multi hit spells. Spells, wands, and spell books only not potions or items that give MH.
 - d. Cleric- Gains Holy. Gets a cleric heal scroll that they can use 1x/Q/Level
 - e. Paladin- Gain Holy. Gain UD.
 - f. Mage- Gain MP and can use melee weapons and weapon upgrades. Still can't use armor upgrades nor SB.
 - g. Barbarian. Gets an extra d10 damage to all damage rolls. Can't have wear armor unless have Tank and MP.
 - h. Thief- Get Edge on defense vs traps and double their defense plus vs them.
 - i. Ranger -Once per encounter may draw one extra monster and discard one. Stacks with SCT ability. Vs ASN may choose to be the target of the attempt and gain Edge on the defense. If vs a beast with ASN then also gain x2D bonus.



Status Markers-



These are markers used to note status effects on Heroes, NPCs, Monsters, or in general that affect others in play and are laid out on the initiative board to remind that it is in effect.

Random Markers-



These are used when random things need to be marked such as who is targeting who, when a slime monster has used ENV to envelope a target or when a character with DEF is defending a target to show who they are protecting. Simply choose a color and mark appropriately. Ie. The Black Blob has hit the Hero and has enveloped them, so the slime is marked with a green (or any color you choose) marker and another placed on the hero to note that it is now attached to them.

Reference Deck-



This is a deck of special cards that are used to reference rules such as Combat Reference Cards or NPC Boost Reference Cards, to mark effects such as the Broken Shield Token place on an NPC or Monster that has broken their shield to negate a hit, remind of effects in game such as Tier combat cards or Open with Level Card, Class Cards for the Heroes, or the Cleric Heal Spell used by Clerics.

Difficulty Levels –






The rules in this book describe the base difficulty or medium difficulty and is the way the game was created to be played. There are, however, two other modes of game play that the players can choose from if they so desire.

1. Easy Mode – In this mode all Heroes gain the DDLY, UD, and LTH abilities. If the hero already has any of the abilities, they gain pluses instead. For DDLY they gain +2 Attack, if they already have UD they gain +2 Defense, and if they have LTH they gain +2 Damage. This is a way to play the game if you find it too challenging or want to enjoy the story with less stress. Although we must warn it can occasionally be difficult even with these pluses.
2. Hard Mode aka Perma Death – If the players really want to punish themselves, they may attempt the game in this mode. When a hero is dropped to 0 or negative HP in this mode, they must make a survival save to see if they live. The roll is their Base HP + level HP / 4 plus a d20 and the total must equal 20+ or they die. Ie. A character with 20HP base and +2 from level has a total of 22 / 4 so +5 to the roll. They roll a 12 +5 = 17 so they did not make it. If a 1 is rolled they auto die regardless of their total. Once a hero dies they must discard the character and then after the party returns to town, they draw a new one at random to play from the remaining Heroes. The equipment they had can be divided up with the rest of the party and the “new” hero. They then can continue from there. If all heroes are downed during a quest, there is no roll to survive, and all heroes and their equipment are discarded and new drawn and leveled up to same level as previous but with starting gear and 500 GP only. When a hero is discarded it is kept in a discard pile and not brought back into the game. When the hero deck runs out of heroes no new hero may join and when the last hero dies the game is over and the heroes lose.

Abilities and Tags-

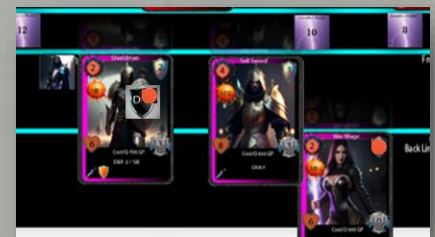
- Abilities are powers that characters have or gain from an item. These may be picked up through things such as power rubix or Random gain abilities. Tags are shorthand terms used to describe game mechanics such as if an item is armor or not or if it is a trinket and does not use inventory space.
- Any ability that gives pluses does not stack unless stated otherwise under the ability. Otherwise if you have multiple abilities that do not stack, use the best available.
- Items that are listed as +#ability will increase the use of said ability even if normally does not stack.
- When rolling a **random ability** such as a monster with Rand or use of the power matrix roll d100 and see ability numbers. If an ability is marked (Hero Only) then it may only be obtained by heroes and should be rerolled for a monster likewise if an ability is marked as (Monster Only) then it may not be obtained by a hero and must be rerolled. An ability marked as (None) is not obtainable by either monsters or heroes and is here simply to explain for things that naturally have it such as Mount. If Rand is rolled then gain d3 more Rand powers. Ie. If a hero uses a power matrix and gains a Rand power and the power rolled is Rand so the d3 for rand is rolled and they get 2 so two more rolls are made for a total of 3 and they roll and gain PRT and they also roll HTU which a hero can't have so they reroll and gain HH. They roll their 3rd power and get Rand again and this time roll a 1 for the d3 which brings their total powers up to 4 now. They roll twice more and get Acid and PRT which increases the PRT they had from 1 to 2. The end result from their power matrix use is they have Acid, HH, and PRT2.

Abilities-

1. Acid.  Ignores the DR of armors and shield unless says protected from element. Magic spell armors and mana shields still reduce damage. Any monster that deals elemental damage is immune to same type damage. Constructs take an additional d4 damage to acid.
2. ACM. Alchemy. Gain one basic potion of choice at the start of a quest. If says ACM-name then gain that potion instead of choice. Stacks with multiple items. (Hero Only)
3. ADV. Advice. Gives +1 A and D of all friendlies except self. Place the ADV marker on the Initiative Board as a reminder to the players to add it in. Does not stack. 
4. AM. Anti-Magic. User carrying an item with this trait (even if in a bag and not in use) cannot use any spell or item with . They also take 1/2 damage from  attacks. An item with this cannot be placed in a pouch or bag of holding.
5. ART. Artificer. Can summon the golem for the Q or until it is killed. May only have one golem up at a time per hero.
6. ASN. Assassin. May make an attack before combat on target of choice that can ignore DEF and DFD and if hits bypass armor unless target has RES. Does not count rage or mounted pluses. Can not be a multi-hit or hit all attack. If multiple monsters have this then their attacks should be evenly split up between party but may still choose target if not an even split. Heroes may stack theirs on one target as desired. Hero ASN attacks go off before monster ASN and targets taken down before their turn will not get to retaliate. See Encounters and Combat section for more details. Multiple ASN abilities stack.
7. Bard. Inspire others with +1 Attack Defense Damage and init, not including self. Place the Bard marker on the Initiative Board as a reminder to the players to add it in. Does not stack. 
8. BB#. Bounce Back. Creature will return to full health upon death a number of times equal to the #







listed. If a creature with BB3 would have to actually be killed 4 times total. (Monster Only)





9. BL. Bless. Gives +1 A D and Dmg to all friendlies including self. Negated by CUR. (BL will cancel CUR but also be canceled by CUR.) (Hero Only) Place the BL marker on the Initiative Board as a reminder to the players to add it in. Does not stack.
10. Blur. Attacks made on this target have Hindrance. If rolled for a Hero replace with UD instead. Canceled by DDLY. (Monster Only)
11. Bolt-#. Has a number of basic magic bolts scrolls to use per batt. Can purchase one more than you start with. Can stack with multiple items.
12. BRI. Bribe. Can pay 100 GP per enemy (or enemy group if from same card) at location to evade fight. Receive no T for encounter. If has #-# then the price is number listed. If has a HLM card attached then the cost to pay the Bribe is x10 listed or 1,000 if not listed. (Monster Only)
13. BRI- fawn. If fawn manages to get any of party with MCN then may pay \$4,000 and bribe the fawn to let them all go and leave. (None)
14. Bro-name. Have NPC as a brother who will always be with the user for free. If gained from Rand then draw random NPC as bro. If Bro dies then will come back at end of Q. A Bro does count towards number of NPCs. **Call for Help rule.** During the break between encounters, a bro who was not brought along on a quest may be "Called In" to help with remainder of quest as long as the party size limit allows. Can be used to replace fallen NPCs.
15. Cancel. Roll Attack vs Attack of target casting a spell or using a spell book to try and cancel it. Still counts as the spell was used if successful but has no effect. If the spell being cast is an attack spell then roll a separate A roll for the Cancel then the Attack on targets. May do this a number of times per Q = to #-# listed. May choose to not try and cancel a spell to save your cancel attempt for later use.
16. CHM. Charm. -50% cost of NPCs. Round up to nearest \$10. Only reduces cost for the hero hiring them. Can not be used for other heroes to hire someone. They just don't like them enough to work for those uncharming types for a discount. (Hero Only)
17. CNF. Confused. If all monsters at an encounter have this ability (or if at least one monster has this ability and the rest are construct, slimes, or beasts) at the start of the encounter, then may evade the combat (no T). (Monster Only)
18. CNS. Consume. This monster "eats" all lesser monsters drawn for the encounter with it. They still give T and count as defeated but their combined HP boosts this monster's HP instead. (Monster Only)
19. Cold. Any target hit by this receives -2 Defense for the rest of the combat. Can not multi stack. (Undead and Constructs are immune to cold). Place the cold marker on the affected target to note they have the -2 defense.
20. Copy. At the start of a Q the target with this may copy any other ability that another hero or npc has. They maintain this ability (and can't change it) for the entire Q even if the person they are copying from die. A monster with this ability will copy an ability of another monster at the combat. If there are no other monsters at the combat then draw Rand-1 instead.
21. CUR. Curse. Targets fighting this monster receive Hindrance on attacks and defenses for the entire combat even after the creature giving this negative is dead. Negated by BL. BL will cancel CUR but also be canceled by CUR. (Monster Only)
22. DDLY. Deadly. Receive Edge on attacks. Canceled by Blur or UD.
23. DEF. Defender. An NPC or hero with this ability may defend a number of other friendlies equal to number listed. If NPC has no number listed then goes off their base D, not counting any pluses or level. Those defended cannot be targeted by enemy attacks of any type until defender is dead except multi hit or hit all abilities. A monster with this ability defends all other enemies with it and must be killed before any attack may be made on anyone else except





multi hit or hit all abilities. Hit all must target an initiative the DEF is on and multi hit must target DEF as one of the targets. Also DEF must be the prime target for the attack. This ability can stack.

Place the DEF marker on the character or monster with this ability to note they are defending others and then mark them with a colored random marker of your choice and mark those defended with the same color maker over their Def icon.




24. DFD. Defended. If on a monster that uses  then may only be target by ranged attacks until all other melee monsters with it are dead. If on a monster with  or  then all other monsters must be killed before this foe may be targeted. May still be hit by multi hit and hit all. Mark the character with this ability with the DFD token to remember they cannot be attacked by others. 
25. DW. Dual Wield. Gain +1 main action per turn but must be using a different weapon or item than the first attack. May use a held item, scroll, item, spell book, or base starting weapon. Can not be used with a shield. Can not be used with SB. (Gladiator is the only exception to this)
26. Elem. Elementalist. Can summon the elemental summons (may choose which one when summoned and may change each time summoned) for the Q or until killed. May only have one elemental summons up at a time per character. A hero with this may use the summon elemental spell to summon an elemental for the entire Q or to bring their elemental back for Q instead of just for battle.
27. ENV. Envelope. If an attack from monster with this successfully hits then it will continue to deal damage per turn without further attacks needed until the target enveloped is dead or the monster holding them is killed. The monster no longer has to make attacks on the target it enveloped but the enveloped target must still make attacks to hit the monster on it. This represents the difficulty of the entangled person to move to make an attack. Furthermore a target under ENV cannot use DEF to defend others, must target the monster that has it enveloped only, is dragged off a mount (so it no longer gets Mounted bonuses and will not get them until after combat is over even once freed), cannot use RUN, cannot use TNT, and cannot be the target of other creatures unless they are the last target alive. This means if they were the only one in melee range that the foes with melee may now bypass them to attack the heroes and NPCs in back line. Others may attempt to help free the target under ENV by attacking the monster holding them but if they attack and miss they will deal damage to the enveloped target instead. No roll for defense for the ENV target. **(Monster Only)**
28. Fear. Cause monster with BRI to flee (gives no T). If it has -name then works on that creature instead. **(Hero Only)**
29. Fire  Ignores the DR of armors and shields unless the item says protected from element. Magic spell armors and mana shields still reduce damage. Any monster that deals elemental damage is immune to same type damage. Fiends and demons are immune to fire damage. Undead take an additional d4 damage to fire.
30. FS. Fast Strike. Auto win init unless vs other with FS or unless vs Nat 20 init roll.
31. Ground. As long as this target is alive no multi hit or hit all spells or abilities can be used (MH and hit all can be used but will only hit 1 target) This affects both sides of combat. Will not stop dragon breath attacks or XPL.
32. Gore. A Hero with this can make an extra attack for 2A d8 damage. A monster or NPC with this will use their base A and damage.  Place the Gore Marker on a Hero with this ability to remember to make the action.
33. HCM. Henchman. Get a free random lesser NPC to help for Q at the start of each Q.
34. Heal. Healer. This character has a free copy of the basic heal spell. If they are a hero then they may still buy another copy. May have this even if the Hero does not have MGC but may not

- buy another unless they do. A character with the Heal ability may not roll less than ½ for heal spells. I.e. A d6 roll of 1-3 will count as a 3.
35. HTU. Hero Treasure Use. This monster can use T cards and will use any that it and any monsters in the encounter with it start with. If those cards are 1 use then they will be used up. For NPCs with HTU they may equip up to 1 hero T card per hero level of the hero they are attached to (max 10 items) with the same restrictions as heroes. They also cannot be given items they cannot use. They aren't pack mules. **(Monster Only)**
(NPCs can have this but Heroes do not need it so it is marked as Monster Only)
 36. HH. Heavy Hitter. This character deals an extra d4 damage with any attack they make.
 37. HNT. Hunter. This monster negates others' use of SCT and STH. If drawn due to the SCT ability then may ignore this ability. A hero may use 2 STH abilities to bypass this ability and the encounter. **(Monster Only)**
 38. Holy. This character deals an extra d8 damage to undead, dark creatures, and those with UH. Can not have UH. **(Hero Only)**
 39. Ice  Any target hit by this type of damage takes Cold effect unless protected from ice. Any monster that deals elemental damage is immune to same type damage. Undead and Constructs are immune to Cold and Ice. This is the only elemental attack that does not bypass DR.
 40. IFA. Insanity fueled attacks. Immediately after taking a hit they get to retaliate attack with a plus to attack and damage equal to the amount of damage they took after their DR. Damage will be added as a roll using closest die type making fewest rolls. I.e. 40 damage would be rolled as 2d20 and 27 would be 1d20+1d6+1. This attack is made even if they died from the attack against the attacker unless Defended then attacks the defender. A ranged attacker with this ability may retaliate vs any attack type. A melee attacker with this ability may only retaliate vs melee attacks. The plus to attack and damage is equal to the amount of damage they were hit for even if this is more than their remaining HP. I.e. If hit for 47 damage but only had 12 HP left the monster dies but still retaliates with a +47 A and 2d20+1d6+1 damage. **(Monster Only)**
 41. INC. incorporeal. Non magic attacks (not made by an attack with the  symbol) made on this character have a 40% chance to miss. (roll d100 and the attack misses on 60+)
 42. LDR. Leader. Gives +1 A and D of all friendly NPCs with users. (Not counting self). Place the LDR marker on the Initiative Board as a reminder to the players to add it in.  Does not effect beast NPCs, golems, undead summons, or elementals. This ability stacks to a max of +5
 43. Lightning  Ignores the DR of armors and shields unless says protected from element. Magic spell armors and mana shields still reduce damage. Any monster that deals elemental damage is immune to same type damage. Constructs take an extra d4 damage from lightning.
 44. LIM. Lesser Immunity. Will be followed by the symbol of the element it has limited immunity to. May now get DR vs element listed that normally would bypass DR. LIM to Ice means the character does not take the cold effect.
 45. LTH. Lethal. May roll main dice damage twice and take the best roll. This only affects the base dice. I.e. If the character deals 2d6 +1d4 HH +1d4 barbarian then they would roll the 2d4 as normal but the 2d6 they would roll twice and take the better of the two rolls. So if the 1st roll is 5 & 2 for a total of 7 and the 2nd set rolls 6 and 3 for a total of 9 then they would use the 9. You cannot choose the best of all 4 die for the 5 & 6 for a total of 11. You cannot choose to take lower numbers to deal less damage either.
 46. Loner. May not have any hired NPCs, Honor bound NPCs, life debt NPCs, summons, hounds, and mounts are still allowed. Does not affect the other Heroes in the group. **(None)**
 47. Lucky. When T cards are drawn from defeating monsters, draw one extra and then discard one. (Does not count lesser T cards). Does not count T cards gained from Q rewards. Does not give 1 extra per T card gained but just 1 extra when T cards are gained. I.e. Hero wins combat and gets 3 T cards they may then draw 1 extra and then choose 1 of the 4 to throw away. This ability stacks so if have Lucky 2 then when T cards are gained may draw 2 extra and throw 2 away. **(Hero Only)**

48. MA-#. Multi Attack Number. Can make a number of extra prime actions equal to the number listed. These attacks can be with any weapon they have. This ability stacks.
49. MB. Mana Boost. Recharge a 1x/ spell scroll or spell book. can be done 1x/Q/MB character has. If a character has a number after then it may be performed a number of times listed. Will stack with other MBs. Can not recharge 1 use scrolls that are discarded when used. (Hero Only)
50. MCN. Mind Control. Make an attack at the start of combat vs NPC (if applicable). If hit, take over NPC for rest of combat. (Will usually target lowest D). If has # then will make that many attempts to take over if captured one will continue on to the next NPC until all attempts are attempted. If there are not enough NPCs for them to attempt to take, instead draw randoms to serve them. If tries and fails then any failed attempts are replaced with random NPCs. (Undead, slimes, and constructs are immune to MCN) A hero with MCN can use on LT and standard monsters only, will not work on AH, Wurm, or bosses. Can be used vs something taken over by MCN to try and take them back. A character with MCN is immune to MCN. (Monster Only)
51. MCN-all (fawn). The fawn will get an attempt on every NPC and hero at combat. If they take over none then will fight on their own. If they get some then see BRI- fawn. If gets everyone then takes all of Heros GP a d4 items and leaves letting everyone go.(None)
52. MGC. Magic. This character can use spell scrolls and spell books, or Staves or wands that have the  symbol. Without this a hero cannot use any of these three. Do not need to use other items with  symbol.
53. MH-#. Multi Hit. When this character makes an attack, they may target a # of targets = to number listed. They may choose the targets. May not choose anyone with DFD and if there is a DEF present then it must be one of the targets. A Hero with this ability only gets the MH to one main action per turn.
54. Mount. This creature may be mounted by any creature with the tag man (other than Hawkor and werewolf), goblins of any type, hobgoblins, lizard men, or Orcs of any type. When mounted the mount gains FS (unless tagged with -FS) and the rider gains +4 A +2 D +d4 dmg and FS (unless tagged with -FS). A rider and mount cannot be protected by DEF except in spec cases such as using a Cavalry shield or the Wrath Ox. A rider with DEF may defend their mount. If a mount is attached to a monster with multiples then there will be multiple mounts for all the monsters. Place the Mounted Marker on a character with this ability to remember to add in the pluses. (None)





55. Mounted. If no applicable creature is drawn to ride this creature then draw until one is and add it to the mount giving Mount pluses to both. (None)
56. M-#. Multiple. Roll the die to determine the number of this creature that is here. (Monster Only) If rolled as a Rand then use # as d3. Ie. M-D4+1 and roll a 2 will mean there are 3 of the creatures.
57. Necro S. Necromancy Skeleton. Can summon the skeleton for the Q or until it is killed. May only have one skeleton up at a time per character.
58. Necro Z. Necromancy Zombie. Can summon the zombie for the Q or until it is killed. (May only have one zombie up at a time per character).
59. Noble. Draw 2 T cards and start with the amount of money listed on the cards sell value. If less than \$2,000 is drawn, then start with \$2,000. May not keep the cards, must take the GP value. At the end of every Quest that is completed, gain an extra 500 GP. (Hero Only)
60. ONS. Onslaught. If the RFC of this creature (or summons) is killed before this creature is, it will summon them back again indefinitely until it is killed. Will summon them back on their turn. (Monster Only) If rolled as a Rand then draw Random monster as their ONS RFC. While Heroes can not start with or get this ability from Rand powers, it is given by some items. This allows the user of that item to resummon a destroyed summon given by the item on their turn. They may not chose to summon a new one if the old one is still alive.
61. PA. Pack attack. When this group attacks instead of making an attack per they make 1 attack with a plus attack and damage = to the number in the unit (counting the base, so 6 of them would get a plus 6 and 1 would get a +1) (Monster Only)

62. Poison  ignores the DR of armors and shield unless says protected from element. Magic spell armors and mana shields will **NOT** reduce damage from poison. Any monster that deals elemental damage is immune to same type damage. Undead, slimes, and constructs are immune to poison.
63. PRC-#. Piercing. This will bypass an amount of the targets DR = to the number shown. If no number then is piercing 1. Does not stack. Just goes off highest if the character has more than one. If rolled as Rand then gains d3 PRC. Roll when obtained and this is their PRC not rolled per hit. The PRC gained from Archer class is the only PRC that **DOES** stack with other PRC abilities.
64. PRT. Protector. 1x/Batt this unit may take the damage for another friendly unit. This ability can stack. Does not go off Protectors defense but does use their DR. May be done after damage is rolled to see if target will survive and then decide to take hit. If has number listed after then may do it the number of times per battle.
65. Radiation  Ignores the DR of armors and shield unless says protected from element. Magic spell armors and mana shields will **NOT** reduce damage from radiation. Any monster that deals elemental damage is immune to same type damage. Undead and constructs are immune to radiation. If a target with a Mana shield active is hit, not only does the attack bypass the DR of the mana shield, it also destroys the shield dropping it.
66. Rage. This unit can enrage and gain +4 Attack -4Defense and +d4 damage. When raging the pluses and negatives start at the start of the turn and are active until the start of the next turn when they must decide if they are going to continue with rage. If it has rage-condition then will rage when the condition is met and can not stop the rage until the end of battle. If has rage-auto then is always enraged. Can not be used with mounted. Can not be DEF while enraged nor DEF others. Does not add to REP but REP may still be used. Place the Rage Marker on a character with this ability  to remember to add in the pluses.
67. Rand-#. Random powers. Start with # of random powers. Roll a d100 and see ability numbers. If an ability is marked (Hero Only) then it may only be obtained by heroes and should be rerolled for a monster likewise if an ability is marked as (Monster Only) then it may not be obtained by a hero and must be rerolled. An ability marked as (None) is not obtainable by either monsters or heroes and is here simply to explain for things that naturally have it such as Mount. If Rand is rolled then gain d3 more Rand powers plus reroll for the one that rolled Rand. This ability stacks.
68. Regen-#. Regeneration. Every time this character is hit (not attacked but actually hit for damage that gets at least 1 point through DR) then they heal by the number amount listed or die number listed. Monsters regen roll is multiplied by the current tier number. Starting tier counts as 1. Heroes multiply their regen as follows. Double at level 10, x3 at level 20, and x4 at level 25. If the target would die but the regen brings them back up to positive, then they are still alive. If no number is listed, then is 1 Hp regen. Regen cannot bring above max hp. Regen will heal Heros or NPCs between encounters by number listed x (level divided by 2). If rolled Rand then gain regen d3, rolled per hit. This ability stacks. Max regen for Heroes is 5. Heroes with regen can have their regen negated for an attack by elemental based attacks of any type.
69. REP. Riposte. Can use Attack plus as Defense plus a #x/battle = to level. If an item gives REP then may be done a number times listed on item. Cannot be used while mounted but does not get pluses from mounted. Can be used while Raged but does not get pluses from rage. Ie a hero with a 8A and 3D may use REP to use the 8 instead of the 3 to roll their defense for one attack being made on them. Can choose to use it after the defense has been rolled to get the better result if the Defense would have failed. Ie Hero rolls their Defense with the base 3 and they get a 13 and the monster has a 16Attack so they get hit they may instead use one of their REP to make that defense a 18 instead and not get hit. If rolled from Rand then gain # = to base






Defense with 1 min. This ability stacks. If wearing items that give -Defense this will still reduce the defense roll while using characters Attack off REP meaning it will still reduce the defense roll using their Attack reduced by item negative.

70. RES. Resistance. This character's DR may not be bypassed by any means including traps, RET, PRC, ASN, or Sting unless a specific cards rules says otherwise such as Quilburmet which not only bypasses RES but any ½ damage abilities as well.
71. RET-type-#. Retribution. When attacked by attack type listed deal an amount of damage listed back to target. This is an auto hit and bypasses DR unless they have RES. Ie. Ret-🔪 -d3. Every time this character is attacked by a melee attack they will deal d3 damage back past DR back to their attacker. This is done even if the target with RET took no damage from the attack or even if they were not hit. (if rolled rand then roll d4 to see type 1=🔪, 2=🏹, 3=🔱, 4=any. The amount dealt will be d3)
72. RFC. Reinforcing.. This creature will have the creature listed as back up. If a number is listed afterwards then there will be that many. If no number listed then is treated as a 1 unless the RFC creature card has a M# card then roll the number to see how many. (such as dark wizard gets a single Stone Golem or vampire gets d3-1 battling groups which would give the vampire 0-2 sets of d3 battlings as RFC or a goblin wizard gets RFC-goblin group so they get 1 set of the goblin card at d4+1 goblins. If the creature being brought in as RFC has RFC of its own they do not add those in. Ie. If a necromancer is drawn and has RFC@-rand und then he gets a random undead and if when drawn it is a vampire then the vampire does not get the d3-1 sets of battlings as well. If has % listed then there is a % chance that the creature is reinforced. If has RFC@ then will be max number of m# creature instead of rolled. When an Arachnid Mother is drawn she has RFC@- spider hive x2 which means she gets the max of 12 Spiders from the spider hive as her reinforcements. Good thing they won't get their ASN ability. RFC cards give no T. **(Monster Only)** If rolled as a Rand then draw Random monster as their RFC.
73. RTB. Retributive. This creature can throw damage off onto any other friendly creature as a reaction and should do so to weakest creature 1st and self last.. **(Monster Only)**
74. Run-#. After making their action on turn listed this creature will run away. A creature that runs will take its T cards and anything they may have stolen in their turn with them. Ie. The swipe thief will make an attack and if successful will take a random item from the hero and then run away taking the treasure he stole and the d4 LT cards he had as loot with him. **(Monster Only)**
75. RVG. Revenge. When the creature with this ability dies the listed creature will summon in to fight for its fallen friend. If there is a % listed then there is only a % chance that the creature summons in. Ie. Each time a Cultist dies he gets a 25% chance to summon in a fiend. If the summoned creature has RVG then the % chance is rolled again until it eventually fails on death. Ie. Every time a Aracniss Centaur dies there is a 50% chance that another takes its place. Most RVG creatures give +1LT per but not all. Read the card to tell which do. RVG creatures give no T unless the card says so such as the +1LT/. When summoned in if the turn has already passed their init, the RVG creature will not get to act until next turn to represent the summoning sickness. If, however, it has not reached their init yet then they will get to act when it gets to their init. **(Monster Only)** If rolled as a Rand then draw Random monster as their RVG.
76. Sage. A hero with this ability draws a random creature per level to gain +d4 Attack vs this creature. Will draw a new creature at every level. If one is drawn that they already have, redraw. This will boost their attack only and will not stop nor cause a Nat 1 or Nat 20 since they have to be a natural unmodified roll to apply. This plus only applies to the character with the ability. **(Hero Only)**
77. SB. Shield Bash. This hero can make an extra attack per turn with a shield. 0A d6 damage. Can not be done with DW (unless the Gladiator subclass). An NPC or monster with this ability will use

- their base Attack and damage and considered to have the shield needed to do so unless they have broken it to negate a hit. The hero must have a shield in a held slot to use this ability.
78. SCT. Scout. once per encounter may draw one extra monster and discard one. Stacks with ranger ability. Does not multi stack with others SCT. Countered by HNT. (Hero Only)
 79. Shop. This character has access to buy basic items from the shop and to sell items to the shop during the Q between encounters. Potions used should not be shuffled back into the potion deck until after the Q thus creating a limited stock. (none)
 80. Smith. This character can buy weapon upgrades, armor upgrades, throwing axes, barding, basic melee and ranged weapons, shields, and shield spikes for same price as to sell the items back. (Hero Only)
 81. SP. Spell of Choice. May choose 1 basic spell scroll. Once chosen it does not change. A hero may only have 1 copy of each spell scroll unless they start with one. Ie If the hero has SP1 and they choose Magic Bolt then they may still purchase the usual one spell scroll and have a max of 2 Magic bolts.
 82. Stalk. Once drawn for an encounter this creature will show up for every encounter for the remainder of the Q. It will still give T each time it is defeated. (Monster Only)
 83. STH. Stealth. This ability lets its owner evade a combat 1x/Q. (User and entire party). Does stack with multiple STH of others. Do not get T for evaded combats. Can not evade boss fights or objective encounters. Countered by TRK and HNT. May spend 2 STH abilities to bypass a HNT but may not bypass TRK unless a pure (double classed) Ranger (Hero Only)
 84. Sting. This is a special attack that bypasses targets DR unless they have RES. 0A d6  damage unless ability is on a weapon then goes off that weapon's stats. Ie the stinger would use the blades 4A and d8 damage but the spider cloak of shadows would use 0A and d6 damage. An NPC or monster with this ability will use their base Attack and damage. Place the Sting Marker on a character with this ability to remember to make this action. 
 85. Stun. A target hit by this attack would lose their main action on their next turn. If they only make one action then they will get no action. Will not stack with multiple hits in a single turn so cannot lose more than one action to stun. If used with a MH, will only affect the prime target.
 86. T\$. Theft of Money. A target hit by this attack will have d4,000 GP stolen from them. If the thief is killed before escaping, then can get back all the money taken. If the Hero does not have enough money to fulfill the roll, then all they have is taken. If they have no money at all then a random item is taken instead. If an NPC is hit by this then the money is taken from their controlling Hero. (Monster Only)
 87. TI. Theft of Items. A target hit by this attack will have a random item stolen from them. If the thief is killed before escaping, then can get the stolen items back. To choose a random treasure see Item Loss section. If an NPC is hit by this then the item is taken from their controlling Hero. (Monster Only)
 88. TA. Trap Artist. Get Edge on defense vs traps. Everyone can roll a defense but only TA or thieves get Edge and thieves get a higher defense plus. For more info on the trap cards see the section Monsters/Card Descriptions (traps). (Hero Only)
 89. Tank. Barbarian only. Allows the barbarian to be able to wear armor and have armor upgrades. Gets +1 HP / level. (Hero Only) If gained by non-barbarian hero then they get the +1HP/ Level.
 90. TNT. Taunt. May choose one target at the start of turn to force that target to attack the user if applicable. If you choose a target that can not attack the user then the target will simply attack as they normally would.
 91. TOU- Tough. This character gains +2 HP / hero level. If a monster gains this off Rand then they get +2HP per level of the Hero they are fighting. An NPC with it will get +2 HP per level of the Hero they are attached to.


92. Trap-#. A creature with this ability will be reinforced by a number of random traps listed. These traps will still give T. Draw them from the Trap deck. (Monster Only)
93. TRK. Tracker. Negates the use of STH. (Monster Only)
94. UD. Uncanny Dodge. A hero or NPC with this ability has Edge on their defense. If rolled for a Monster replace with Blur instead. Is countered by DDLY. (Hero Only)
95. UH. Unholy. This character deals an extra d8 damage to heroes, NPCs, any creature with the tag Man, or holy. Can not have Holy. Can not be healed by cleric heal. (Monster Only)
96. UNDY. Undying. An NPC with this trait will auto come back to life at the end of a Q. (none)
97. Vamp. Vampire. When a monster with this deals damage they will heal themselves by the amount of damage they dealt. Can not heal more than the target had left. Ie. If hit for 47 damage but the target only has 12 HP left then will only heal 12. Can bring them over the max HP for the batt. Will not affect undead, constructs, elementals, or slimes. For hero's this will not bring over max and is for first hit landed per turn only.
98. VER. Versatile. Every time dice are rolled they get a +1. Not per die rolled but per set of dice rolled. This affects any roll including but not limited to Attack, Defense, damage, init, and even muti hit, regen rolls, and GP gained from treasure cards such as silver coins. Ie. d3 become d3+1 and 2d6 +1d4 become 2d6 +1d4 +1. Does not stop nor cause a nat 1 or nat 20. Does not affect other rolls not made by the hero.
99. WEB. Any target hit by this attack loses their next turns main action and most secondary actions including things such as Gore, Sting, DW, and SB. Does not multi stack in a single turn. Negated by INC. Characters will still be able to make MA actions past prime and make a Free action. (A hero with this will only affect their base Main action attack and any other attacks they make do not deal web.
100. XPL. Explodes. When this creature dies it makes a final attack vs all enemies. If no details are listed then use base Attack and damage listed. Will not get pluses from other abilities such as Rage or Mounted for this attack. (Monster Only)


Tags-


1. A. Attack - this is the base attack of the character.
Also represented by the symbol – 
2. At Will – This is an action that can be done as often as allowed for free with no max number of uses except for when it can be done. Ie. Mana shield self At Will can be cast every combat for free and if dropped or cancelled then it can just be cast again on the characters turn.
3. AH. Anti Hero. A stronger type of monster. There will only be one of each type/name in the monster deck. They are opened off their T level at hero level 5, 8, and 10. See open by level section for more details. They will be marked with the AH symbol. 
4. Armor- anything with this tag is armor and cannot be worn by barbarians in Armor Slot unless they have Tank or wizards in any slot unless the item also has MP.
5. Batt. Battle- this is one encounter/combat during a quest.
6. Dmg. Damage- this is the base die damage that something deals.
Also represented by the symbol – 
7. D. Defense- this is the base defense of the character. Also represented by the symbol – 
8. DR. Damage Reduction - this will be subtracted from any damage the hero takes unless ability cancels or reduces it. The standard max for DR is 5 unless item specifically says increases max but may go over the max to be counted against PRC (piercing) ability. Ie. If a character with 7DR is hit for 10 damage with PRC1 then the PRC reduces the 7DR to 6DR but since the max is 5 only 5 is reduced from the 10 damage and the hero takes 5 damage.
Also represented by the symbol – 

9. Edge - To roll Edge roll 2d20 and take the best. Before roll a prime die must be selected. It must be called before the roll which is the prime and if a nat 1 is rolled on the prime then the 1 must be used to allow for a chance of critical failure still. See Encounters and Combat, standard combat, Edge and Hindrance for more info.
10. Free Act. This action can be performed as an extra action. May only make one free action per turn. Card must be marked as free action to use as one such as Throwing axe or Magic Bolt.
11. Hindrance - To roll Hindrance roll 2d20 and take the worst. It must be called before the roll which is the prime and if a nat 20 is rolled on the prime then the 20 is used to allow for a chance of critical success still. See Encounters and Combat, standard combat, Edge and Hindrance for more info.


12. HP. Hit Points - This is the character's base health. As they receive damage then this number is reduced. When the number hits 0 the character dies (except Heroes they are just considered downed.)

Also represented by the symbol – 

13. Honor Bound. An NPC that gains this no longer needs to be paid and stays with the hero indefinitely until killed. If raised after combat or through an ability such as UND then will continue to serve the Hero. When drawn as a treasure it can be attached to an NPC with the party of the Heroes choice or if they have none then a random one is drawn or will say to draw a random NPC and attach. Rules for use will be listed on the card. A hero can choose to let the NPC go and discard them if they wish. The NPC with honor bound does not count towards the groups max number of NPCs.
14. Init. Initiative- this is short for initiative which is the roll made for heroes or the static number used to determine the speed at which characters take actions during combat. See the initiative section for more details. Also represented by the symbol - 
15. LT. Lesser Treasure- this is short for lesser treasure cards. On monsters it represents how many lesser treasure cards will be gained for defeating them. A creature with only LT listed is a lesser treasure creature.

Also represented by the symbol – 

16. MP. Mage Plate. Allows armor to be worn by a wizard.
17. Q. Quest- These are the missions that heroes will go on and can either be main Q or side Q.
18. QIK. Quick. This is an action that can be done at the start of a combat for free without taking any action. A character may perform any number of QIK actions at the start of combat but once combat starts QIK actions will take a standard main action to perform. May perform 1 QIK action for free at the start of every turn.
19. Reaction. This is an action that may be done in response and thus interrupts another action. Ie. An attack would miss but an offense potion would make it hit then may use it as a reaction and hit. Or roll out damage and then use a damage potion as a reaction to double the base dice damage. More than one reaction may be used at once but may not use the same reaction more than once at a time. Ie. A hero could use an item that has reaction to gain HH and another item to gain LTH but could not use 2 potions of damage boost at the same time.
20. SO. Self Only. This ability may only be used on the owner.
21. T. Treasure- This is short for treasure cards. On monsters it represents how many treasure cards will be gained for defeating them.

Also represented by the symbol – 

22. Trinket. This is an item meant to be added to a slot but not take the slot up such as Trainings. They will be placed in the class and training slot and the slot may contain as many as needed. Many of the main quest rewards will be trinkets.
23. 1 Use. This means when the item is used once and then it is discarded.

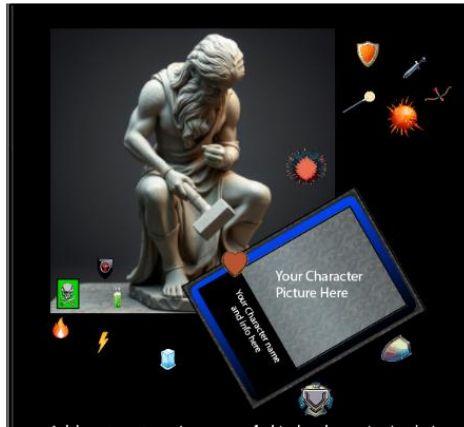
24. 🗡️👤 One handed melee weapon - This is an item that counts as a 1 handed melee attack. It will use only one hand to wield.
25. 🗡️👤👤 Two handed melee weapon - This is an item that counts as a 2 handed melee attack. It will use both hands to wield.
26. 🗡️🗡️👤👤 Two One Hande melee weapons-This are two single handed items that can be used individually or together in both hands for melee attacks.
27. 🏹👤 One Handed Ranged Weapon- This is an item that counts as a ranged attack and takes one hand to use.
28. 🏹👤👤 Two Handed Ranged Weapon - This is an item that counts as a ranged attack and takes two hands to use.
29. 🏹🏹👤👤 Two One Handed Ranged Weapons - This are two single handed items that can be used individually or together in both hands for ranged attacks.
30. 🪄👤 One Handed Magic Weapon- This is an item that counts as a ranged magic attack. It will use only one hand to wield.
31. 🛡️👤 Shield. This is an item that is a shield. It will take up one hand if listed as 🛡️👤 It can be broken to negate a hit.



Want to make a Hero card, item, monster, NPC, or any other type of **card of your own?**

Simply scan this QR code to find out the details or send us an email to discuss how it's done.

Create a Card!
Website



Or **already know what you want** to make and don't need the details then scan this QR code to **skip directly to payment** but be sure to still email us with the subject line "Card Creation" and let us know what kind of card you want to make so we can send you the correct forms.

Create a Card!
Payment



*If you don't send the email, we will email you within a few days of the payment being made but is faster if you send us your wants along with payment.

Want a unique card every month, cheaper prices and first dibs on expansions and card creation? Then join our Membership program "**The Hall of Heroes**" and see all the perks that come with it for an insanely low price.

Join the Hall of Heroes
Membership



Want to get a look at more from A Sage's Ink? Head over to our website and check us out.
www.heroes-of-arcania.com

Want to talk to us? We would love the opportunity to speak with you about our game.
Email us at.
jimg@heroes-of-arcania.com
Call us at.
210-736-9118

