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GLOSSARY

1d2: This is a standard die roll. However, a roll of 1–3 counts as 1, and a roll of 4–6 counts as 2.

1d3: This is a standard die roll. However, a roll of 1–2 counts as 1. A roll of 3–4 counts as 2. And a roll 5–6 counts as 3.

1d6: This is a standard die roll.

Achievements: These are tasks assigned to you based on your *chosen path*. If you succeed, they will provide additional MERIT at the end of your adventure.

Adventure Sheet: Used to keep track of your character as you progress through the adventure. Copies of the *Adventure Sheet* can be downloaded from: www.rollonadventure.com

Afflictions: A negative effect applied to your character, usually as a result of losing HEALTH in combat. They can only be removed if certain conditions are met.

Ally: Someone able to offer valuable aid. However, this aid is rarely without cost.

Attack Strength: Your current PROWESS score, plus any combat modifiers, added to the result of 1d6. If your *Attack Strength* is higher than your opponents, you inflict DAMAGE.

Backpack: Items that aren't currently *equipped* are stored here. Your backpack contains 6 equipment slots.

Challenges: Additional tasks that can be performed during your adventure. Completion of these tasks usually awards MERIT.

Choice (Destination): Allows you to choose your own destination. No die roll is required.

Choice (Feature): Indicates that you have a choice to make.

Chosen Path: These paths offer different styles of play and award MERIT based on personal achievement.

Codeword: A keyword or phrase discovered during your adventure. Write these down in the *Codewords* section of your *Adventure Sheet*.

Construct: ENOUNTERS marked as *construct* can be affected by weapons that target them.

Cursed Items: A magical item that confers a negative effect. Cursed items cannot be discarded and their effects can only be removed if certain conditions are met.

Damage: This is the amount of HEALTH you deduct from an enemy if you win a combat round. It's also the amount of HEALTH you must deduct from your own total if you lose a combat round. Additional dangers encountered throughout your adventure can also deal DAMAGE.

Deadly Encounter: This represents a fight to the death. Unlike HOSTILE ENCOUNTERS, you cannot flee this combat.

Demon: ENCOUNTERS marked as *demon* can be affected by weapons that target them.

Destination: A term used to denote a new LOCATION, ALLY, HARBOURAGE or ENCOUNTER. It's how you progress through this adventure.

Destiny: Tells you where to go next. No die roll is required.

Diseased: Some monsters carry deadly diseases. If you are stricken by disease, make a note of the effects on your *Adventure Sheet*.

Elemental: ENCOUNTERS marked as *elemental* can be affected by weapons that target them.

Encounter Abilities: Some monsters you encounter possess unique abilities that affect the standard rules of combat. Make sure to read these carefully, before proceeding with that ENCOUNTER.

Escaping Combat: If you're in a HOSTILE ENCOUNTER, you always have the option of escaping combat if you have enough MERIT. However, if you choose to do so, you receive no reward for that ENCOUNTER. You also gain no MERIT and are prevented from using MERIT to influence the result of any die roll when determining your next destination. Instead, you must let FATE DECIDE.

Equipped: An item is *equipped* when it's assigned to the appropriate slot on your *Adventure Sheet*. Only one item may be *equipped* in each slot.

Event: A LOCATION where a random event takes place. You cannot proceed to your next destination until it's been resolved.

Fate Decides: Tells you when to roll the die to determine your next destination. You may spend MERIT to influence the result.

Feature: Many LOCATIONS contain features that may influence how you choose to proceed. These include CHALLENGE, CHOICE, CODEWORD, EVENT, HIDDEN DANGER, LOCKED DOOR or CHEST, NATURAL HAZARD, OBSTACLE and PURCHASE. Please refer to the relevant entry for more information on each feature.

Harbourage: LOCATIONS that allow you to exchange MERIT for HEALTH.

Health: Represents your character's ability to take DAMAGE. If it ever reaches zero, you die and the adventure ends.

Hidden Danger: Anything that represents a credible threat to HEALTH but which is hidden from view.

Hostile Encounter: Any encounter that's resolved by combat. Unlike DEADLY ENOUNTERS, you always have the option to flee if you have enough MERIT.

Initial Health: You start this adventure with 20 *initial* HEALTH. It may never exceed this value unless it specifically states this is possible in the text.

Legendary Boss: This is often referred to as the boss fight. Defeating them will determine the success or failure of your quest.

Light Source: Any equipable item gained during your adventure that provides light.

Location: Destinations that don't revolve around combat.

Locked Door / Chest: You'll find many rewards locked behind a sturdy door or chest. They usually require a key or brute force to open.

Merit: You earn MERIT for accomplishing certain tasks. It's also used to influence certain aspects of your adventure. Your level of success is determined by any remaining MERIT.

Natural (Die Roll): A die roll that cannot be influenced by MERIT.

Natural Hazard: Natural hazards impede progress. You cannot proceed to your next destination until it's been resolved.

Obstacle: A hazard that hinders progress. You cannot proceed to your next destination until it's been resolved.

Prowess: Represents your skill in combat and is used to calculate your *Attack Strength*.

Prowess Points: A valuable combat resource. You start each adventure with 20 *prowess points*.

Purchase: Allows you to purchase items that may aid you on your quest. Such items are usually purchased with TREASURE.

Random Loot: A random reward determined by a die roll.

Rank: At the end of a successful adventure, you'll be awarded a rank based on your remaining MERIT.

Sacrifice: If you're asked to *sacrifice* an item during your adventure, you must discard it from your *Adventure Sheet*.

Secret Location: Destinations that can only be reached via discovery within the adventure.

Treasure: Used to determine the amount of wealth you've accumulated on your journey.

Undead: ENOUNTERS marked as *undead* can be affected by weapons that target them.



IMMORTAL RECKONING

Adventurer: One of four paths available at the start of your adventure. The *Adventurer* awards additional MERIT for visiting LOCATIONS and for completing certain tasks within the dungeon.

Hero: One of four paths chosen at the start of your adventure. The *Hero* awards additional MERIT for defeating ENCOUNTERS and for completing certain tasks within the dungeon.

Knowledge: KNOWLEDGE is obtained from rare books and magical devices. It's a valuable resource that can sometimes be used to help negotiate the dangers of the dungeon.

Sage: One of four paths chosen at the start of your adventure. The *Sage* awards additional MERIT for gaining KNOWLEDGE and for completing certain tasks within the dungeon.

Thief: One of four paths chosen at the start of your adventure. The *Thief* awards additional MERIT when claiming TREASURE and for completing certain tasks within the dungeon.



WHERE EVIL REIGNS

Alert Level: You start this adventure with an *Alert Level* of 0. If your *Alert Level* ever reaches 10, you are discovered and will have failed in your quest.

Combat Mystic: One of three professions chosen at the start of your adventure.

Source Priest: One of three professions chosen at the start of your adventure.

Talents: Unique skills that may aid you on your quest. You are allowed to choose any 3 TALENTS from those listed for your *Chosen Path*.

Warrior: One of three professions chosen at the start of your adventure.



CRADLE OF SHADOW

Corruption Level: You start this adventure with a *corruption* of 0. If your *corruption* ever reaches 10, you will have succumbed to the *Cradle of Shadow* and failed in your quest.

Cradle of Shadow: Vornath draws power directly from the *Cradle of Shadow*. The stronger it is, the harder he is to defeat.

Greenwood Ranger: One of three paths chosen at the start of your adventure.

Harbourage: LOCATIONS that allow you to exchange MERIT for HEALTH. If you are *corrupted* and choose to do so, you must increase the *Cradle of Shadow* by 1.

Justiciar: One of three paths chosen at the start of your adventure.

Taints: You gain a random *taint* for every 3 levels of *corruption*. These *taints* may help or hinder your quest.

Woodland Guardian: One of three paths chosen at the start of your adventure.



CRIMSON TIDE

Crimson Tide: The *Crimson Tide* represents your struggle against the insatiable hunger caused by your dread affliction. If you claim the life of anyone deemed VIRTUOUS (by defeating them in combat), or use a TALENT with an assigned cost, your *Crimson Tide* increases by 1. You start this adventure with a *Crimson Tide* of 0. If it ever reaches 10, you'll have succumbed to the endless hunger and all hope of restoring your humanity will be lost.

Dhampir: One of three dread afflictions chosen at the start of your adventure.

Golem: One of three dread afflictions chosen at the start of your adventure.

Harbourage: LOCATIONS that allow you to exchange MERIT for HEALTH (unless you've chosen to play the *Dhampir*).

Talents: Unique skills that may aid you on your quest. You are allowed to choose any 3 TALENTS from those listed for your *Chosen Path*.

Vampire: ENCOUNTERS marked as *vampire* can be affected by weapons that target them.

Virtuous: Every time you claim the life of one deemed VIRTUOUS, your *Crimson Tide* score increases by 1.

Werewolf: One of three dread afflictions chosen at the start of your adventure.



SWAMP OF ILL-OMEN

Adventurer: One of three paths chosen at the start of your quest. They receive +1 MERIT when entering a LOCATION and +3 MERITS when entering a SECRET LOCATION.

Harbourage: LOCATIONS that allow you to exchange MERIT for HEALTH. If the cursed shard you carry retains *Infernal Influence*, and you choose to do so, one of your currently equipped items is *cursed*.

Hero: One of three paths chosen at the start of your quest. They receive +1 MERIT when they defeat a HOSTILE ENCOUNTER and +3 MERITS when they defeat a DEADLY ENCOUNTER.

Infernal Influence: The cursed shard you carry contains infernal energy. If you're able to cleanse it, your chances of surviving the LEGENDARY BOSS encounter are greatly increased.

Mercenary: One of three paths chosen at the start of your quest. They receive +1 MERIT for every TREASURE they take out of the swamp and +3 MERITS for every CHALLENGE they complete.