

ADVANCED HEROQUEST



RULES FOR HEROIC ROLEPLAY



Welcome to the 2nd edition of *Advanced Hero Quest*. Inbetween this covers, the knowledge of long fandom and playtesting culminated to a hopefully better *AHQ*. Its rules allow for more complexity and are still designed for smooth integration into existing campaigns. Some of the ideas and rules are taken from the internet, but most are designed by our gaming group. I hope you have fun reading, testing and playing after our rules for the Second Edition of *Advanced Hero Quest*!

Hero Generation

Heroes in AHQ 2nd can be created from five (5) different races. Humans are the vast majority. They are flexible and able to excel in many different fields. Dwarfs are also born adventurers. Mostly driven to adventure by grudge, greed for gold or shame, but they are sturdy and brave warriors. Elves are nimble and their numbers in the Reik are small. Their dexterity makes them deadly, but fragile fighters, their long age and education makes them strong mages. Halflings seldom adventure. They are masters of the bow and the sling and are renown as the best scouts of the Empire. Sometimes adventurers welcome folks in their midst that are from races normally not known for their well-standing with civilisation. Ogres are dumb and brute, but are also strong and hard to fell. They make perfect warriors if a group of adventurers can hold the stink of the large fellow. To create a hero, you first have to choose his race. Every race has special benefits and hindrances, spelled out as a racial trait skill.

Race and Attributes

Every attribute is rolled as stated in the chart, except fate points, which is a fix number. Use two dice of each sort and keep the highest. If, e.g. you want to roll the Weapon Skill of a Human, roll 2D6, keep the highest and add four (4). Every race has a special trait. Write it into the skillbox of your charactersheet.

Characteristic	Max	Human	Dwarf	Elf	Halfling	Ogre
Weapon Skill	12	D6+4	D6+5	D6+4	D6+3	D6+4
Bow Skill	12	D6+4	D6+4	D6+5	D6+5	D6
Strength	Dice	D4+3	D4+3	D4+3	D4+2	D4+4
Toughness	Dice	D4+3	D4+4	D4+2	D4+2	D4+4
Speed	Dice	D6+4	D6+3	D6+5	D6+4	D6+3
Bravery	Dice	D8+3	D8+3	D8+3	D8+3	D8+3
Intelligence	Dice	D8+3	D8+2	D8+3	D8+3	D8
Wounds	Dice	D4+1	D4+1	D4+1	D4+1	D4+4
Fate Points	Unl	2	2	2	3	1
Trait	-	Versatile	Artisan	Elven sense	Small	Large

Don't be disappointed if you rolled low. A real hero can make the best out of every set of attributes. You will later be able to rise your attributes up to your racial maximum. For those attributes which have "dice" written after their name, the racial maximum is the number of the die plus the bonus. e.g. a dwarfs maximum speed is nine (9). Weapon Skill and Bow Skill can always be raised up to twelve (12) and you can eventually have as many fate points as you want – but they are hard to earn. Instead of rolling, the dungeon master might decide to let you buy your attributes. If your group chooses this character generation method, set every attribute to half the appropriate die value plus one (1) plus the racial bonus. For every two (2) points you take from attributes, you may rise another attribute for one (1) point.

Hero class

Every race has a different set of possible hero classes, humans being the most versatile. Classes are divided between warrior, magic user and special type. The type of a class limits the skills the hero will be able to learn, the armor he can wear and the weapons he can wield. Warriors may use any weapon and armor unless limited by class. Magic Users may only wield dagger, staff or darts and may only wear bracers unless stated otherwise. Special classes have both, the powers of a magic-user and the combat strength of a warrior. Each special class has therefore special hindrances. All attribute modifications change your heroes racial maximum. Still, no starting attribute or racial maximum can be higher than twelve (12) or lower than one (1).

Hero Class	Human	Dwarf	Elf	Halfling	Ogre
Berserker	Yes	-	-	-	-
Diestro	Yes	-	-	-	-
Druid	Yes	-	-	Yes	-
Fighter	Yes	Yes	Yes	Yes	Yes
Minstrel	-	-	Yes	-	-
Priest	Yes	-	-	Yes	-
Ranger	Yes	-	Yes	Yes	-
Rogue	Yes	Yes	Yes	Yes	-
Rune Smith	-	Yes	-	-	-
Technikus	Yes	Yes	-	-	-
Troll Slayer	-	Yes	-	-	-
War Dancer	-	-	Yes	-	-
Witch Hunter	Yes	-	-	-	-
Wizard	Yes	-	Yes	-	-



Berserker (Warrior Type)



The berserker is a savage, hardened by the life in the wilderness and the ongoing war against the chaos hordes or just a fanatic, driven crazy by the loss of loved ones. Berserkers add one (1) point to their starting strength. Fearless compared to most other men, they gain two (2) bravery points. They lack education, lowering their intelligence by two (2) points.

Berserkers know how to go battle frenzy. They possess the trait “berserk”, but may only wear chainmail or less encumbering armor. They may use shields.

Diestro (Warrior Type)



A Diestro is a master of fencing weapons. He may only use rapiers (count as handweapons) and daggers and only wear leather armor or less encumbering armor. His constant training of reflexes, foot positions and movement during close combat raised his speed by two (2) points and taught him to “feint”.

His prowess with fencing weapons is so high that he is able to “find the weakness” when he attacks in hand-to-hand combat. Whenever a diestro is taunted by an enemy model, he automatically fails his intelligence test to resist the effect of the diffamation.

Druids (Magic User Type)



Druids are Magic Users that embrace the call of nature. They start the game with the knowledge of two (2) petty magic spells, two (2) basic spells and one (1) lore spell from the Ghyran College. They start the game with a 50 goldcrown voucher for spell components of their choice.

Druids lower their starting strength by one (1) point. They may learn spells from ghyran magick. Druids know the secrets of “plant lore” and “survival”. Druids wield only wooden weapons that deal one (1) DD less.

Fighter (Warrior Type)

Every race breeds this generic type of hero and every fighter has his own approach to adventuring and fighting. Fighters are free of any vow to anybody and rely on themselves. They may – and do – use any weapon and wear any armor.

All fighters have a “weapon of choice”. Showing their love of weaponry and armor, they start the game with a 25 gold crown voucher they can trade in when buying armor, ammunition or weapons.



Minstrel (Special Type)

Minstrels unite the powers of a wizard with the powers of a warrior. They start the game knowing two (2) petty magic spells and one (1) basic spell of their choice and with a 50 goldcrown voucher for spell components. Minstrels have to pass an intelligence test to successfully cast a spell. If the test fails, the components are wasted and the spell fails.

A minstrel may wield any weapon but a greatweapon and wear any armor and shield but plate or chain mail. They have to choose one magick lore from which they can learn spells.



Priest (Magic User Type)

Priests choose one god they follow and whose spell list they have access to. They start the game with blessings whose total cost may sum to up to two (2) faith points. One of their starting blessings must be from their gods spell list. They are “literate” and may wield only staves or one-handed and two-handed hammers. They may use throwing hammers and slings. Priests may wear any armor up to plate mail and shields.

Priests have to spend one quarter ($\frac{1}{4}$) of their gold crown income to their church after deducting costs of living. They should keep track of the sum spend as they gain one fatepoint for every one-thousand (1000) goldcrowns spend this way.



Ranger (Warrior Type)



Rangers are masters of ranged combat and may subtract up to two (2) points from their weapon skill and add to their bow skill instead. Archers seldom wear heavy armor to keep their bowskill high, thus being more vulnerable compared to well-armored fighters.

To survive without armor and prowess in hand-to-hand combat, rangers learned how to be silent. They know how to “spy & sneak”.

Rogue (Warrior Type)



Rogues are shady beings that make a living by stealing from others – sometimes their victims are only the rich, but usually everybody available. Rogues lose one (1) toughness and one (1) strength, but learn to be quick and dexterous, raising their speed by two (2) points.

Rogues “spy & sneak” and are able to “pick locks”. They know the secrets of “trap lore” and possess “acute senses”. Although a warrior type class, rogues may never wear armor heavier than leather armor nor shields and do not know how to use pole arms or great weapons.

Runesmith (Special Type)



A runesmith is able to keep the flow of the magic winds stored in runebound items, thus making those items wonders of craftsmanship. They start the game knowing two (2) petty runes, one (1) necklace or ring for free and runesmithing material worth fifty (50) goldcrowns. They may inlay gems for half the price.

Other than that, they do not differ very much from the normal dwarven fighter going on adventure. They may wear any armor and wield any weapon, and may learn spells from the runes list.

Technikus (Warrior Type)

A technikus lives to invent, test and improve shooting weapons. They pay only half the listed price for greek fire, powder weapons and bullets, as they only have to buy the raw materials and make the rest themselves.

Their tendency for “last-minute-improvements” has been as deadly for themselves as for their enemies. If they are dwarves, they know about “trap lore”. If they are humans, they are an “artisan”. All techniki are “literate”, of course.



Trollslayer (Warrior Type)

Trollslayers are dwarves that left their community because of a terrible and shameful act. Seeking death, Trollslayers can go “berserk”. If they fight against a large monster, they even have to, to find the honorable death they seek.

A trollslayer gains one (1) toughness point and two (2) bravery points, but loses two (2) points from bowskill. They may never use ranged weapons but throwing weapons and only wear chainmail or lighter armor.



Wardancer (Warrior Type)

A wardancer is an elven warrior with a special approach to fighting. Toughness and speed are each raised by two (2) points. Bow skill is lowered by two (2) points to acknowledge the concentrated focus on close combat. Wardancers lose one (1) fate point, due to the fact that only a small number survives the training period.

Wardancers may only wear leather or lighter armor. They learned “paired weapons”, “flying leap”, “taunt”, “feint”, “concentrate” and “berserk”. If they check speed for leaping, they may subtract two from the roll, even when testing for “flying leap”.



Witch Hunter (Warrior Type)



Witch Hunters are fanatic hunters of the evil minions of chaos. They start the game with six (6) torches and always have to carry a torch in one of their hands to show the purgation they spread. Because of their fanaticism, witchhunters have to spend a fate point to be able to flee from a fight.

Witchhunters are able to “intimidate” even the toughest monster if they want to and their constant quest has taught them “expertise of daemons”. Witchhunters are zealots and work well with priests. Withhunters may learn to become a “true believer”. A priest praying for spells in their line of sight may use their fate and faith points to fuel his spells if they allow to.

Wizard (Magic User Type)



Every wizard dedicates himself to one of the colleges. Wizards have knowledge of two (2) petty magic spells, two (2) basic spells and one (1) lore spell from their college list. All are “literate”. Wizards lower their starting strength by one (1) point, altering racial maximum.

Wizards starts the game with a 100 goldcrown voucher for spell components of their choice. As a sword is often used in rituals of unbinding daemons and ghosts, wizards may wield magical one-handed swords. They may never wield non-magical swords.

Skills

Skills make a hero unique. Every skill gives a hero special options, which help him survive his expeditions. Skills are divided into five categories: Academic, Combat, Magick, Prowess and Traits. Warrior type classes can learn warrior and prowess skills, but no magick skills and have to pay as if they were one (1) level higher for academic skills. Magic user type classes can learn magic-user skills and academic skills but no combat skills and have to pay as if they

were one (1) level higher for prowess skills. Special type classes can learn academic and prowess skills but have to pay as if they were one (1) level higher for combat and magick skills. Traits can not be learned. When fighting, you may use only one (1) of the combat style skills – you have to choose whether you feint, berserk, concentrate, slay em all or are in a defensive stance.

Academic

Concentration

You may choose as a free action to concentrate on attacking your enemy. You add a bonus of two (2) points to your weaponskill for attack purposes, but your weaponskill is lowered by one (1) point for defensive purposes until your next combat turn.

Healing Lore

When checking your intelligence for healing with bandages, your intelligence counts as two (2) points higher. If you choose to take two (2) consecutive full actions for healing, you may roll two (2) dice and choose the lower result.

Literacy

As a standard action, you identify the properties of scrolls and labeled potions by passing an intelligence test. You only have one (1) try per potion or scroll, unless you use some other skill to identify its properties. You are able to cast spells from scrolls.

Obscure Lore

You can identify the properties of any magic items as a full action. To do so, you have to pass an intelligence test with 2D12. You only have one (1) try per magic item found, unless you use some other skill to identify its properties. If you choose to research in the local library in ye local town, paying ten (10) goldcrowns, you automatically pass this test, even if you failed during your expedition.

Plant Lore

As a full action, you identify the properties of a potion or plant by passing an intelligence test. You only have one (1) try per potion or plant found, unless you use some other skill to identify its properties.

Survival

Instead of visiting a settlement and ye local store after an expedition, your hero may live off the land and the wilderness. He does not have to pay costs of living. You still have to pay for henchman support, but random events don't affect you while in

the wilderness. You may still learn new spells or skills, but only with experience points. If you are a druid you may buy spell components while living off the land.

Taunt

As a move action, you may taunt a model in line of sight. If it fails an intelligence test, it has to attack you in close combat or come as near as possible during its next

Prowess

Alertness

You may add one (1) point to all surprise rolls. This bonus is not cumulative with the alertness of other heroes and only works if you are not more than two (2) sections away from enemy models when combat starts.

Acute Senses

You may learn this skill up to three times. Every time you learn this skill, you choose whether you add one (1) point to rolls for finding room treasure, retrieving ammunition or searching secret doors. An option may not be chosen twice.

Cat Burglar

You can try to escape falling down pits or other traps and situations that involve falling by passing a speed check. You only have one (1) try. When you climb out of traps or on sheer surfaces, your speed counts a two (2) points higher. Whenever you are dealt damage from falling, you may resist with speed instead of toughness.

turn. If it can not reach you, it may use ranged combat or cast spells against you.

Trap Lore

This skill may be learned twice. When you learn this skill, you choose whether you want to add two (2) points to all of your further spot trap rolls, two (2) points to all of your further disarm trap rolls or one (1) point to both.

Dodge

When you check speed to leave enemy deathzones, you may roll two (2) dice and choose the lower result. You may choose to drink potions or use bandages while in a deathzone, but have to check your speed. If you fail the roll, you wasted the potion or bandage.

Feint

As a move action you may try to feint a enemy model in your deathzone. If it fails an intelligence test, its weaponskill is lowered by one (1) point. Additionally, you gain a bonus of one (1) point to any damage rolls against it. You may learn this skill thrice. Every time you learn this skill after the first, the intelligence of the target is lowered by two (2) points when resisting your feint.

Fleetfooted

When you check your speed for a run maneuver, you may roll two (2) dice and choose one of the results. If you fail your roll, you may move your normal speed instead of stumbling.

Pick Locks

This skill may be learned twice. When rolling to break a door, you instead pick its lock. You may substitute strength with your speed value when rolling. When you find a key you are automatically able to tell the lock it fits to if you have tried to pick this lock earlier. The second time you learn this skill, you only have to roll one (1) die when trying to pick locks.

Spy & Sneak

As a standard action, you may spy past a door. The sections behind the door is set up by the dungeon master. If you pass a speed check, you may choose whether you enter the room and close the door from the inside or whether you only peek in and

close the door from the outside. Monsters do not take notice of you if you passed your speed check. If you failed your speed check, your group automatically loses surprise. When you later decide to open the door again, you may add a bonus of three (3) points to your surprise roll. If you entered the room, you may sneak up to half ($\frac{1}{2}$) your unmodified speed, even through enemy deathzones, but not through models. If you pass a speed check, you go unnoticed. If you fail or if the room contains a lightsource, combat starts.

Combat

Defensive Stance

As a standard action, you may defend either yourself or a model in your deathzone until the beginning of your next combat turn. Attacks you want to defend have to come from a square adjacent to you. You need a weapon or a shield in your hands to be able to defend. When the enemy model strikes and hits, you may roll to hit versus his weapon skill. You have to roll once per hit scored by the attacker. For every hit you scored, one of the enemy models hits deals no damage. Normal fumble ranges for your weapons apply. If you fumble at any time during your defensive stance, it ends. If the attacker fumbles, you may only hit back if you tried to defend yourself and if you defended with a weapon.

Intimidate

As a free action and by spending a fate point, you may start to act intimidating. Until the beginning of the next expedition turn, you are immune to fear. Instead, you are fearsome.

Paired Weapons

You know how to fight with two weapons at once. If you opt to do so, you may not use a shield or buckler. Your strength is lowered by one (1) point for damage dice calculation and the fumble range of your weapons is one (1) point higher. You get one attack with each of the weapons you wield, but may only strike at the same target. If you go berserk with paired weapons, you get three (3) attacks and have to choose which weapon you take for the third attack before rolling to hit.

Push Back

If you wound an enemy model, you may try to push him as a free action. The wounds you caused add as bonus points for the roll. If you win, you push the enemy model back one square. You ignore deathzones if you follow up a model pushed back this way. You can't push back when striking diagonally.

Reload fast

Every time you learn this skill, it works for a different type of ranged weapon. You may attack one additional time per round with the chosen weapon. If you learn this skill for a crossbow or a powder weapon, you reload as a free action. If you opt to reload fast, you have to roll two (2) dice for your to hit rolls, counting only the lower result for hitting purposes. If you opt to reload fast and shoot on the run, you have to roll four (4) dice and take the lowest.

Shoot on the Run

Every time you learn this skill, it works for a different type of ranged weapon. You may move and attack with a ranged weapon. You may move and still shoot twice if this skill is chosen for a sling. You deal two (2) additional damage dice if this

skill is chosen for a thrown weapon. If you opt to shoot on the run, you have to roll twice for each of your to hit rolls, each time counting only the lowest result. If you opt to reload fast and shoot on the run, you have to roll four (4) dice and take the lowest.

Slay em all!

After hitting an enemy model in close combat, you may put aside a number of damage dice up to the weapons base damage (depending on your starting strength and skills). You do not roll this dice when wounding the target model. If you kill the target model, you get an additional attack against a different enemy model as a move action. This attack deals the damage dice put aside.

Weapon of choice

This skill may be learned more than once. Every time you learn it, you choose one (1) specific type of weapon. Each time you either deal one (1) additional damage dice with the chosen weapon in ranged combat, one (1) additional damage dice with the chosen weapon in hand-to-hand combat, or you get a bonus of one (1) point to your to hit rolls in either hand-to-hand combat or ranged combat. No option may be chosen more than once.

Magick

Combat Casting

You may cast spells or pray for blessings while standing in an enemy models deathzone if you successfully pass a speed check. If you fail this check, the spell or blessing fails and your spell components or faith points are wasted.

Counter Magic

You may counter a spell being cast by another spellcaster on your own or an adjacent section by spending one (1) fate point per spell component or faith point the spell costs. You may also counter spells actually being sustained by another

spellcaster in the same range with a standard action and by spending one (1) fate point.

Far Range

This skill may be learned more than once. Every time you learn it, choose another spell or blessing. The range of this spell or blessing is doubled if the range was originally limited by squares, set to adjacent if its original range was deathzone or set to own section if the original range was adjacent.

Mighty Missile

This skill may be learned more than once. Every time you learn it, choose another damage dealing spell or blessing. You add one (1) point to all wounding rolls with this spell or blessing. You may not choose a specific spell or blessing more than once.

Miser with Magic

This skill may be learned more than once. Every time you learn it, choose another spell component. As a free action, you may try to substitute this spell component with a successful intelligence test. If you fail, the spell fails and you may try to substitute again during any later turn. If you succeed,

the spell component is successfully substituted and the spell works as if the component was present. When checking your intelligence, roll one (1) additional die for every successful substitution during this expedition, adding all results together.

Simultaneous Caster

You do not have to drop spells or blessings with the duration "sustained", when casting a new spell, but you have to roll one (1) additional die per spell cast while another spell was sustained and apply the highest result for all of your sustained spells.

Swift Fingers

You may cast spells that need two (2) spell components with only one hand. You may cast two (2) spells that need only one (1) component at once, but you have to pass an intelligence test with two (2) dice or both spells fail, wasting the components.

True Believer

This skill may be learned more than once. Every time you learn it, you gain one (1) additional faith point.

Traits

Artisan

As a full action, you may identify the properties of magic weapons and armor by rolling under your intelligence with 2D12. . You only have one (1) try per weapon or armor found, unless you use some other skill to identify its properties. You also add

one (1) bonus point to all spot and disarm trap rolls.

Berserk

You may go berserk as a free action but only before moving. If you are berserking, you have to move as near as possible to the nearest enemy model and attack it in

close combat. You gain one (1) additional attack with your weapon. You lose two (2) points from your weapon skill for defensive purposes while berserking. Berserk ends if all enemy models on your own and adjacent sections are slain. If you are a dwarfen troll slayer and large monsters are within line of sight, you have to go berserk. You attack large monsters first and try to leave the deathzones of smaller monsters to reach the large one. If you are an elven war dancer, you may choose one enemy model in line of sight against which you go berserk. An elven wardancers berserking rage ends after this specific model is slain.

Elven Sense

Choose whether this trait works for finding room treasure, retrieving ammunition or searching secret doors. You may add a bonus of one (1) point to any rolls for the area you chose. This trait bonus is cumulative with the bonuses from acute senses. When your party rolls for initiative, you may add a bonus of one (1) point. This traits works just like alertness, but is cumulative with it.

Expertise of Daemons

Because of your expertise with evil minions, every mundane weapon you wield wounds invulnerable monsters as if it was a magic weapon. If you wield a magical weapon, you are able to “find the weakness” of invulnerable monsters

Fearsome

Models have to pass a bravery test when starting the combat turn in one of your deathzones, moving into one, or trying to attack in close combat. If they fail, the may

do nothing this turn, not even strike back if an enemy model striking them fumbles.

Find the weakness

If you roll an unmodified 12 on a to hit roll in hand-to-hand combat, the target models toughness is halved (rounded up) for damage calculation purposes. Depending on your weapon, you might still have scored a critical hit and are eligible for an additional attack. Any further unmodified twelves halve the models toughness again. Invulnerable monsters are usually immune to this type of attack.

Flying Leap

Once per turn you may jump over a model as a free action, unless they models base is larger than one square. You have to stand adjacent to the model you try to jump over. Your jump ends on the direct opposite side of the model. You cannot jump through doors. When you started moving this turn in a deathzone of the model you jumped over, you may still try to leave its deathzone. If you enter the deathzone of a model and then jump over it, you may not move out of its other deathzone this turn.

Large

You have a 2x2 square base. You walk on a 1x1 square, but your move has to end on a 2x2 square. You have to pay double for your cost of living and five times as much for armor your size. You double your carrying capacity. You may wield human-sized two-handed weapons in one hand. You can look over human-sized models, thus extending your line of sight for ranged combat or casting, but you can also be attacked in ranged combat unless another large model blocks the line of sight.

Last-minute-improvements

You may improve a crossbow or powder weapon in your deathzone or your inventory with a full action. You may raise the fumble range of the chosen weapon to a number equal to your level plus one (1). For every increment the fumble range is raised, choose whether the weapon deals two (2) additional damage dice or adds one (1) point to damage rolls. You may reset the improvements of a weapon in your deathzone or your inventory to normal with a full action.

Small

You speed counts as two (2) points higher when you try to leave deathzones, to dodge

or to sneak. You may not wield two-handed weapons or pole arms.

Versatile

You may opt to reroll one of your attribute rolls during hero generation. The second roll counts. If you choose not to reroll any of your attributes, you may roll the D4x10 for starting goldcrowns twice and choose the better result. If hero generation method II is used, you may opt to add one (1) point to one of your attributes instead of rerolling.

SPELLS

There are three different approaches to magic – prayers, casting and runecrafting. As a wizard, druid or minstrel you must use spell components to fuel the mystical energies of your spells. As a priest you rely

on your faith and pray to your god to grant you a blessing. As a runecraft you use arcane materials to inscribe runes on items, bounding the magic winds into them to be set free later.

Magick Spells

Every magick spell has one or more spell components listed. These components are used to fuel a spell. To cast, you need to have one hand free per component listed for the spell. Once a component is used to fuel a spell, it is discarded. Spell components are bought and have no weight, so you can carry as many of them as you can buy. Some spells need you to pass an intelligence test first. If you fail this test, all spell components you used to fuel the spell are lost and your spell fails. You may not stand in an enemy models deathzone when casting or the spell automatically fails. nor wear any armor but bracers when trying to cast spells or they automatically fail. Only minstrels may wear armor and still cast spells, but have to pass an intelligence check in addition to any that

might be requested by the spell itself. Additionally, wizards and minstrels choose one college they study. Druids only study the ghyran college. All wizards, druids or minstrels can learn new spells from the petty, the basic magick and the spell list of their chosen college. Spells are divided into four categories: Petty, Basic, Lore and High. Petty magic is fueled by the cheapest spell components. Basic Spells are known to all colleges. Lore Spells are spells only available through a specific college spell list. High Spells are all spells that need more than one spell component to be cast. Confer to the entry for spending experience point to find the learning cost of the appropriate spell. Starting Heroes may not start the game with High spells.

Faithful Blessings

Every blessing has a specified amount of faith point cost. Priests have a number of faith points equal to the number of the cumulated casting cost of blessings they know, i.e. a priest knowing two (2) petty and one (1) basic blessing has two (2) faith points. Every blessing they pray for during an expedition costs the stated amount of faithpoints to be cast successfully. Instead of spending any number of faithpoints, priests may spend one of their fate points. Faith points refresh after each expedition when you pay your tithe to your church. When

priests pray for a blessing they don't need to have any hands free and may wear armor, but may not stand in an enemy models deathzone. Some blessings need to pass a bravery test first. If you fail this test, your blessing fails but your faith or fate point is still lost. All priests may learn petty and basic blessings. Additionally, every priest has one god he follows. Priests may learn spells from the spell list of their god and all petty and basic blessings. Blessings follow the same learning rules as magick spells do.

Runes of Fate

Runesmiths don't cast spells or pray for blessings. Instead, they inscribe runes on items before entering a dungeon. This is a costly process, and all runes have a specified cost in gold crowns which resembles the material and tools it takes to inscribe them. Runesmiths have to pay the cost of every rune before they enter a dungeon. Runes are bound to a specific item that either the runesmith or one of his fellow adventurers carries. This item might either be a ring, armor, weapons or necklaces (or, if it says one item, any one of the mentioned) After being bound to an item, the rune may not be transferred to

another item, but the item may be given to someone else. Runes come in three distinct forms. Petty Runes are activated by the wearer of the item as a free action or under circumstances specified by the rune. They usually last for one combat or six (6) expedition turns. The effect of Basic Runes usually lasts for the entire expedition, while Master Runes are only available to the most dedicated runesmith. All runesmiths may learn all runes. Confer to the entry for spending experience points to find the learning cost of the appropriate rune. Starting Heroes may not start the game with Master or Basic Runes.

Spell Duration

Permanent spells last permanently. Once cast, their effect lasts forever. Sustained spells must be sustained by the caster and follow these rules: Every turn, the original caster has to pass a bravery test for blessings or an intelligence test for spells. The spell lasts until the test fails, is dropped by the spellcaster or when a hero already sustaining a spell casts a new spell or prays for a new blessing. Some spells can be dropped voluntarily, otherwise they last for the whole expedition. Spell that last for

combat last until the next expedition turn, or if cast during expedition phase, for the next six (6) turns. Runes that are activated during combat last for the whole combat or, when activated during expedition phase, six (6) exploration turns. Runes may only be activated once per expedition, and after they are activated, they diminish and must be inscribed again. Only the Rune of Fate lasts permanently once activated. A hero may be the target of an unlimited number of spell effects.



Petty Magick

Rejuvenate	
Range	Comp.
Deathzone	Golden Leaf
Heals one (1) wound if recipient passes a toughness test	
Duration	Permanent

Magic Missile	
Range	Comp.
12 squares IQS	Oak Arrow
Deals three (3) DD to target model	
Duration	Instant

Light	
Range	Comp.
Adjacent sec.	Sunbeam Stone
Lights own and adjacent sections. Takes up one hand.	
Duration	Until dropped

Irritate	
Range	Comp.
12 squares IQS	Itching powder
Target model loses two (2) weaponskill	
Duration	Sustained

Flare	
Range	Comp.
12 squares IQS	Sunbeam Stone
Target model halves bowskill	
Duration	Sustained

Daze	
Range	Comp.
12 squares IQS	Golden Leaf
Target model loses all actions if it fails intelligence test	
Duration	One turn

Basic Magick

Fireball	
Range	Cost
12 squares IQS	Ruby Dust
All models under a 2x2 template are dealt 4 DD	
Duration	Instant

Flames of the Phoenix	
Range	Cost
Deathzone	Phoenix Feather
Target models is healed of four (4) wounds	
Duration	Permanent

Steel Skin	
Range	Cost
Deathzone	Quicksilver
Target model adds one (1) point to starting toughness	
Duration	Combat

Magic Arrow	
Range	Cost
12 squares IQS	Ivory Arrow
Deals 7 DD to target model	
Duration	Instant

Hold Fast	
Range	Cost
Line of sight	Iron Circlet
Target model can not move and loses its deathzone, but may still attack	
Duration	Sustained

Bright Key	
Range	Cost
12 squares IQS	Silver Key
Opens a door or portcullis.	
Duration	Permanent

Ghyran Magick: Green Life

Mould and Fungus	
Range	Cost
Self	Crushed Jade
You summon a random potion out of dungeon flora	
Duration	One turn

Healing Salve	
Range	Cost
Deathzone	Phoenix Feather
Target model is healed of all diseases or poisons	
Duration	Permanent

Bladed Bramble	
Range	Cost
Section	Mistletoe
A living barrier (Toughness 12 and 5 Wounds) fills up to 5 empty, contiguous squares.	
Duration	Permanent

Emerald Waterfall	
Range	Cost
Own section	Crushed Jade Quicksilver
Deals three (3) DD to all models on section, excluding you.	
Duration	Instant

Entanglement	
Range	Cost
Section IQS	Spider Web
All models on target section have to pass a strength test to move	
Duration	Combat (6 ET)

Jade Casket	
Range	Cost
Deathzone	Spider Web Mistfloe
Target model is resurrected to full wounds if caster passes an intelligence test	
Duration	Permanent

Chamon Magick: Yellow Gold

Golden Touch	
Range	Cost
Deathzone	Drop of Elixier
Target model loses all actions, is deathzone and can not be harmed	
Duration	Combat (6 ET)

Golden Runes	
Range	Cost
Adjacent	Electrum Ingot
Target weapon becomes magical and can not fumble	
Duration	Combat (6 ET)

Crucible	
Range	Cost
Self	Quicksilver
You are teleported to an already explored area of the dungeon	
Duration	Instant

Burnished Gauntlet	
Range	Cost
Self	Drop of Elixier Ruby Dust
You deal 8 DD and ignore armor when you hit in hand-to-hand combat	
Duration	Sustained

Fools Gold	
Range	Cost
24 squares IQS	Gold Ring
Target model has to pass int each turn or lose all actions.	
Duration	Combat (6 ET)

Transmutation	
Range	Cost
Line of Sight	Electrum Ingot Gold Ring
Target non-living, non-organic item (door, weapon, wall) disappears.	
Duration	Sustained

Aqshy Magick: Red Fire

Flaming Sword	
Range	Cost
Adjacent	Dragon Tooth
Target weapon adds one (1) point on all damage rolls	
Duration	Combat (6 ET)

Burning Arrows	
Range	Cost
Adjacent	Ivory Arrow
Up to six (6) ammunitions add one (1) point on all damage rolls	
Duration	Combat (6 ET)

Fireballs	
Range	Cost
12 squares IQS	Red Dragon Dust
Deals 4 DD to up to two (2) target models	
Duration	Instant

Inferno of Doom	
Range	Cost
12 squares IQS	Dragon Tooth Ruby Dust
All models under a 2x2 template are dealt 7 DD	
Duration	Instant

Fervent Fever	
Range	Cost
Line of Sight	Fire Dust
Target model becomes immune to fear and goes berserk	
Duration	Combat (6 ET)

Flamestrike	
Range	Cost
24 squares, IQS	Red Dragon Dust Fire Dust
Target model is dealt 12 DD	
Duration	Instant

Hysh Magick: White Light

Banishment	
Range	Cost
12 squares LOS	Diamond
A single Undead or Daemon is dealt a number of DD equal to its toughness	
Duration	Instant

Deadlock	
Range	Cost
Line of Sight	Silver Key
A single spellcaster has to pass an intelligence test to cast successfully	
Duration	Combat (6 ED)

Coruscation	
Range	Cost
Self	Unicorn's Lock
You gain the ability to fly.	
Duration	Combat (6 ED)

Fiery Convocation	
Range	Cost
12 squares LOS	Diamond Phoenix Feather
All models under a 2x2 template are dealt four (4) DD	
Duration	Sustained

Apotheosis	
Range	Cost
Deathzone	Silver Symbol
Target model is resurrected to full wounds	
Duration	Whole exp.

Drain Magic	
Range	Cost
Adjacent sect	Silver Symbol Unicorn's Lock
All lasting spells are dispelled, no spells may be cast and no magic items work	
Duration	Sustained.

Aeyr Magick: Blue Heaven

Portent	
Range	Cost
Self	Blue Dragon Horn
You see through one (1) door or around one (1) corner	
Duration	Instant

Crystal Charioteer	
Range	Cost
Line of Sight	Silver Key
Target models move actions are controlled by you	
Duration	One turn

Fortune	
Range	Cost
Line of Sight	Silver Charm
Target model may reroll one roll. Second roll counts	
Duration	One turn

Lightning	
Range	Cost
24"	Iron Creflet Blue Dragon Horn
Deals 9 DD to target model ignoring metal armor	
Duration	Instant

Disaster	
Range	Cost
Self	Deck of Cards
You may take one dungeon counter from the referee and apply as and when you wish	
Duration	Permanent

Astrologos	
Range	Cost
Deathzone	Silver Charm Deck of Cards
Target model is restored one (1) fate point	
Duration	Permanent

Ulgu Magick: Grey Shadow

Dispel Enchantment	
Range	Cost
Line of Sight	Steel Rod
Dispel target ongoing spell	
Duration	Permanent

Bridge of Shadows	
Range	Cost
Own section	Ivory Arrow
You summon a 5x1 bridge to walk over chasms, pits, etc.	
Duration	Combat (6 ED)

Grey Wings	
Range	Cost
LOS	Thunderbird Feather
Target friendly model within line of sight is teleported to a free square within line of sight	
Duration	Permanent

Traitor of Tarn	
Range	Cost
Adjacent	Iron Shard Steel Rod
If you pass an intelligence test, target model is treated as henchman	
Duration	Sustained

Shrouded in Shadows	
Range	Cost
Death Zone	Obsidian Shard
Enemy models attack target model as if they were affected by darkness modifiers	
Duration	Combat (6 £D)

Shadow Cloak	
Range	Cost
Self	Obsidian Shard Thunderbird Feather
You become invulnerable and are able to fly	
Duration	Sustained

Ghur Magick: Brown Beast

Master of the Wild	
Range	Cost
Section in IQS	Flute
Target sections containing bats, rats etc. may be traversed unharmed	
Duration	Sustained

Wings of Birds	
Range	Cost
Self	Phoenix Feather
You are able to fly	
Duration	Combat (6 £D)

Spiky Skin	
Range	Cost
Death Zone	Wyvern Claw
Every damage dice dealt in Hit to target model is also dealt on the attacking model	
Duration	Sustained

King of Beasts	
Range	Cost
12" squares IQS	Flute Iron Chisel
If you pass an intelligence test, target beastlike model is treated as henchman	
Duration	Sustained

Flock of Doom	
Range	Cost
Line of Sight	Giant Eagle Feather
Divide 2D12 DD under a 2x2 template dealing each model a maximum of 6 DD	
Duration	Instant

Savage Beast	
Range	Cost
Self	Wyvern Claw Giant Eagle Feather
You change into a cave bear, taking its combat attributes but keeping your current wounds	
Duration	Until dropped

Shyish Magick: Purple Death

No Emotion	
Range	Cost
Adjacent	Human Skull
Target model is immune to fear. Instead, it becomes fearsome	
Duration	Combat (6 £D)

Undying	
Range	Cost
Line of Sight	Quicksilver
Target model may act normal with zero (0) wounds left	
Duration	Combat (6 £D)

Eternal Sleep	
Range	Cost
12 squares IQS	Grave Earth
All models under 2x2 template are poisoned with sleep poison	
Duration	Instant

Unliving Hero	
Range	Cost
Deathzone	Phoenix Feather Human Skull
Target model is resurrected to zero (0) wounds if caster passes an intelligence test	
Duration	Permanent

Disrupt Undead	
Range	Cost
Line of Sight	Velvet Tube
Deals D12 wounds to target undead model	
Duration	Instant

Death Waits	
Range	Cost
12 squares IQS	Grave Earth Velvet Tube
Target model has to pass a toughness test or die	
Duration	Instant

Petty Blessings

Lay on Hands	
Range	Cost
Deathzone	1/2
Heals two (2) wounds	
Duration	Permanent

Holy Bolt	
Range	Cost
12 squares IQS	1/2
Deals four (4) DD to target undead or daemon model	
Duration	Instant

Light	
Range	Cost
Adjacent sec.	1/2
Lights own and adjacent sections. Takes up one hand.	
Duration	Until dropped

Holy Anger	
Range	Cost
Death Zone	1/2
Target model deals one (1) additional damage dice in hand-to-hand combat.	
Duration	Sustained

Gryphon Heart	
Range	Cost
12 squares IQS	1/2
Target model passes a failed bravery test	
Duration	Instant

Deaths Door	
Range	Cost
12 squares IQS	1/2
Target model may act normal with zero (0) wounds left	
Duration	Combat (6 ET)

Basic Blessings

Healing Hands	
Range	Cost
Adjacent	1
Heals four (4) wounds to target model	
Duration	Permanent

Shield of the Gods	
Range	Cost
Line of Sight	1
Target model gains one (1) point to starting toughness	
Duration	Combat (6 ET)

Chant	
Range	Cost
Own section	1
All friendly models gain one (1) bonus point on to hit rolls	
Duration	Sustained

Sigmars Blessings

Sigmars Hammer	
Range	Cost
Own weapon	1
Weapon gets a range increment of six (6), returns when thrown and deals normal HTH Damage	
Duration	Combat (6 ET)

Scourge of Chaos	
Range	Cost
Deathzone	2
Target model gets a bonus of one (1) point to Weapon Skill, Toughness and Strength	
Duration	Combat (6 ET)

Sigmars Guard	
Range	Cost
Own section	1
All friendly models gain magic resistance on seven (7) or higher	
Duration	Sustained

Vanquish	
Range	Cost
Deathzone	1
Target model goes berserk, but does not lose points from weaponskill when defending	
Duration	Combat (6 ET)

Spirit of Sigmar	
Range	Cost
Own section	2
Enemy models are struck with awe and friendly models become immune to fear	
Duration	Combat (6 ET)

Soulblast	
Range	Cost
Adjacent	1
All adjacent models are dealt three (3) DD, Undeads and Daemons six (6) DD	
Duration	Instant

Shallyas Blessings

Sanctuary	
Range	Cost
Self	1
You become invulnerable	
Duration	Sustained

Closing Wounds	
Range	Cost
Deathzone	2
Target model gains regeneration (1)	
Duration	Sustained

Boon of Shallya	
Range	Cost
Death Zone	1
Target model is healed from all poisons and diseases	
Duration	Permanent

Escape unharmed	
Range	Cost
12 squares	1
Target model may move through deathzones but may not attack	
Duration	One turn

Hand of Restoration	
Range	Cost
Deathzone	2
Target model is resurrected to full wounds if caster passes a bravery test	
Duration	Permanent

Hope in the Darkness	
Range	Cost
Own section	1
All friendly models are healed one (1) wound	
Duration	Permanent

Verenas Blessings

Verenas Wisdom	
Range	Cost
Self	1
You automatically pass a failed intelligence test.	
Duration	Instant

Shared Knowledge	
Range	Cost
IOS	2
Select one (1) skill or trait target model knows. Target model gains this skill or trait.	
Duration	Combat (6 E3)

Justice Done	
Range	Cost
Own section	1
Dispel one lasting spell	
Duration	Permanent

Conscience Bites	
Range	Cost
12 squares IOS	1
Deals 6 DD. Target model resists with intelligence	
Duration	Instant

Verenas Lore	
Range	Cost
IOS	2
Select one (1) spell target model knows. Cast this spell paying one (1) faithpoint per component	
Duration	Instant

Orderly Behavior	
Range	Cost
Own section	1
Instead of rolling, all dice rolls are set to seven (7)	
Duration	One turn

Petty Runes

Rune of Steel	
Range	Cost
One item	25
The item adds one (1) point to the heroes starting toughness	
Duration	Activated

Rune of Fire	
Range	Cost
One weapon	25
The weapon adds one (1) point to all damage rolls	
Duration	Activated

Rune of Cleansing	
Range	Cost
One weapon	25
The weapon deals two (2) additional damage dice	
Duration	Activated

Rune of Luck	
Range	Cost
One ring or necklace	25
When bearer is left with zero (0) wounds, he is healed one (1) wound.	
Duration	Activated

Rune of Spellbreaking	
Range	Cost
One ring or necklace	25
Bearer gains magic resistance of nine (9) or higher	
Duration	Activated

Rune of Striking	
Range	Cost
One weapon	25
The weapon adds one (1) point to hit rolls	
Duration	Activated

Basic Runes

Rune of Adamant	
Range	Cost
One item	50
The item adds one (1) additional point to toughness	
Duration	Whole Exp.

Rune of Furnace	
Range	Cost
One weapon	50
The weapon adds one (1) point to damage rolls	
Duration	Whole Exp.

Rune of Purification	
Range	Cost
One weapon	50
The weapon deals two (2) additional damage dice	
Duration	Whole Exp.

Rune of Fate	
Range	Cost
One ring or necklace	50
When bearer is left with zero (0) wounds, he is healed one (1) wound.	
Duration	Whole Exp.

Rune of Balance	
Range	Cost
One ring or necklace	50
All magic-users on sections adjacent to bearer have to pass intelligence or spell casting fails.	
Duration	Whole Exp.

Rune of Accuracy	
Range	Cost
One weapon	50
The weapon adds one (1) point to hit rolls	
Duration	Whole Exp.

Master Runes

Rune of Kinship	
Range	Cost
One ring or necklace	75
Bearer is immune to fear and may reroll failed bravery checks	
Duration	Whole Exp.

Rune of Fortitude	
Range	Cost
One ring or necklace	75
Bearer has one (1) additional starting wound	
Duration	Whole Exp.

Rune of Swiftness	
Range	Cost
One ring or necklace	75
Bearer may reroll failed speed checks and run as a move action	
Duration	Whole Exp.

Items and Services

To determine your starting gold crowns, roll 1D4 and add 4, then multiply by 10. Items are bought for the listed price and sold for half the listed price. When you want to sell magic items, roll either 1D12 (for potions) or 2D12 (per property of an item). Multiply the result by 10. This is the final selling price. It cannot be rerolled, even if you choose not to sell the item. You can only buy and sell between expeditions or during character generation. Some characters are able to survive in the wilderness. If they choose to do so, they cannot buy or sell items or pay for services.

Random Event

Every time you leave a dungeon, you have to roll for random event. Random effects might hinder or help your party of heroes and might affect all or only one random assigned hero.

2D12		Effect
2	Razed	You cannot buy or sell. All town and farm houses are razed.
3	Followed	Monsters A follow the group. Fight in a 5x5 room
4	Bar Fight	If one random hero passes a strength check he wins D12x5 GCs. Otherwise, he loses the same amount.
5	Illness	One random hero becomes diseased
6	Injury	A random hero ist dealt 3 DD ignoring armor
7	Fine	Every hero with a Greek Fire has to pay 30 GCs
8	Gratitude	Locals collected 50 GCs divided under all heroes
9	Tithe	All heores pay 1/10 th of all money and the worth of items banked
10	Rust	Discard the most expensive weapon of a random hero
11	Robbery	All money in lodgings is stolen
12	No Event	-
13	No Event	-
14	No Event	-
15	Pickpocket	One random hero loses 1/4 th of all money carried
16	Retire	One random henchman retires
17	Hero	A random henchman joins a random hero for free
18	Jealousy	The feudal Lord demands one of your magic items
19	Prepared	GM gets two dungeon counters for the next dungeon
20	Bonus	Pay 50 goldcrowns per henchman died
21	Famous	Double Costs of Living for this town phase
22	Map	A treasure map is offered to you for only 250 GCs
23	Mentor	One random hero is trained by his old Mentor for half cost
24	Heirloom	You inherit a (non-cursed) monster magic item

Cost of Living

After you rolled for random event, you have to pay costs of living. Your base cost of living is 10 GCs. Add a number of goldcrowns to the base cost equal to your maximum fate points times five (5) . E.g. a dwarf fighter who left a dungeon, having two (2) of his three (3) fate points left, has to pay 10 plus 3 x 5 gold crowns: 25. If you cannot pay your cost of living, you must sell items to come up with the required amount. If you still cannot pay, you die from hunger. Additionally, you have to pay the cost of living of every henchman you hired, being 35 GCs for one men-at-arms, 50 GCs for a captain, a wardancer, a trollslayer, and 75 GCs for a seargent or an apprentice. If a henchman died during the expedition, you have to pay his cost of living as compensation to his relatives. If you do not come up with the required sum, a living henchman leaves your service, taking all his equipment with him. Additionally, you lose one (1) fate point permanently. You may choose to dismiss a henchman after paying his costs of living, but he will take with him all items he carries.

Equipment

You can buy all items for the price listed and sell them for halve the price listed.

Name	Description	Cost
10 rope	Allows secured climbing	5
10 pole	Touch stuff without being near	10
6 iron nails	Secure a rope or block doors	10
Crowbar	Checks to break doors gain plus one (1)	15
Screech bug	Drives of bats	25
Rat poison	Drives of rats	25
Trap Tools	When user knows Trap Lore, attempts gain plus one (1)	35
Lockpicks	When user knows Pick Locks, attempts gain plus one (1)	35
Hand mirror	When user knows Spy, attempts gain plus one (1)	50
Black cloak	When user knows Sneak, attempts gain plus one (1)	35
Running boots	When user knows Fleet Footed, attempts gain plus one (1)	50
Whirling bands	When user knows Feint, enemies Int is minus one (1)	75
Lantern	Can be set and lights own and adjacent section	25
Head lantern	Needs no hands and lights own section	25
Hooded lantern	Surprise plus one (1), can be set, lights own section	30
6 lantern oils	Lanterns use up one oil per ignition	30
6 torches	Cannot be set and lights own and adjacent section	5
6 thindertwigs	Attempts to ignite light sources gain plus one (1)	5
Bugmann's XXX	Drink to gain immunity to fear for one (1) combat	20
Healing potion	Drink to restore up to four (4) wounds	50
6 bandages	Each bandage allows for one (1) healing check	60
Backpack	Carry three (3) additional items, speed minus one (1)	50
Belt pouch	Carry one (1) additional item	30

Weapon belt	Carry one (1) additional weapon	25
Coin purse	If your pockets are picked the money lost is halved	10
Muli	A muli carries up to eight (8) items and 400 gold crowns	100
Saddle bags	Your muli may carry seven (7) additional items	50
Prayer beads	Reroll one bravery test per expedition	50
Spell Component	Many different forms, necessary to fuel magick spells	25
Petty Component	Many different forms, necessary to fuel petty magick spells	5
Encyclopaedia magica	You may reroll obscure lore checks	200
Musical instrument	As a full action bravery plus two (2) on section for one turn	50
Town house	Halve costs of living, can be razed	250
Farm house	No cost of living, can be razed	500
Moat	No cost of living, cannot be razed	750
Castle	As moat, but one men at arms for free	1500
Ring or necklace	If you need something to inlay a magic jewel	100
Treasure map	Leads to a quest dungeon with a magic item of known type	500

You need one (1) iron nail per toughness point of a climber to secure the rope he is climbing down. For every iron nail used for blocking a door, the strength test for breaking it is worsened by one (1) point. Light sources can be dropped as a free action at the start of combat. Unless the light source states it can be set down, it goes off when dropped. Other light sources light their surroundig areas as if carried on the square they were dropped and can be picked up later.

Hand to hand Weapons

Weapons have different fumble and critical ranges shown by the column F and C. The number of damage dice you deal is shown in the column under your strength.

	1	3	5	6	7	8	9	10	11	12	F	C	Cost
Fists	-	1	1	1	2	3	4	5	6	7	-	-	-
Dagger / Knuckles	1	1	1	2	3	4	5	6	7	8	1	12	10
Staff	1	1	1	2	3	4	5	6	7	8	1	-	10
Spear	-	1	2	3	4	5	6	7	8	9	1	12	15
Handweapon	-	2	3	4	5	6	7	8	9	10	1	12	25
Jagged Weapon	-	2	3	4	5	6	7	8	9	10	2	11	25
Flail	-	2	3	4	5	6	7	8	9	10	2	12	35
Polearm	-	2	3	4	5	6	7	8	9	10	2	11	50
Great Weapon	-	-	-	5	6	7	8	9	10	11	2	11	50
Claws	1	2	3	4	5	6	7	8	9	10	-	-	n.a.
Massive Club	-	-	-	-	7	8	9	10	11	12	2	11	100

A dagger or a spear can also be thrown. Staffs, spears and polearms can strike diagonally. If you score a critical hit with a flail, the enemy models toughness is halved instead of getting an additional attack. Spears, staffs, great weapons, pole arms and the massive club need both hands to be wielded. Only large models can fight with massive clubs.

Ranged Combat Weapons

Every ranged combat weapon has a specific range increment and damage. Retrieving weapons and ammunition is a full action. Thrown weapons are retrieved by rolling a 7 or higher on a D12. Marbles and Caltrops are retrieved on a 4 or higher on a D12, but need two full actions to be picked up. All ranged weapons fumble on 1 and score a critical hit on a 12.

	Range Inc.	Damage	Restrictions	Cost
Handweapon	1	2	Move and fire	n.a.
Dagger	2	2	Move and fire	10
6 Darts	2	2	Move and fire	10
Throw. Hammer	3	3	Move and fire	10
Spear	3	3	Move and fire	15
Greek Fire	2	3	Move and fire	25
Holy Water	2	5	Move and fire	25
Marbles	Adjacent	-	Move and fire	10
Caltrops	Adjacent	-	Move and fire	20
Sling	3	1	Move and fire	10
Short Bow	4	3	Move or fire	10
Bow	5	4	Move or fire	25
Long Bow	6	4	Move or fire	40
Pistol Crossbow	3	3	Move and fire	25
Light Crossbow	5	4	Move or fire	40
Heavy Crossbow	6	4	Move or fire	75
Powder Pistol	3	4	Move and fire	75
Powder Muscet	5	4	Move or fire	150
		Retrieve	Reload time	
6 bolts	-	10*	One turn reload	10
6 arrows	-	10*	Free reload	10
6 bullets	-	n.a.	One turn reload	20
6 sling stones	-	auto	Free reload	-

A dagger or a spear can also be used in hand to hand combat. Greek Fire deals its damage on a 2x2 squares and cannot be retrieved. Holy water does the same, but works only versus undead. Slings can be shot as a standard and as a move action. All Bows, the light and the heavy crossbow and the muscet need both hands to use properly. You need a strength equal to the range increment of a bow to wield. Crossbows ignore up to two (2) points of toughness from armor. Powder weapons add two (2) points to all damage rolls. If you throw marbles or caltrops, they fill 2x2 squares. Every model passing through this squares has to pass a speed check per square passed. Failing this check ends its movement. If it fails versus caltrops, one (1) wound is caused in addition to stopping movement.

Armor

Bracers, bucklers and shields are hand-held items. Therefore you cannot fight with paired weapons or great weapons and also take use of one of these items. You have to roll a D12 after every expedition for a buckler or padded armor. If you roll a 7 or higher, discard it.

	Bowskill	Toughness	Speed	Cost
Bracers	-	+1	-	100
Buckler	-	+1	-	10
Shield	-1	+1	-	10
Padded armor	-	+1	-	15
Leather armor	-1	+1	-1	25
Chain Mail	-1	+2	-2	50
Plate Mail	-2	+3	-2	200
Mithril Chain	-1	+3	-1	500

Services

Services are of a special kind. You cannot carry a service with you, but it might still affect you in the deepest of the dungeon how you were cared by the sages and elder women of the town.

	Description	Cost
Access Account	Deposit or withdraw money or items from your account	5
Bless	One temporary fate point for your next expedition only	50
Cure disease	All your diseases are cured	100
Heal	Your wounds are reset to maximum	25
Identify	A sage identifies all properties of one magic item	25
Inlay gem	A gem is inlayed into one of your items	75
Last Will	Rule how to distribute your possessions after your death	25
Overhaul	One of your weapons is immune to rust for one expedition	5
Predict future	Your hero is saved	100
Recruit	You hire a herald to recruit henchmen for you	50
Resurrect	A dead hero lives again if his body is present	500
Reincarnate	As resurrection but even without a heroes body present	1000
Regenerate	A destroyed limb is restored	250

If you get the future predicted copy your current hero unto a new character sheet. If your hero dies in a future expedition, deduct one starting fate point and reenter play with the copy of your hero. If you choose to get the future predicted while your hero is already copied, erase the copy and rewrite it with your current hero. If you recruit a henchman, roll a D12, add your level and confer to your column:

	Warrior	Magic User	Special
2-6	No one answers	No one answers	No one answers
8-10	One Men at Arms	No one answers	No one answers
11-13	Two Men at Arms	One Men at Arms	No one answers
14-18	One Captain	Two Men at Arms	One Men at Arms
19-24	One Seargent	One Captain	Two Men at Arms
25*	Choose	Apprentice	One Captain

If you play a Trollslayer you can get a Trollslayer instead of a captain as a henchman. If you play a Wardancer you can exchange one captain for a Wardancer henchman. If you roll the choose result, you can take any of the other rolled options, even a mage apprentice or a Wardancer or Trollslayer henchman without being one yourself. When you choose to hire a henchman, you can choose to equip him at your will. If one of your henchman dies during a expedition, you lose on fate point permanently. You may spend your fate points for your henchmen when theirs are used up.

Encumbrance

As you can see from your charactersheet, you can carry a maximum of three (3) weapons and two (2) pieces of armor. Every additional item must be packed into your inventory. You can carry up to your strengths number items in your inventory. If items are usually sold in packs of six, they count as lightweighted and six of them fill one item slot. Additionally, you can carry a number of gold crowns fifty (50) times your strength. You can choose to carry an additional fifty (50) gold crowns instead of one (1) item. You might buy special carrying equipment, allowing you to carry even more. A hero can wear two (2) rings, one (1) necklace, one (1) cloak and one (1) talisman, if his carrying capacity allows. Robes fill one (1) armor slot. E.g. a dwarf with a strength of 6 can carry two axes, one light crossbow, a chainmail and a shield on his body and 6 bolts, 6 oils, one hooded lantern, 10´ rope, 6 bandages, a ring of greatness and 300 gold crowns before collapsing. When he finds another 50 goldcrowns he might choose to discard 6 of his bolts instead. Had he just bought a backpack at ye local store before going on the expedition! You can carry a dead or unconcious hero, but you must be able to carry his items and gold either on your own or in your sack. Every point of his natural toughness counts as an additional item, but you may choose to distribute this number under different heroes which have to stay in base to base contact to carry together.



Rules of Adventuring

Different actions are available to you when exploring a dungeon. You may either make one move and one standard action or one full action every combat or expedition turn. You can do as many free actions per turn as you want to.

Free action

Drop

You may drop a handheld item. If the item is a torch, it goes off.

Fate

You may spend a fate point to either: (a) negate all damage done to you this phase. (b) succeed at a to hit roll, damage dice roll, attribute check or skill test you just failed. (c) escape a fatal situation unharmed at your

gamemasters bidding. You may spend fate points during the monsters phase.

Quick Draw

You may change once per turn and only before your standard action the weapons you wield with weapons in your weapon belt or take a weapon in a free hand. You may also exchange a weapon with a shield held ready your in armor box.

Move actions

Change Place

If you pass a speed check, you exchange place with a friendly model during combat. You may not stand in an enemy models deathzone.

Jump

Pass a speed check to jump over a chasm or a pit. Every square of the pit or chasm jumped over counts as one square moved. You may move up to your speed squares when jumping. Your movement ends after you land on the opposite side.

Look Out

Until your next turn your seeing arc is raised from the normal 180° from your front base corner to 360°.

Move

If you move during combat, your model may move up to its speed squares. You cannot move through other models. If you move during expedition, your model may move up to twelve (12) squares and may move through friendly models. You may not leave death zones while moving.

Withdraw

Pass a speed check to move up to your speed squares. If you start in an enemy models deathzone, you may leave it. If you fail your speed check, you may not move this turn.

Standard action

Attack

You may attack a model in your deathzone with one of the hand to hand weapons you already wield. If you wield a weapon that can strike diagonally, you may attack a model on any adjacent square. Confer to combat for rules.

Cast / Pray

Spells / blessings take a standard action to be cast / prayed for.

Disarm traps

You try to disarm a trap on your square that already has been spotted. If you roll higher than the target traps disarm number, you succeed at disarming. Otherwise, you take the traps effect.

Drink Potion

You may drink a potion from your inventory if you do not stand in an enemy models deathzone.

Give

You give items held in your hand to a friendly model in your deathzone. If the other model also chooses to give items to you this turn, you may exchange items instead of giving them.

Heal Wounds

To heal wounds, you need bandages and may not stand in an enemy models deathzone. If you succeed a intelligence check, either you or a friendly model in your deathzone is healed one (1) wound.

Ignite

You ignite a lightsource by passing an intelligence check. Every ignite check discards either an oil (for lanterns) or a torch. You may automatically ignite any light source you carry before entering a dungeon.

Open

You open (a) either a door or (b) a treasure chest.

Pick Up

During expedition turns, you pickup a dropped item and search for shot arrows, bolts and throwing weapons on your own section.

Push

You may push a model in your deathzone. Roll a D12 and add your strength. The model you tried to push may do the same. If you win the roll, the target model and every model behind it is pushed back for one square. If one of the pushed models stands with its back to a wall or another model, it is pushed to the side instead. If a model cannot possibly be moved, it cannot be pushed. A model may be pushed over an edge, e.g. a chasm or a pit. If a model is pushed back out or into an enemy models deathzone, these models may attack the friendly model for free. If you lose the opposing check, the model you tried to push back may attack you for free. You may follow up one (1) square for free, but are subjected to free attacks like the model being pushed back.

Ready

You may exchange one (1) item in your inventory with one (1) item in your armor or weapon box and vice versa or put it in a free hand.

Search

If you stand adjacent to a wall, you may search for secret doors. If you stand inside a

room, you may search for treasure. If monsters had been detected in this room, you pickup their treasure. Otherwise, you roll for random treasure.

Shoot

You may attack a model in line of sight with one the the ranged combat weapons you already have in your hand. Confer to combat for rules.

Full Action

Run

Roll a D12. If the roll is under or equal to your speed, you may move an additional number of squares equal to the roll. You may not move more than eighteen (18) squares. If you roll higher than your speed, you fumble

and may move only half your speed this turn. You may not leave death zones while moving.

Rummage

You may exchange any number of items in your inventory with the items in your armor or weapon box and vice versa.

Combat

Combat is either hand to hand or ranged combat. Some spells also deal damage. Damage calculation works for spells just the same as for weapons. Combat is entered when a hero model is seen by or sees an enemy model. Combat ends when no enemy model is left within three (3) sections. It is possible that some of the heroes are in combat state while others are in expedition phase because the explore in groups or some heroes fled the combat.

Surprise

Before combat begins, every side has to roll a D12 and add special bonuses. The side with the higher result may act first. The combat happens in turns – one turn for the heroes and one turn for the monsters. A hero model has to do all of its actions before another hero can do its actions. Monsters have altogether either move and then to an standard action or do a standard action and move after it. They may not mix this on their side. Only special character models are not subjected by this rule, they may act like a hero model.

Elven Sense	* 1
Alertness	* 1
Spied first	* 3
Per Sentry on section	-1

Hand to Hand Combat

To attack in close combat, roll a D12. You might have fumbled or scored a critical hit, depending on your weapons statistic. Check the fumble and the critical range of your weapon with the unmodified roll. If you scored lower or same to your fumble number, you fumbled. The enemy model you tried to attack gains an attack for free against you. If you rolled higher or the same as your critical number, you scored a critical hit and get an additional attack against the enemy model. If you rolled an unmodified 10 or higher, you hit the target. If you neither scored a critical hit nor fumbled nor hit unmodified, add your weaponskill to the roll and subtract seven. Add any modifiers from skills or magic. If the result is higher than the enemy models weaponskill you hit.

Ranged Combat

Count the number of squares between you and the target model and add (1). Draw a line to your target model. Add four (4) if an obstacle, e.g. another model or a wall is touching the line of sight. The resulting number is the range. Divide the range by the range increment of your ranged weapon and round up. If the result is six (6) or higher, you cannot hit your target. Otherwise, add fourteen (14) and subtract your bowskill. The result is the target number. Roll a D12. If you roll a unmodified two (2) or lower than the target number, you miss. If you roll a unmodified twelve (12), you score a critical hit. The enemy models toughness is halved for damage calculating purposes. If you roll higher than the target number, you score a normal hit. If you roll a one (1), you fumble. If a friendly model is adjacent to the shooting line, it is hit instead of the target. Otherwise, you hit yourself.

Damage calculation

Determine damage by rolling a number of damage dice equal to the number of attacks you hit times the number of damage dice of the weapon. Every unmodified 11 or higher or every roll higher than the opponents armor-modified toughness scores a wound. If a heroes wounds reach zero (0), he is unconscious. If a heroes wounds reach a negative number, he dies. Monster die when they reach zero (0) wounds. Unconscious models can do no action, they automatically drop all items hold in their hands. They keep laying on their square, but stop blocking movement. If they are healed to one (1) wounds or more, they stand up. They may start to act normally in the next turn after they are healed.

Special Situations

Lost Limbs

Heroes with a lost leg half their speed, may move only up to 8 squares during expedition turns and may not wear two-handed weapons or shields. Heroes with a lost arm half their weapon skill and can not use any weapon that needs both hands to wield or cast spells with two or more components.

Mapping

Successful heroes always draw a map while exploring a dungeon. Drawing a map happens automatically, but most be done by one of the hero players. If the players miss to draw the map and some of the dungeon is already dismantled, the gamemaster may either (a) roll the rest of the dungeon random or (b) rebuild the dungeon from memory. Heroes who lost their map showing the exit might be trapped in a dungeon and are forced to seek a random exit.

Light and Darkness

If heroes act with a light source on, the normal rules apply. Heroes without a lightsource are subjected to the following rules. Their weaponskill is lowered by two (2) points. Their bowskill is halved unless they shoot into a lighted area. Their speed is halved, and they may move only up to six (6) squares during expedition turns. They cannot draw a map and must navigate without it – the dungeonmaster takes an already drawn map away. If heroes in darkness cast spells with a range greater than deathzone, they have to pass an intelligence test to hit the right square. If they fail, the spell or blessing wasted.

Damage from falling

If a character falls down a chute or a trapdoor, he is dealt 4 damage dice ignoring armor.

Quests and Rewards

If a party succeeds at a quest, the gamemaster can either (a) choose to give every player a permanent fate point (if the quest was really hard and the heroes barely survived) or (b) a number of experience points equal to the total point value of monsters killed (if the quest was moderate) or even (c) no additional benefit (if the quest was easy or the party level is already high). Most of the times there is an additional quest reward, normally (d) an amount of money, ranging from hundred (100) to twohundred-fifty (250) goldcrowns. The gamemaster might also rule that the heroes get a (e) permanent or (f) temporary discount at ye local store or (g) a magic item (if the quest will be really hard). There are several possibilities to reward successful heroes – mix the options to your bidding.

Level and Experience

Heroes gain experience points when killing a monster. At that moment, every hero up to three (3) sections away gains a number of experience points equal to the monsters point value. Heroes sometimes gain experience when successfully completing a quest or a subquest of a greater plot. Attributes are raised and new skills and spells are being learned by spending a number of experience points. You can substitute experience points with gold coins, representing paying a tutor. Two (2) gold crowns equal one (1) experience point. You can only be tutored at ye local store, so if the town is razed, you can improve yourself only with experience points. The cost of raising an attribute by one (1) point is calculated by deducting

the current attribute from your racial maximum. Look up the resulting number for learning costs. You cannot raise an attribute higher than your racial maximum. Get the final learning cost for skills, spells and attributes by multiplying the listed number with your level (and your level modifiers). The resulting number is the final learning cost. High spells are all those spells that either need two spell components or two faith points to fuel. Your starting level is one (1). Depending on the skill or spell you learned and the attribute you raised, your level is raised by zero (0) to one (1). Note your new level on your character sheet

	Cost	Level Raise	Attribute	Cost	Level Raise
Skill	50	* 1 / 2	8	10	None
Petty Spell	25	* 1 / 4	7	10	None
Petty Rune	50	* 1 / 2	6	25	* 1 / 4
Basic Spell	50	* 1 / 2	5	25	* 1 / 4
Lore / God	75	* 3 / 4	4	50	* 1 / 2
Master Rune	75	* 3 / 4	3	50	* 1 / 2
High Spell	100	* 1	2	75	* 3 / 4
Fate Point	100	* 1	1	100	* 1



Random Dungeon

D12	Sections	
1-3	1	As the heroes explore the quest dungeon, they roll up a random map. Set up one stairs followed by two floor sections ended by a t-junction. The heroes start the exploration of the dungeon standing on the stair. Every time they end their move looking into a yet unexplored area of dungeon, roll 1D12 for the number of floor sections that will show up. Then roll 2D12 to check the features of this floor section.
4-9	2	
10-12	3	

2D12	Floor Feature	2D12	Floor Feature
2-4	Wandering monsters	16-18	1 door
5	Wandering monsters & S.F.	19	1 special door
6	Floor trap	20	2 doors
7	Special feature	21	1 door & 1 special door
8	Special feature & 1 door	22	Wandering monsters & 1 door
9-15	Nothing	24	Floor trap & 1 door

Wandering monsters may only be set up out of sight, either in the back of the heroes or at the limit of their light sources. Traps are always floor traps (confer traps). Floor special features are rolled out randomly using 2D12.

2D12	Floor Special Feature	2D12	Floor Special Feature
2-4	Low ceiling	15	Dead adventurer
5	Energy barrier	16-17	Uneven
6	Crumbled ceiling	18	Sudden breeze
7-9	Unstable ceiling	19	Drums from below
10-11	Floor trap	20-22	Something nauseating
12-14	Rubbish	23-24	Magic Flux

Low ceilings forbid the use of great weapons and pole arms. An energy barrier can only be shut down by a lever in the next lair room. Energy barriers are invisible barriers blocking 2x1 squares that can not be passed unless a lever in the next lair room is turned over. A crumbled ceiling blocks the path on a 1x2 square. He can be shoved away by spending 4 expedition turn per square. A unstable ceiling collapses when a hero fails its speed check while moving on this floor, dealing 5 DD and being a crumbled ceiling afterwards. If the heroes find rubbish, they can name an item from ye local store. Roll 1D12 and multiply the result by three (3). If the result is higher than the items cost, the heroes find this item. A dead adventurer works like rubbish, but you roll 2D12 and multiply the results with each other to get the maximum item cost. If a floor is uneven, you can only move with half speed or six (6) squares during expedition turns and cannot run or dodge on this floor. A sudden breeze shuts off every light source of the heroes but a magical one or a hooded lantern. If the heroes hear drums from below everybody has to check bravery. All heroes who fail miss their next turn as they are shaken by fear. If the heroes meet something nauseating, they have to pass a

toughness test, or they throw up, missing the next turn and losing one (1) wound. In a floor with magic flux heroes have to pass intelligence for spells or bravery for blessings when trying to cast or their spell fails. Components or faithpoints are still used up. Every floor has an ending, so you have to roll an additional 2D12 to find out about this. Sometimes you will need to roll out two endings – just roll twice!

2D12	Floor End	2D12	Floor End
2	Sliding stairs one level down	18-19	Stairs one level down
3	Stairs two levels down	20	Stairs out
4-8	Dead end	21	Stairs one level up
9-11	Right Turn	22	Double door
12-14	T-Junction	23	Special double door
15-17	Left Turn	24	Locked double door

Stairs lead either one dungeon level deeper or up. If the heroes are in the first dungeon level, stairs leading up lead out. A sliding stair can only be walked downwards. Use a dead end instead of stairs up when setting up the lower dungeon level.

D12	Special Doors
1-3	Trapped
4-5	Locked
6	Portcullis
7	Double
8	One-Way
9	Heavy
10	False
11	Riddle
12	Enhanced

Locked doors can either be picked if pick locks is know or pryed open. To break a locked door, roll under strength with 2D12. You only have one try per hero. If the dungeonmaster decides that a door cannot be broken or picked or all heroes fail trying, the key to locked door can then be found in the next lair room. Sometimes locked doors can only be opened by a lever. Lever are normally to be found in the next lair room. Trapped doors are trapped (confer traps). A double door consists of two doors together, each side can be opened separate. A one-way door closes itself if no hero is on adjacent sections and works as a

locked door from the other side. A false door cannot be opened. A riddle door can be only be opened by passing an intelligence test on 2D12, while a heavy door can only be opened by passing a strength test with 2D12. Two heroes can add their strength for testing purposes. The

heroes can retry, but the gamemaster might decide to limit the number of tries. A portcullis works either like a heavy door or like a locked door that can only be opened by a lever (or even both). You have to roll out the section behind the portcullis, as the heroes can see through. A enhanced door has two features. Roll two dice and count in both results. If one of the rolls of a enhanced door is a twelve again, the door is a dimension door. Passing through

D12	Dimension Doors
1	Town
2-3	Dungeon Entrance
4-6	Same level
7-9	One level down
10-12	One level up

dimension doors teleports you to another location. Roll 1D12 to find out where to. Teleports are half of the time into an unexplored area of the dungeon, half of the time into an already

D12	Room Doors
1-4	No doors
5-8	One (1) door
9-11	Two(2) doors
12	Special door

explored area. Exact position is dungeon masters choice. If it is an unexplored area, it is a randomly rolled out room. All doors out of floor sections lead into rooms. Every room has a randomy assigned number of doors. Roll 1D12 to find out how many. Only half of the doors out of rooms lead into another room, the other half leads into a floor section.

Rooms without doors and dead ends may have secret doors. Roll 1D12 to find out. To find out into which room a door leads, roll one D12 and add the number of rooms already found. A room is a 5x5 square room. A hazard room is a 5x5 square room with a special feature. A lair room is 10x5 squares and always contains monsters B and a treasure chest.

D12	Secret Door?
1	Get a dungeon counter
2-6	Nothing
7-11	One secret door
12	Special door

A quest room is the final room of every dungeon level. It contains monsters C and a treasure chest. Depending on type of quest played, it may contain stairs down, a special character, a special item, a victim to be rescued or something more peculiar. Use your imagination. Empty rooms are empty, plain and simple. Furnished rooms contain furnishing. To find out what, roll a 2D12. Furnished Lair rooms contain two furnishing, roll twice. If a rat is rolled as result when searching, it strikes first and hits automatically in the first round of combat. For other item, roll on the appropriate Magic Item Subtable. If the heroes find rubbish, they can name an item from ye local store. Roll 1D12 and multiply the result by three (3). If the result is higher than the items cost, the heroes find this item. Furniture may be set by the dungeonmaster.

D12	Room Type
1 - 3	Room (empty)
4 - 7	Furnished Room
8 - 10	Hazard Room
11 - 12	Lair Room
13 - 14	Furnished Lair Room
15*	Quest Room

2D12	Furnishing	Description
2-5	Bed 3x2	Roll for Hidden treasure
6-7	Throne 1x1	11: lose one fatepoint 12: gain one temporary fate point
8	Torture Rack 3x2	10-12: Men-at-arms unequipped, one (1) wound only
9	Cupboard 3x1	9: Rat 10-11: Rubbish 12: Healing Potion
10	Bookcase 3x1	11: spell scroll 12: treasure map
11	Table 3x2	11: Food (10 Gcs for Cost of Living) 12: Candle (torch)
12	Chimney 3x1	Lights section, contains five (5) torches 12: Rubbish
13	Alchemists Table 3x2	10: Poison 11: Spell Component 12: Potion
14	Wall 3x1	Blocks sight and movement
15	2 Pillars 2x(1x1)	Blocks sight and movement
16	Weapon Rack 3x1	2-5: HtH 6-8: Ranged 8-10: Ammo 11-12: Armor
17-18	Fireplace 1x1	Lights section, contains three (3) torches
19-20	Furnace 3x1	Lights section 11: Magic gem 12: Small magic gem
21-24	Roll Twice -	

Hazard rooms can in may different forms. Roll 1D12 to find out their letter and another D12 to find out their type. A chasm must be jumped over. If you fall, you die. The treasure chest should be set up at the opposite side of the chasm. When fighting againts rats, you may not use a fate point to avoid the damage. The same counts for bats and moths. If a trap door leads into sewers, this is a 5 section floor with two dead ends that acts like a rat room with 120 rats. On its other end is another grate that leads into a random room on same dungeon level. Add six (6) points on surprise rolls against the monsters in this room.

1st D12

Hazard A

1	Magic Pool	Each hero can drink once per expedition. It heals four (4) wounds
2	Adventurer	1-2: Maid 3-4: Witch 5-7: Henchman 8-10: Rogue 11-12: Shop
3	Chasm	Set up chasm overlay, monsters and a treasure chest
4	Statue	1x1, Contains jewels as eyes. 12: but statue attacks if taken
5	Rats	60 rats. Kill D12 per turn. 1: Diseased 2-4: One (1) wound
6	Bats / Moths	Divide D12 Wounds upon models in room.
7	Mould	1: Death 2-6: One (1) wound 7-10: Irritated 11-12: No harm
8	Grate	A grate leads downstairs into a room with no doors.
9	Mushrooms	Five (5) mushrooms can be picked up. Roll D12 after eating. 1-2: Poison 3-4: Sleep Poison 5-6: Model grows pink dots 7-8: Strength Potion 9-10: Speed Potion 11-12: Healing Potion
10	Trapdoor	1: Trap 2-3: Grate 4-6: Leads to crypt 7-9: Sewer 10-12: Stairs down
11	Magic Pool	1-4: Poison 5-7: Mild Poison 8-10: Sleep Poison 11-12: You spit out
12	Magic Circle	Cast on spell per expedition without components, but roll 1D12. 1-4: Nothing 5-9: One (1) Wound 10-12: Summons Lesser Daemon

2nd D12

Hazard B

13	Throne	Set up monsters A and character A. As long as character is alive and on throne, all monsters on section add one (1) point to T and DD
14	Holy Altar	Pray for one blessing per expedition for free, but roll 1D12. 1-4: Lose 25 Gcs 5-9: Nothing 10-12: Lose 50 Gcs If desecrating altar pass bravery or die
15	Bottomless Pit	The room has no floors. Climb to the opposite side, down to the next lower dungeon level or up to the next higher dungeon level.
16	Cracked Ceiling	Like a floor with cracked ceiling, contains one heavy door.
17	Slime	Movement is halved. If you search for treasure, roll 1D12: 1-4: Nothing 5-9: Poison 10-11: D12x5 Gcs 12: Treasure chest
18	Unholy Altar	Pray for blessing without spending a fate point, but roll 1D12. 1-9: Lose one FP permanently 10-12: Summons Lesser daemon If desecrating altar pass bravery or die, gain one FP for adventure
19	Crypt	Set up 3x2 sarcophag. If opened roll 1D12: 1-4 like mould 5-6: empty 7-10: Character I 11-12: Character I and treasure chest
20	Coiner	A 1x1 statue drops one (1) Gc per turn. D12x5 Gcs are already spread in front of it. Touch coins and pass bravery or die.
21	Invisible Chest	The room is empty for an invisible treasure chest. This chest can only be found when a model ends its turn on the chest's square.
22	Exercise Room	Set up monsters A and 2 pillars. Monster are at WS+1 and DD+1. Heroes benefit for their next combat when training for 6 turns.
23	Workshop	Large room. Set up monsters A, furnace, table and weapon rack.
24	Wandering	Set up monsters A

Traps

Traps come in three distinct forms. Floor traps take a 1x1 square on the floor, seldom larger. They are sprung when moves into their square. Door traps and chest traps are sprung when the door or chest is opened. When heroes search for traps, they will detect every trap on the section, but not their type. Heroes may never know the spot or disarm value of a trap! If a hero would spring a trap, he may make a spot roll. If he passes this test, he stops in his action, and his move ends. The trap will not spring, unless a model enters the square again. The model which found the trap doesn't have to roll again for spotting this trap and knows the type of the trap (roll it out). It may decide to

disarm the trap later as a standard action by successfully rolling over the disarm value of the trap. Failure at disarming a trap springs it.

Floor Traps

D12	Type	S	D	Description
1	Pit	5	-	You fall down, losing one (1) wound. You have to climb out by passing a speed check. Failure means falling damage again.
2	Crossfire	8	6	D12 bolts hit you, each dealing 1DD.
3	Portcullis	6	11	A portcullis (as special door) drops on a square of the dungeonmasters choice.
4	Stone block	7	11	A 1x1 stone block drops on the hero. Unless he passes a speed test, he is deal 12 DD. The block stays, blocking line of sight and movement.
5	Gas	10	7	Gas fills a 3x3 square adjacent to the trap. It 1-6: deals one (1) wound 7-8: halves all attributs except toughness for the remainder of the expedition 9-10: causes madness like a mindeater 11: deals 8 DD 12: deals instant death.
6	Mantrap	7	6	A mantrap deals 3DD. If any wound is caused, one leg is lost.
7	Lightning	9	7	Lightning is sprung on a 5x1 squares. All models under template are dealt 5 DD.
8	Fireball	8	9	A 2x2 fireball deals 5 DD. It may be moved up to 8 squares for the next two turns before it diminishes.
9	Alarm	7	7	A alarm is sprung and monsters A appear.
10	Iron Ball	7	11	An iron ball rolls down the dungeon floor. All heroes failing a speed test are dealt a number of damage dice equal to the difference between the roll and the characters speed.
11	Spin Blade	8	8	A spin blade deals 6 DD. Losing three (3) or more wounds causes loss of a random limb.
12	Spike Log	9	6	The 2x5 log rams all models under template. Starting at the first, every model has to pass speed to evade the log. If one fails, the log stops and deals 7 DD.

Door Traps

D12	Type	S	D	Description
1	Doorknobs	12	-	Doorknobs attack with Bowskill 8 and Range increment of 3, deal 3 DD and have a toughness of 7 and 3 wounds. They are hit automatically.
2	Shock	8	11	Deals 5 DD. If metal armor is worn, shock deals 10 DD ignoring metal armor.
3	Poison Dart	9	8	1 DD Poison (Death)
4	Spike	6	7	3 DD Poison (Death)
5	Guillotine	6	8	2 DD if wounded, instant death.
6	Swing	9	10	The door swings for 4 DD and closes again unless stoppered with one (1) weapon or five (5) nails.
7	Warp Door	11	11	Does not open. Instead, all who try to enter, are delayed by 0-3 turns and reenter up to 3 squares away on the opposite side.
8	Cage	10	9	2x2 cage drops that can be opened like a portcullis. Models caught have to pass speed -2 per model caught after the first. Failure deals 3 DD
9	Alarm	12	-	Monster A appear
10	Acid Spurt	10	9	Speed -2. Failure means 5 DD and 1-6: Armor T -1, 7-9: Weapon -1 DD 10-12: shield destroyed.
11	Man Trap	7	6	A mantrap deals 3DD. If any wound is caused, one arm is lost.
12	Portcullis	6	11	A portcullis (as special door) drops on a square of the dungeonmasters choice.

Chest Traps

D12	Type	S	D	Description
1	Crossfire	8	6	D12 bolts hit you, each dealing 1DD.
2	Poison Dart	9	8	1 DD Poison (Death)
3	Gas	10	7	Gas fills a 3x3 square adjacent to the trap. It 1-6: deals one (1) wound 7-8: halves all attributs except toughness for the remainder of the expedition 9-10: causes madness like a mindeater 11: deals 8 DD 12: deals instant death.
4	Mantrap	7	6	A mantrap deals 3DD. If any wound is caused, one arm is lost.
5	Spike	6	7	3 DD Poison (Death)
6	Shock	8	11	Deals 5 DD. If metal armor is worn, shock deals 10 DD ignoring metal armor.
7	Lightning	9	7	Lightning is sprung on a 5x1 squares. All models under template are dealt 5 DD.
8	Fireball	8	9	A 2x2 fireball deals 5 DD. It may be moved up to 8 squares for the next two turns before it diminishes
9	Mindstealer	6	10	The hero is controlled for six turns by the dungeon masters unless restrained by heroes with together a strength triple the mindstolen character.
10	Portcullis	6	8	A portcullis (as special door) drops on a square of the dungeonmasters choice.
11	Alarm	7	7	Monster A appear
12	Flooding	7	6	Heavy doors close all entries. The room is flooded. Within 3 turns, all models inside die. After 5 turns, the doors reopens.

Treasure



Rooms may be searched for treasure. They roll on the table for hidden treasure to determine the amount if goldcrowns found. If the heroes

2D12

Hidden treasure

2-6

Draw one (1) dungecounter

7-16

Nothing

17-23

D12x5 Gcs

24

Chest Treasure

encounter monsters in a room, their will never be treasure hidden. Instead, when a hero searches for treasure on a section where monsters have been killed, he will find 5 gold crowns for every point value of the killed monsters. Treasure chest contain far more valuable items than those found randomly. Roll on the following table and subtables. Add one (1) point the the rolls for every dungeon level after the first. Add one

(1) point per full 25 points of monsters guarding the treasure chest. Every roll is separate.

D12	Gold	Jewels	Magic	Potion	Weapon	Ammo	Armor	Items
1-6	-	-	-	-	-	-	-	-
7	25	-	-	-	-	-	-	-
8-9	D12x5	-	-	-	-	-	-	-
10	D12x5	-	-	Heal	1	1	-	A
11	2D12x5	1	Scroll	Venom	1	1	1	A
12	2D12x5	1	1	1	2	2	1	B
13	2D12x5	1	1	1	2	2	1	B
14	2D12x10	2	1	2	2	2	1	C
15	2D12x10	2	2	3	3	3	2	C

If a treasure chest would end up completely empty, it contains a treasure map and 50 Gcs. Items may be wished by the players from the equipment list. If they roll higher than the items worth, they find it. Items A give D12x3, Items B (D12)x(D12) and Items C give (D12)x(D12)x(3).

D12	Jewel	Magic Jewel	Description
1-3	50 Gcs	Small Gem	Inlay into necklace or ring for random magic property
4-6	80 Gcs	Large Gem	Inlay into weapon or armor for random magic property
7	90 Gcs	Clear Gem	Add one (1) bonus point to Spot and Disarm Trap rolls
8	100 Gcs	Fate Jewel	Can be used instead of spending a fate point . One-Use.
9	110 Gcs	Fire Ruby	Wizard only. A hit in HtH deals D12 wounds. One-Use.
10	120 Gcs	Shattering	One-Use. Range Inc: 4, deals 8 DD on 2x2 square
11	Magic	Soul Gem	If worn when dying, resurrection is free. One-use.
12	Magic	Spell Gem	Specify a component. It substitutes this comp. once per exped.

D12	Scroll	Spell	Ammo	Venom	Venom Strength	D12
1	1 Spell	Petty Magick	D12 Bolts	Dwarves	Sleep	1
2	1 Spell	Basic Magick	D12 Bolts	Elves	Sleep	2
3	1 Spell	Basic Magick	2D12 Bolts	Humans	Sleep	3
4	1 Spell	Basic Magick	D12 Arrows	Humans	Mild	4
5	1 Spell	College Lore	D12 Arrows	Greenskins	Mild	5
6	1 Spell	College Lore	D12 Arrows	Greenskins	Mild	6
7	2 Spells	Petty Blessing	2D12 Arrows	Ogres	Mild	7
8	2 Spells	Basic Blessing	Spear	Animals	Mild	8
9	3 Spells	Basic Blessing	Dagger	Undead	Mild	9
10	4 Spells	Basic Blessing	D12 Darts	Daemons	Death	10
11	Dispel	Priest Lore	D12 Darts	Beasts	Death	11
12	Dispel	Priest Lore	D12 Bullets	Skaven	Death	12

Roll 1D12 to determine type of weapon. 1-4 means ranged, 5-12 hand-to-hand weapon.

2D12	Ranged	Hand-to-Hand	Armor	Magic Item	2D12
2	Pistol Cross	Greataxe	Mithril	Miscellaenous	2
3	Pistol Cross	Greataxe	Plate	Miscellaenous	3
4	Pistol Cross	Greathammer	Plate	Miscellaenous	4
5	Pistol Cross	Greathammer	Bracers	Container	5
6	Heavy Cross	Greatsword	Padded	Cloak	6
7	Heavy Cross	Greatsword	Buckler	Cloak	7
8	Heavy Cross	Polearm	Chain	Cloak	8
9	Short Bow	Polearm	Chain	Necklace	9
10	Short Bow	Flail	Shield	Necklace	10
11	Light Cross	Rapier	Shield	Armor	11
12	Bow	Axe	Leather	HtH	12
13	Bow	Sword	Leather	Weapon	13
14	Bow	Sword	Leather	Ranged	14
15	Light Cross	Hammer	Shield	Ammo	15
16	Short Bow	Dagger	Shield	Ring	16
17	Sling	Dagger	Chain	Ring	17
18	Long Bow	Spear	Chain	Ring	18
19	Long Bow	Throw. Hammer	Buckler	Wand	19
20	Long Bow	Staff	Padded	Wand	20
21	Powder Pistol	Staff	Bracers	Wand	21
22	Powder Pistol	Jagged Sword	Plate	Robe	22
23	Powder Muscet	Jagged Axe	Plate	Talisman	23
24	Powder Muscet	Knuckles	Mithril	Talisman	24

Scrolls contain spells rolled randomly from one of the spell lists. The spells may be cast by every hero if they pass an intelligence test for magick and bravery test for blessings. Dispel scrolls counter any spell cast by an enemy spellcaster on your own or an adjacent section as a free action if you pass an intelligence test. Failure always mean a wasted try and one (1)

wound. Wizards and War Priests do not have to roll to successfully cast or dispel a spell with a scroll. Healing potions are the same as those that can be bought at ye local store. They heal four (4) wounds when drunk. Venom may be put as a standard action on one (1) hand-to-hand weapon or six (6) arrows, bolts or darts. One dose of venom lasts for one combat. Scoring a wound against a model of the specific race puts the venom to effect. Every venom has a specific strength. Sleep poison renders a model helpless. Every round it rolls toughness. Until it passes this test, it may not act or move. Mild Poison deals one (1) additional wound. Death Poison kills a model if it fails a toughness test.

Magic bucklers and padded armor do not exist, so if you roll them, reroll. Every magic item has special properties you can roll out with 2D12. Wands work just like spell scrolls, but have have charges of a specific spell and can be used more than once. To simulate the charges, wands are draining. If you use a draining magic items you have to roll a D12 after each use. If you roll a one (1) they stop working and lose their magic. Some magic items are draining+. Instead of only on a one, it loses its magic if you roll lower or equal to the number of times you used the item. Draining potions have to be rolled after each round if the stop working. An item substituting a potions effect is not drained when the substituted effect is drained this way.

2D12	Weapon / Ammo		Armor			2D12	
2	Unique	Roll thrice	Unique	Roll thrice			2
3	Legendary	Roll twice	Legendary	Roll twice			3
4	Famous	Roll twice	Famous	Roll twice			4
5	Treasured	Roll twice	Treasured	Roll twice			5
6	Runebound	DD +2 TH +1	Runebound	+1	+1	+1	6
7	Elvenmade	DD +1 TH +2	Dwarfmade	-	+2	-	7
8	Mastercrafted	DD +1 TH +1	Elvenmade	+1	-	+1	8
9	Mastercrafted	DD +1 TH +1	Weightless	0	-	0	9
10	Keen	Critical plus one (1)	Jointed	1-6	0	7-12	10
11	Of Accuracy	TH +2	Magic	1-4	5-8	9-12	11
12	Custommade	TH +1	Magic	1-4	5-8	9-12	12
13	"Race" Bane	Mild Poison vs.	Mastercrafted	1-6	-	7-12	13
14	Handedged	DD +1	Magic	1-4	5-8	9-12	14
15	Of Strength	DD +2	Magic	1-4	5-8	9-12	15
16	Acute	Fumble one (1) less	Enchanted	1-3	4-9	10-12	16
17	Warning (if HtH)	Surprise +4 vs.	Haste	-	-	+2	17
18	Returning (if RC)	Returns ammo	Arrow catching	Unharmed by RC			18
19	Burning	To wound +1	Burning	Fumbling against you			19
20	Titanium	Ignores armor	Titanium	Can not be ignored			20
21	"Race" Oath	Swift vs.	Golden	Defensive WS+1			21
22	Swiftness	Attack with move	Fearsome	-			22
23	Life Stealer	Heal 1 if W caused	Regenerating	Regenerate (1)			23
24	"Race" Slayer	Death Poison vs.	Arcane	Can be worn by MU			24

Only hand-to-hand weapons can be warning. Only ranged weapons can be returning. If you roll the result for a wrong weapon type exchange with the fitting. Wherever it says versus, the effects of a weapon only work versus a specific race rolled out via the venom table. A weapon of swiftness or oath allows you to attack with a move action. A lifestealer weapon heals one

(1) wound if you roll under the number of wounds you caused this turn. If someone fumbles against you while you wear a burning armor, he is dealt one (1) automatic wound. You still may attack, of course. When you wear a golden armor, your weapon skill for defensive purposes is raised by one (1) point. Models in your deathzone while you wear a fearsome armor are affected by fear and have to roll bravery every round to resist. A regenerating armor allows you to heal one (1) wound per expedition turn. Arcane armor can be worn by magic-user type characters without hindrance.

2D12	Ring / Necklace / Cloak	2D12
2	Unique	Three (3) properties
3	Legendary	Two (2) random rolls
4	Famous	One (1) property, one (1) random roll
5	Treasured	Two (2) properties
6	Heroes	Immune to fear and DD+2 only vs.
7	Mag. prot. 1 (drains)	III: If hit by magic: Pass Int. Success means unaffected
8	Mag. prot. 1 (drains)	II: If hit by magic: Roll 1D12. 9+ means unaffected
9	Mag. prot. 1 (drains)	I: If hit by magic: Roll 1D12. 11+ means unaffected
10	Animal Control	Control D12 animals within 6 squares once per exp.
11	of Fire Prot.	You are invulnerable to fire damage
12	Mag. Prot. 1 (drains)	If hit by magic: Roll 1D12. 11+ means unaffected
13	of "Power"	Simulates a specific potion if activated. drains
14	Protection	Toughness +1
15	Wizards	Store a spell and cast it as free action once per exp.
16	Blessed	Store a blessing and cast it as free action once per exp.
17	Protection	Toughness +1
18	Protection	Toughness +1
19	Protection	Toughness +1
20	Attribute	Randomly assigned: S, Sp, I, B, WS or BS +1
21	Attribute	Randomly assigned: S, Sp, I, B, WS or BS +1
22	Attribute	Randomly assigned: S, Sp, I, B, WS or BS +1
23	Attribute	Randomly assigned: S, Sp, I, B, WS or BS +2
24	Flying	You gain "Flying Leap"

1D12	Robe	1D12
1	Legendary / Unique	Roll twice. If rolled again, three abilities
2	of protection	As cloak
3	Mag. Prot. 1	As cloak,
4	Power	Simulates a specific potion if activated. drains
5	Magicians	Simulates a specific spell if activated once per exp.
6	Clerics	Simulates a specific blessing if activated once per exp.
7	Terrorizing	Immune to fear, become fearsome
8	Irritating / Confusing	HtH combat against you fumble plus one (1)
9	Scintillating /	Ranged combat against you fumble plus one (1)
10	Pockets	Carry two (2) additional items
11	Priest / Bishop	Bravery +2, one (1) additional faithpoint
12	Magus / Archmagus	Intelligence +2, one (1) component per exped.

1D12

Miscellaenous

1	Dimensional Key	Door opened becomes a dim. door to town. One-Use
2	Nourishing Spoon	You do not have to pay costs of living for yourself
3	Horn of Valhalla	Summons 1D12 Men-at-arms on section. drains
4	Earthquake Drum	Own and adjacent sections get cracked ceilings
5	Mechanic Bird	Gain a level two familiar that can not die
6	Homunculus	Loses one (1) wound per component substituted
7	Boots of Leaping	Gain Flying leap
8	Crown of Magic	You are able to cast the six (6) petty magic spells
9	Night Goggles	Gain Nightvision
10	Portable Hole	Open a hole in walls or a pit to a lower dungeon level
11	Traceless Dust	One use only. Remove all dungeon counters
12	Berserker Totem	Gain Berserk.

1D12

1D12

Talisman

1	Dawnstone	Can be used instead of spending a fate point. drains+
2	Fortune Gem	Roll twice for gold treasure and choose better
3	Warding Amulet	All wounds dealt to you by vs. are lowered by one (1)
4	Good Health	You are immune to poison and disease
5	Glowing Beacon Gem	Permanently burning lantern that needs no oil
6	Brilliance Shards	Works like a Shattering Jewel. Drains+
7	Warning	Add two (2) points to surprise rolls
8	Constitution	Gain one (1) additional wound
9	Toun Stone	Either WS, BS, S, T, Sp, B or I plus one (1)
10	Telekinesis Stone	Open/Close nonspecial from 12 squares away
11	Basalt chunk	Your section is subjected to magic flux
12	Eye of Charming	Models in your deathzone are feinted each turn for free

1D12

1D12

Containers

1	Decanter of Holy Water	Holds Holy Water. Drains+
2	Everful Purse	Holds D12x5 Gcs per adventure
3	Rat Trap	One use only. Kills all skaven on section that fail S.
4	Enchanting Quiver	Produces magic ammunition of one (1) type
5	Scabbard of Retrieving	You may quickdraw during your turn.
6	Potion of Potions	Roll out random potion effect after! Drinking. Drains
7	Smoke Bottle	All own and adj. sect. WS -2 and Bowskill ½ . Drains+
8	Hat of Tricks	Substitutes spell components. Drains+
9	Component Girdle	Substitutes spell components. Drains
10	Weightless Backpack	Allows you to carry 3 additional items
11	Bag of Holding	Allows you to carry 5 additional items
12	Bag of Holding	Allows you to carry 5 additional items

1D12

The Eye of charming replaces one of your eyes. If you take the eye of charming off, you lose half your bowskill until it is put back. Men-at-Arms summoned by a Horn of valhalla possess the skill berserk and can only be set up on free squares on your section. The disappear after combat. If you hit a Earthquake Drum near a section with a cracked ceiling, this section crumbles. If you already possess berserk and use a Berserker totem, you weaponskill is lowered by one (1) when berserking. If you already possess nightvision and use Night goggles, you see a section farther than usual. If you already possess flying leap and use Boots of leaping, you are allowed to jump over large models. If a Homunculus stands in your deathzone, it can

substitute one (1) component with one (1) of its wounds. Its wounds can not be healed but through magic. You still need spell components when casting spells with the help of a Crown of magic. If you are no magic-user type class, you have to pass a intelligence to sucessfully cast a spell. A Portable hole can be set in a wall ore used as a pit.

2D12	Potions		2D12
2	Cursed	Lose one (1) point from either WS, BS, S, T, Sp, B or I	2
3	Death Poison	Pass Toughness or die	3
4	Cowardice	Panic. DD vs. are lowered by two (2) points (drains)	4
5	Invisibility	Gain Sneak and Spy. Pass necessary test. (drains)	5
6	Haste	Attack with a move action	6
7	Invulnerability	Become Invulnerable (drains)	7
8	Nightvision	Gain Nightvision for one expedition	8
9	Shrinking	Become Small (drains)	9
10	Weapon prowess	Gain Find Weakness for one combat	10
11	Speed	Speed is doubled (drains)	11
12	Strength	Strength +2 (drains)	12
13	Healing	Heals four (4) wounds	13
14	Resilience	Toughness +2 (drains)	14
15	Weapon Skill	Weaponskill +2 (drains)	15
16	Berserker	You go Berserk for one combat	16
17	Enlargement	Become Large (drains)	17
18	Sense Thoughts	Surprise +2 for one expedition	18
19	Regeneration	Gain Regeneration (1) (drains)	19
20	Magic Resistance	Gain Magic resistance III. (drains)	20
21	Flying	Become flying (drains)	21
22	Heroism	Immune to fear. DD vs. plus two (2) points (drains)	22
23	Ressurrection	Pass T and live again if drunk first turn after combat	23
24	Sublime	Gain one (1) point to either WS, BS, S, T, Sp, B or I	24

Monsters

Following is a list of monsters you can use for random dungeons or when designing a quest level. Calculate the party level by adding up the levels of all heroes and henchman. Every time you meet monsters, roll a D12. Confer to the tables. Wandering Monsters and monsters in hazard rooms are usually grade I, lair room monsters are grade II and quest room monsters are grade III. Characters are also rolled on grade I table, but consist of only one model. Multiply the party level with the rolled modifier and round up. The result is the amount of points the gamemaster may spend on monsters. For every dungeon level the heroes go deeper, add 1/2 to the modifier. If you buy a character, you may buy monster abilities for a number of points equal to half the characters starting point value.

1D12	Grade I	Grade II	Grade III	1D12
1	1/2	1	2	1
2	1/2	1	2	2
3	3/4	3/2	5/2	3
4	3/4	3/2	5/2	4
5	1	2	3	5
6	1	2	3	6
7	1	2	3	7
8	1	2	3	8
9	3/2	5/2	7/2	9
10	3/2	5/2	7/2	10
11	3/2	5/2	7/2	11
12	2	3	4	12

1D12	Monster Magic Item	1D12
1	Ring of Protection I	Toughness +1
2	Ring of magic protection I	If hit by magic: Roll 1D12. 11+ means unaffected
3	Death Venom vs.	1-6 Humans 7-9 Dwarves 10-12 Elves
4	Mild Venom vs.	1-6 Humans 7-9 Dwarves 10-12 Elves
5	Potion of Heroism	Immune to fear and DD+2 vs. (drains)
6	Potion of Strength	Strength +2 (drains)
7	Potion of Healing	Heals four (4) wounds
8	Dispel Scroll	Pass an Intelligence test to dispel a spell being cast
9	Spell Scroll (2)	Fireball, Flaming Skull
10	Magic Armor	Toughness +1
11	Handedged Weapon	DD +1
12	Custommade Weapon	TH +1

To determine whether monster magic items are usable by heroes roll 1D12. If you roll a 11 or higher, they can be used by monstrous heroes. If you roll a 12, they can be used by civilized heroes.

Monster Special Abilities

Amok [A]

The model goes berserk, but does not attack the nearest enemy, but the nearest model each turn.

Awe

Awe inspires fear on all enemy models on your own section.

Clam Bite [Cbite]

If you hit a target model with a critical strike, all subsequent attacks must go against the target model and hit automatically.

Cloud of Flies [CoF]

All models without the mark of nurgle adjacent to you lose two (2) points from their weaponskill.

Death Aura [DA]

All models without death aura on the same section lose one (1) wound per turn.

Fate Point [FP] (X)

The monster possesses a number of fate points equal to X which it can use just like fate points are used by heroes.

Hypnotize [H] (X)

Works like the feint skill. The test to resist has to be made with bravery, lowered by X, instead with intelligence.

Invulnerability [Inv]

You are immune to damage and do not lose wounds unless at least one of the damage dice dealt to you shows a natural twelve (12). If it does, normal wounding rules apply to you for this set of damage dice rolled. Invulnerability is cancelled by magic weapons.

Jezzail

Needs two skaven to be shot. Range Increment 5, deals 6 DD and ignores armor, needs one turn to reload. Move or fire.

Lore [Name] (X)

The model may cast spells from the basic magick spell list and the specified lore and has a number of spell points equal to X to fuel those spells. You may also "Counter Magic" by spending an appropriate amount of spell points.

Mark

This model may be bought a mark of one of the chaos gods at the given point value.

Magic Resistance [MR] (I to III)

The monster possesses a natural magic resistance following the rules for rings etc.

Monster Magic item [MMI]

The monster possess a random monster magic item.

Panic [Pan]

The model has to make a bravery test each turn. If it fails, it loses all actions and its deathzone, not even striking back if someone fumbles against it.

Plague Globes

Range Increment 2. If you do not hit, roll a D12. Move one (1) square farther per point rolled over six and one (1) square less per point rolled under seven following a direct line from thrower to target square. Plague globes explode there in a 3x3 square cloud that drains+. All Models under the template must roll under Intelligence or die.

Poison [Poi] (Mild, Death, Sleep)

The model either has natural poison or uses a special blend of poisons. The poison works at the specified strength versus all races. Confer to magic items (venoms) for effect

Rampage [Ram]

The model may move through other models. When moving in a straight line, every model touched by the monster is hit automatically, but may strike back for free if it survives.

Regeneration [Reg] (X)

The model regenerates a number of wounds equal to X per combat or exploration turn.

Sentry [Sen]

The model may open doors into unexplored regions of the dungeon. They do not add the heroes exploration bonus to the random room chart. Instead, they add one (1) point to every roll for room type and two (2) points to every roll for the number of doors in a room. Every hazard room they find is a lair room. After finding a room filled with monsters, the sentry disappears.

Storm Rage [StoR]

The model goes berserk if hit by a spell or effect utilizing electricity or lightning. It can not be wounded by lightning.

Surprise [Surp X]

Add the highest X of each combat side to the surprise roll to determine who starts combat.

Spell Reflection [SpRef]

If the model is hit by a spell and passes an intelligence test, it may reassign the target of the spell within the original spell boundaries.

Stone Gaze [Sgaz]

The model looks at a target model in line of sight and within 2 squares. If the target fails an intelligence test, it dies from petrification. It can not be resurrected, only regenerate can return the hero to normal.

Strength Drain [SDr]

If the model wounds a model, this models strength is lowered by one (1) point. If the strength of a model reaches zero (0), it dies. Heroes regain one strength point per full action spend during an expedition turn.

Warp Flamethrower

Needs two skaven to be shot. Move or fire. Range increment 13. Deals 5 DD under a 2x2 template if a hit scored. If a fumble is rolled, both models die and all adjacent models suffer 5 DD.

Web [W]

The model can spread a web on own section as a full action. All models but those possessing web must pass a strength test before moving. Webs stay until adventure ends.

Darkvision [DV]

You are not affected by darkness modifiers.

Dhar Magick: Black Darkness

Doom Bolt	
Range	Cost
18 squares LOS	1
Deals 7 DD	
Duration	Instant

Flesh Flaying	
Range	Cost
LOS	1
Target loses one (1) WS and one (1) S every turn. Spell stops if Int is passed	
Duration	Until resisted

Witch Flight	
Range	Cost
Self	1
Caster is teleported to a square in line of sight up to 48 squares away	
Duration	Permanent

Soul Drain	
Range	Cost
12 squares LOS	2
Deals 4 DD on 2x2 and ignores nonmagical armor. Every two (2) wounds caused give one (1) to caster	
Duration	Instant

Skull of Terror	
Range	Cost
Self	1
Caster becomes fearsome	
Duration	Combat (6 E)

Blade Wind	
Range	Cost
Line of sight	2
Deals 4 DD on 3x3 against weaponskill	
Duration	Instant

Nurgle Magick: Putrid Chaos

Lance of Foulness	
Range	Cost
Adjacent	1
Deals 4 DD to all models under 12x1 square template	
Duration	Instant

Generosity of Nurgle	
Range	Cost
Own section	1
All friendly models start to cause disease	
Duration	Combat (6 E)

Stench of Nurgle	
Range	Cost
Deathzone	1
All enemy models under 3x3 centered on target must pass toughness every turn or may only do move actions.	
Duration	Combat (6 E)

Rust, Rot and Spoil	
Range	Cost
12 squares LOS	2
All models under 2x2 squares discard one (1) random item	
Duration	Instant

Stream of Corruption	
Range	Cost
Adjacent	1
All models under 2x2 must pass speed or lose 1-3 wounds	
Duration	Instant

Putrid Waterfall	
Range	Cost
12 squares LOS	2
Deals 5 DD versus starting toughness to all models under 2x2 square template	
Duration	Instant

Slaanesh Magick: Seductive Chaos

Hypnotic Aura	
Range	Cost
Adjacent	1
All enemy models must pass intelligence each turn or are unable to act.	
Duration	Sustained

Rout	
Range	Cost
LOS	1
Caster may move target model. All models friendly to target model and adjacent must pass bravery or also suffer spells effect.	
Duration	One turn

Bedazzle	
Range	Cost
Adjacent	1
All enemy models must pass bravery each turn or are unable to act.	
Duration	Sustained

Perfume of Slaanesh	
Range	Cost
Own section	2
All friendly models are immune to fear and may fight with zero (0) wounds left.	
Duration	Combat (6 E ⁵)

Disillusion	
Range	Cost
Own section	1
All enemy models reduce bowskill, weaponskill and bravery by two (2) points	
Duration	Combat (6 E ⁵)

Charm of Slaanesh	
Range	Cost
24 squares IQS	2
If target model rolls over intelligence with 2D12, it is treated as a henchman.	
Duration	Until caster slain

Tzeentch Magick: Changing Chaos

Dispel	
Range	Cost
Line of Sight	1
Target magic item loses its properties.	
Duration	Combat (6 E ⁵)

Sprout of Wings	
Range	Cost
Self	1
Caster suffers one (1) wound and is treated as flying	
Duration	Combat (6 E ⁵)

Pink Fire of Tzeentch	
Range	Cost
6 squares IQS	1
Deals 6 D ³ to target model, ignoring non-magical armor	
Duration	Instant

Blue Fire of Tzeentch	
Range	Cost
12 squares IQS	2
Deals 4 D ³ on 2x2 and ignores nonmagical armor. Every two (2) wounds caused summon one (1) pink horror under casters control	
Duration	Instant

Nightmare reality	
Range	Cost
One section IQS	1
All squares of target section are treated as deathzone of a fearsome monster	
Duration	Sustained

Bolt of Change	
Range	Cost
24 squares IQS	2
If target model fails toughness test, it changes into a chaos spawn under casters control	
Duration	Permanent

Skaven Magick: Grey Seer

Skitterleap	
Range	Cost
60 squares	1
Target model in line of sight is teleported up to sixty (60) squares away	
Duration	Permanent

Putrefy	
Range	Cost
Own section	1
All enemy models lose one (1) point from weapon skill. Those which fail bravery must flee.	
Duration	Combat (6 E ⁵)

Choke	
Range	Cost
6 squares IQS	1
Target model muss pass toughness or lose all wounds.	
Duration	Instant

Cracks Call	
Range	Cost
Adjacent	2
18x1 squares template must pass speed or die, falling into a chasm that seals again.	
Duration	Instant

Vermintide	
Range	Cost
One section IQS	1
The section is treated as a rat hazard room, attacking all non-skaven models	
Duration	Until dropped

Death Frenzy	
Range	Cost
Own section	2
All friendly models double their speed, go berserk and are dealt one (1) wound after attacking	
Duration	Until dropped

Necromancy Magick: Pale Undeard

Strengthen Undeard	
Range	Cost
Own section	1
All undeard models gain one (1) point to strength, toughness and weapon skill	
Duration	Sustained

Vanhel's Danse Macabre	
Range	Cost
Own section	1
All undeard models may do one (1) move or standard action	
Duration	Instant

Raise the Dead	
Range	Cost
Own section	1
Up to D12 Skeleton Warriors are raised on empty squares	
Duration	Permanent

Curse of Ages	
Range	Cost
12 squares QS	2
Target model loses one (1) wound each turn. If it dies, it is transformed to a wight under casters control	
Duration	Sustained

Raise the Undeard	
Range	Cost
Own section	1
Up to 2D12 Zombies are raised on empty squares	
Duration	Permanent

Hand of Dust	
Range	Cost
Self	2
Caster deals D12 plus own strength minus targets starting toughness wounds in hand-to-hand combat	
Duration	Sustained

Waaagh Magick: Green Rage

Headbutt	
Range	Cost
Line of sight	1
Caster and target magic-user model roll D12 and add intelligence. If target model rolls lower, it is reduced to zero (0) wounds	
Duration	Instant

Fists of Gork	
Range	Cost
Own section	1
All enemy models are treated as if a orc (WS 7, DD 4) attacks them	
Duration	Instant

Gaze of Mork	
Range	Cost
Line of Sight	1
Target enemy model must pass int each turn or loses one (1) wound and strikes at a random model	
Duration	Instant

Foot of Gork	
Range	Cost
Line of Sight	2
5x3 template moves 1-3 squares in random direction. Then it deals 8 DD	
Duration	Instant

Mork save uZ!	
Range	Cost
Own section	1
Dispels all lasting non-waaagh spells on section	
Duration	Permanent

Waaagh!	
Range	Cost
Adjacent sect.	2
All greenskins add one (1) point to weaponskill and are immune to fear. All enemy spellcasters must pass int or lose (1) wound and be unable to cast each turn.	
Duration	Combat (6 E3)

Chaos Minions



Name	PV	DD	WS	T	W	Sp	S	Br	Int	BS	1 st	Equipment
Ungor	1	2	6	8	4	8	5	5	4	4	-	Shields, Spears
Beastman	1	3	6	8	4	7	5	7	5	4	-	Leather, Axe
Beastman Sentry	2	3	6	8	4	8	5	7	6	4	-	Shield, Sword
Beastman Champion	4	4	8	9	5	6	6	8	6	5	-	Leather, Shield, Axe
Beastman Chiefman	8	5	9	10	6	6	7	9	7	6	-	Chain, Axe, Shield, MMI, Mark
Beastman Warchief	10	6	9	10	7	6	7	10	8	6	-	Chain, Great Axe, MMI, Mark
Beastman Shaman	10	2	8	8	5	8	5	8	9	5	-	Hammer, Mark, Chaos (3)
Chaos Thug	1	3	7	7	3	7	5	8	6	5	-	Leather, Shield, Sword
Thug Archer	1	3	7	6	3	8	5	8	6	6	6/4	Leather, Sword, Bow (6)
Thug Sentry	2	3	7	6	3	8	5	8	6	6	-	Shield, Sword
Chaos Warrior	4	4	8	9	4	6	6	9	8	4	-	Plate, Shield, Axe
Champion	8	5	10	9	5	6	6	10	8	4	-	Plate, 2h-Axe, Mark
Chaos Lord	12	4+4	10	10	6	6	7	10	8	3	-	Plate, 2 Axes, MMI, Mark
Warlock	10	3	7	7	5	8	5	9	10	3	-	Polearm, Chaos (3), Mark
Chaos Spawn	10	4	5	8	9	D12	6	12	1	-	-	Claws, Fear, Rampage
Chaos Dwarf	2	4	7	9	4	4	6	7	6	4	-	Chain, Shield, Axe
Chaos Dwarf Champion	3	5	8	9	4	4	7	8	6	4	-	Chain, Shield, Axe
Chaos Dwarf Blunderbuss	4	2	7	8	4	7	6	4	6	5	-	Chain, Dagger, Muscet (6)
Chaos Dwarf Leader	10	6	10	10	6	4	7	10	8	5	-	Chain, Great Axe, MMI
Chaos Dwarf Sorcerer	10	4	7	7	5	6	6	7	0	5	-	Axe, Chaos (3)
Chaos Dwarf Centaur	12	5+5	9	10	6	8	7	8	6	3	-	Chain, Shield, Axe, Hooves, Large

Khorne Minions

Name	PV	DD	WS	T	W	Sp	S	Br	Int	BS	1 st	Equipment
Mark of Khorne	+4	-	-		-	-	+1	-	-	-	-	Gain Berserk and no fumbles/ not possible
Flesh Hound	7	4	8	6	4	12	6	10	3	-	-	Cbite, Inv vs. magic weapons, MR I
Bloodletter	9	5	8	8	4	6	7	10	5	-	-	Sword, Inv, Berserk, MR I
Bloodthirster	25	8	12	10	6	10	8	8	5	3	-	Msword, Inv, Fly, Fear, Large, Berserk, no fumbles., MR II
Great Bloodthirster	60	8+6	12	11	10	8	9	10	5	1	-	Msword, Mflail, Inv, Fly, Fear, Large, Ber. no fumbles., MR II

Nurgle Minions

Mark of Nurgle	+4	-	-1	+2	+1	-	-	-	-	-	-	Immune to Disease / Nurgle (1)
Nurgling Swarm	8	1+1+1	3	1	8	3	3	4	1	1	-	Bite, Fear, Inv, Cause Disease
Plague Bearer	10	5	7	7	4	6	7	10	4	1	-	Sword, , Cloud, Inv, Fear Death Poison
Unclean One	25	6	6	12	8	5	8	10	7	1	-	Claws, Fear, Large, Inv, Cause Disease, CoF. Nurgle (3)
Great Unclean One	60	6	8	12	14	4	8	10	8	1	-	Claws, Fear, Large, Inv, Cause Disease, CoF. Nurgle (5), DA

Tzeentch Minions

Mark of Tzeentch	+4	-	-	-	-	-	-	-	+1	-	-	SpRef & Tzeentch (2)
Blue Horror	3	3	6	6	2	8	5	8	7	6	-	Claws, Fear
Pink Horror	6	4	8	6	3	8	6	8	9	8	-	Claws, Fear, Splits in 2 blue Horrors, Tzeentch (1)
Flamer	14	4+4	6	7	4	10	6	10	9	8	4/4+4	Fire, Fear, Inv, Flying Leap, can't run, ignores armor
Lord of Change	25	6+6	8	9	6	8	8	8	10	1	-	Claws, Fear, Inv, Fly, Large, SpRef, Tzeentch (5)
Greater Lord of Change	60	6+6	9	10	10	8	8	8	11	1	-	Claws, Fear, Inv, Fly, Large, SpRef, Tzeentch (10)

Slaanesh Minions

Mark of Slaanesh	+2	-	-	-	-	-	-	+2	-	-	-	Feint, Fear, Slaanesh (2)
Daemonette	12	3+3	8	7	4	10	5	10	6	1	-	Claws, Fear, Inv, Feint (1), Hyp (1) Slaanesh (1)
Keeper of Secrets	25	6+6	9	8	6	7	8	10	10	1	-	Claws, Awe, Inv, Feint (2) Hyp (2), Slaanesh (2)
Great Keeper of Secrets	60	6+6	10	9	10	7	8	10	10	1	-	Claws, Awe, Inv, Feint (4), Hyp (4), Slaanesh (4)

