

LASTING TALES



*A Cooperative Tabletop Miniatures Game
for 1-5 Players by Mark Latham*

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LASTING TALES



A Cooperative Tabletop Miniatures Game for 1-5 Players
by Mark Latham



TABLE OF CONTENTS

1 THE BASICS 6

- THE MINIATURES6
- MODEL PROFILES6
- READING THE DICE8
- TESTS.....8
- REROLLS9
- RANDOMIZING9
- TEMPORARY BONUSES9
- MEASURING.....9
- SETTING UP A GAME10

2 THE RULES 12

- THE GAME SEQUENCE12
- THE HEROES PHASE13
- MOVE.....13
- ATTACK.....16
- WEAPONS & ARMOR22
- ACTION23
- FOLLOWERS.....25
- ADVERSARIES PHASE26
- THE RECOVERY PHASE30
- CONDITIONS31
- FATE.....32
- MORALE CHECKS33
- MAGIC34
- MIRACLES.....36
- TERRAIN36
- SPECIAL RULES41

3 THE PARTY 48

- CREATING A HERO50
- RACES.....52
- CLASSES.....55

4 ADVENTURES 62

- CHOOSING AN ADVENTURE.....62
- ADVENTURE FORMAT63
- COMMON ADVENTURE RULES.....63
- HERO DEFEAT66
- CHOOSING AN ADVERSARY FORCE.....67

- WILDERNESS ENVIRONMENTS.....69
- BAD MEDICINE.....72
- SUPPLY & DEMAND.....74
- AMBUSH.....76
- ESCORT DUTY78
- SHARDFALL80
- THE MESSAGE82
- SETTLEMENT ENVIRONMENTS.....85
- PILLAGERS88
- ARENA.....90
- VILLAGE OF DREAD92
- GAOLBREAK.....94
- A WARNING TO THE CURIOUS96
- LIGHT THE BEACONS98
- DUNGEON ENVIRONMENTS.....101
- MONSTER LAIR104
- THE CURSED IDOL106
- WHERE OTHERS FEAR TO TREAD.....108
- TOMB RAIDERS110
- THE ENDLESS CATACOMB.....112
- THE RITUAL114

5 TREASURE 116

- TREASURE TYPES116
- TREASURE TABLES118

6 TALES 126

- CREATING A TALE126
- THE CAMPAIGN TURN.....127
- REWARDS128
- INJURIES128
- RESTORE ATTRIBUTES130
- LEVEL UP130
- PAY RETAINERS130
- TRAVEL130
- SETTLEMENTS136
- SETTLEMENT ACTIONS.....136
- SETTLEMENT EVENTS154
- END OF CAMPAIGN TURN159
- EVENT ADVENTURES159



THE TOWER OF THE SORCERER 160
 NO LEAF UNTURNED 162
 REVENGE!..... 164
 THE PRISONER..... 166

7 ADVANCEMENT 168

LEVEL UP 168
 CLASS SKILLS..... 170
 SPELLS..... 175
 MIRACLES..... 181

8 NARRATIVE TALES 184

THE NETHERING LORD 185
 CHAPTER 1..... 187
 CHAPTER 2..... 189
 THE CURSED GRAVE..... 189
 CHAPTER 3..... 193
 ABANDONED TO THE DARK..... 195
 CHAPTER 4..... 197
 A MIDNIGHT RAID 198
 CHAPTER 5..... 201
 CHAPTER 6..... 202
 CHAPTER 7..... 203
 CHAPTER 8..... 204
 CHAPTER 9..... 207
 DRAGONQUEST 208
 CHAPTER 10..... 210
 VENGEANCE OF THE
 NETHERING LORD..... 211

9 BESTIARY 214

ADVERSARY PROFILES..... 214
 BEASTS..... 215
 BUGBEARS..... 217
 CENTAURS..... 217
 CHIMERAS..... 218
 CONSTRUCTS 218
 DEEP DWELLERS 219
 DEMONS 220
 DRAGONS..... 222
 ELEMENTALS 223

FORCES OF NATURE 224
 GIANT-KIN..... 224
 GNOLLS..... 225
 GOBLINS 226
 GRIFFONS..... 227
 HARPIES..... 227
 HOBGOBLINS..... 227
 HUMANS 228
 HYDRAS 230
 KOBOLDS..... 230
 LIZARDFOLK..... 231
 MANTICORES..... 232
 MIMICS 232
 MINOTAURS 232
 NAGAS..... 233
 OGRES 233
 OOZES 233
 ORCS..... 234
 OWLBEARs..... 235
 TROGLODYTES 235
 TROLLS 236
 UNDEAD 236
 WEREWOLVES..... 241
 YETIS 241
 FOLLOWERS..... 242
 ANIMAL COMPANIONS..... 246
 FAMILIARS..... 247

10 APPENDIX 248

PLAYER RESOURCES..... 248

11 INDEX 260

Aetha



The world of Aetha was free of evil throughout its history—certainly there has been conflict, misery, and suffering since the beginning of time, but evil itself would not come into being until the Age of Unthroning over three hundred years ago. Since the Unthroning—when the gods were bound to the world through divine treachery—the power of Light was conceived, and in turn the Shadow was born, ushering

in the malign force of evil to corrupt and inspire those mortal beings desperate enough to give in to its call.

It is now the dawn of a new age, and the lands of Aetha are held under sway by the new struggle between good and evil, Light and Shadow. The call to adventure is ringing out louder than ever, and those brave enough to stand against the legions of Shadow will be the heroes of lasting tales for ages to come.



Lasting Tales is a miniatures game of adventure and magic designed for 1-5 players. Each player takes control of one or more miniatures, representing a party of bold adventurers. To represent the environments in which these heroes explore and battle, players design their own custom gaming area, usually on a tabletop populated by model scenery.

There are two main ways to play *Lasting Tales*—either a one-off adventure, called an Adventure, or as a series of linked adventures, called a Tale. Most players start with a few one-off adventures while they get used to the rules. But the real fun of *Lasting Tales* comes from linking the games together, and forging a narrative for your Heroes as they progress from novice adventurers to hard-bitten champions!

Lasting Tales is a cooperative game—players work together to defeat the monsters, achieve their objective, and gather treasure. You can also play the game solo, with a smaller party of Heroes under your control. It is a simple game to learn, but a challenging one to master. If you're new to the tabletop hobby, don't worry—these rules have been structured with the newcomer in mind, while veterans of tabletop campaigns will be able to jump straight into the action.

So what are you waiting for, brave adventurer? It's time to don your armor, take up your sword, and embark on your own Lasting Tale...

FANTASY SERIES MINIATURES

Blacklist Games' Fantasy line offers a beautiful set of preassembled, highly detailed plastic miniatures, featuring almost every Hero, Follower and Adversary you could ever encounter in games of *Lasting Tales!*

From Dwarf druids to Elf monks, Goblins to Orcs, Skeletons to Giant Spiders, the Fantasy Series miniatures range offers everything the *Lasting Tales* gamer needs!

Visit www.blacklistgamesllc.com to learn more!



Fantasy Series 1



Fantasy Series 2



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1

THE BASICS

Before getting stuck into the meat of the rules, it's worth taking a moment to familiarize yourself with the basic principles, which will come up time and again during play.

THE MINIATURES

In the rules that follow, the miniatures used to play *Lasting Tales* are also referred to as “models.” The models under a player’s control represent the Party—a small group of bold, likeminded Heroes and their Followers. The Party pits itself against a range of monsters and villains known collectively as Adversaries. These are explained on page 214

Base Sizes

Miniatures come in all shapes and sizes, but are usually mounted on bases. The exact size of these bases aren’t really important for gameplay. However, if you’re using the *Fantasy Series* miniatures, you’ll find that most human-sized and smaller models have bases of 25mm (1”) diameter; **Large** models, such as Trolls, have bases of 50mm (2”) diameter; and **Huge** models, like Dragons and Giants, have bases of 75mm (3”) diameter.

MODEL PROFILES

The relative strengths and weaknesses of a model are determined by its profile, comprising seven characteristics, three secondary characteristics, and one or more attributes.



Characteristics

These primary statistics are represented by a numerical value of between 1 and 7.

- **Melee Skill (MEL):** Skill-at-arms is measured by this characteristic.
- **Ranged Skill (RNG):** A model's accuracy with ranged weapons.
- **Strength (STR):** A model's physique and brawn.
- **Agility (AGI):** A measure of dexterity, balance and nimbleness.
- **Defense (DEF):** Physical hardiness and resilience.
- **Intellect (INT):** A model's wits, cunning, and accrued knowledge.
- **Willpower (WIL):** A measure of mental fortitude and courage.

Secondary Characteristics

Every model has three special values. These are:

- **Strength Bonus:** Bonus damage inflicted in close combat. This value is derived from a model's Strength.
- **Resistance:** A model's ability to soak up damage. This value is derived from a model's Defense.
- **Strikes:** The number of times a model may hit a foe during a Melee Attack.

Attributes

Attributes can increase and decrease during a game, so the value is best recorded in pencil, which can easily be adjusted.

- **Health:** Health points represent how much Damage a model can suffer before it is removed from play.
- **Fate:** Fate points are the domain of Heroes—Adversaries and Followers do not have a Fate attribute. Fate represents luck and destiny, allowing heroes to achieve mighty deeds or even cheat death!
- **Power:** Wizards and other spellcasters receive a store of Power Points, which are expended each time the model casts a Spell. Power points are recorded on a Spellcaster sheet.

RESTORING ATTRIBUTES

During a game, Attributes can often be restored through the use of skills, magic, potions, or various other means. Attributes can never be restored above their maximum value unless the rule specifies otherwise.

THE BASICS
 THE RULES
 THE PARTY
 ADVENTURES
 TREASURE
 TALES
 ADVANCEMENT
 NARRATIVE
 BESTIARY
 APPENDIX
 INDEX

LASTING TALES CHARACTER RECORD SHEET

NAME: _____ RACE: _____ CLASS: _____ LEVEL: _____

CHAR	SECONDARY CHARACTERISTICS		FATE	HEALTH
MEL	STRENGTH BONUS	RESISTANCE		
RNG	STRIKES	ARMOR DICE	MAX	MAX
STR				
AGI				
DEF				
INT				
WIL				

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY	ARMOR	DICE	SPECIAL	EQUIP.
				<input type="checkbox"/>
				<input type="checkbox"/>
				<input type="checkbox"/>

SPECIAL RULES & SKILLS

EXPERIENCE: _____ GOLD: _____

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READING THE DICE

The game uses regular six-sided dice (referred to as D6). When you're required to roll multiples, these will be expressed in the rules as [number of dice]D6—so two dice is 2D6, three dice is 3D6, and so on.

D3 and D66

Occasionally you will be asked to roll a “D3”—this is simply a normal die roll, but scores of 1 and 2 = 1, 3 and 4 = 2, and 5 and 6 = 3.

A D66, on the other hand, is used for finding results on larger tables. Roll two D6s, nominating one as “tens” and one as “units”—so a roll of 1 and 6 respectively would be 16; a roll of 3 and 4 would be 34, and so on.

TESTS

Most of the action during the game is dictated by passing or failing a **Test**—therefore this is the most important rule you'll learn! The procedure for a Test is always the same: **Roll 2D6, and add the total of the roll to the characteristic of the Test.** For example, if you're asked to take a Strength (STR) test, and the Strength characteristic is 3, you would roll 2D6+3.

If your total score is 10 or more, you've passed the Test. If it's 9 or less, you've failed.

Advantage and Disadvantage

In some situations, you will gain **Advantage** or **Disadvantage** to your roll.

- If you gain Advantage to a roll, roll an extra D6 and discard the *lowest* score before calculating the result.
- If you gain Disadvantage to a roll, roll an extra D6 and discard the *highest* score before calculating the result.

Advantage and Disadvantage cancel each other out—if both apply to the same Test for any reason, in any multiples, the Test becomes a standard one. **Each can only be applied once**—multiple applications of Advantage and Disadvantage have no cumulative effect.

Modifiers

Often, you will be asked to modify a Test by a given number, either a bonus (+1, +2, etc.), or a penalty (-1, -2, etc.). These values are added or subtracted from the total score of the Test.

Modifiers apply only to the specified Test, and are cumulative—if you accrue several modifiers, they must all be applied to the Test score (with bonuses and penalties sometimes cancelling each other out).

The Critical Die

Sometimes—usually in combat, or when casting Spells—you will be asked to roll an extra die of a different color, called the Critical die. **The Critical die is never added to the result of the Test**—instead, if a Test is passed *and* the Critical die scores a 6, a Critical Success has been achieved. However, if the test is failed *and* the score on the Critical die is a 1, you've made a Critical Failure.

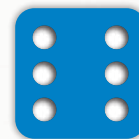
The exact effect of a Critical Success or Failure depends on the type of roll—more on this later. However, whenever a Hero scores a Critical Failure, they **gain the Focused condition** (page 31) in addition to other effects.

THE RULE OF 2 & 12

Even the weakest Kobold has a chance of scoring a lucky blow, just as the stealthiest thief might trip and fall while attempting to sneak past a sleeping Ogre. To represent the fickle finger of fate, regardless of the model's characteristic score or modifiers, **a roll of 2 (double-1) always fails, and a roll of 12 (double-6) always succeeds.**



Always Fails



Always Succeeds

REROLLS

Sometimes the rules will instruct you to reroll one or more dice. This is exactly as it sounds—pick up the dice you wish to reroll, and roll them again. The result of the reroll must be accepted, even if it's worse than the first. **No die can be rerolled more than once.**

The reroll rule may specify a particular die, or tell you to reroll a Test. In the latter case, you must reroll all the dice originally rolled for the Test (including the Critical die if applicable).

RANDOMIZING

Sometimes you'll be asked to randomly pick between several items (models, objectives, buildings, etc.) When randomizing between two items, simply roll a die, nominating one item as odds and the other as evens. If randomizing between three items, assign each a number 1-3, and roll a D3. For four items, assign each a number, 1-4, and roll a D6, rolling any result of 5 or 6 again until a valid result is reached, and so on.

TEMPORARY BONUSES

Sometimes, a model will have a special rule that awards them a temporary bonus (or penalty) to a named characteristic. This could last for the duration of an Attack, an activation, or an entire round—the rule will specify the duration.

MEASURING

All movement and ranges in the game are determined by measuring distances between two points on the gaming area. For this, you'll need a measuring tape or long ruler marked in inches ("). You may measure a distance at any time during play.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

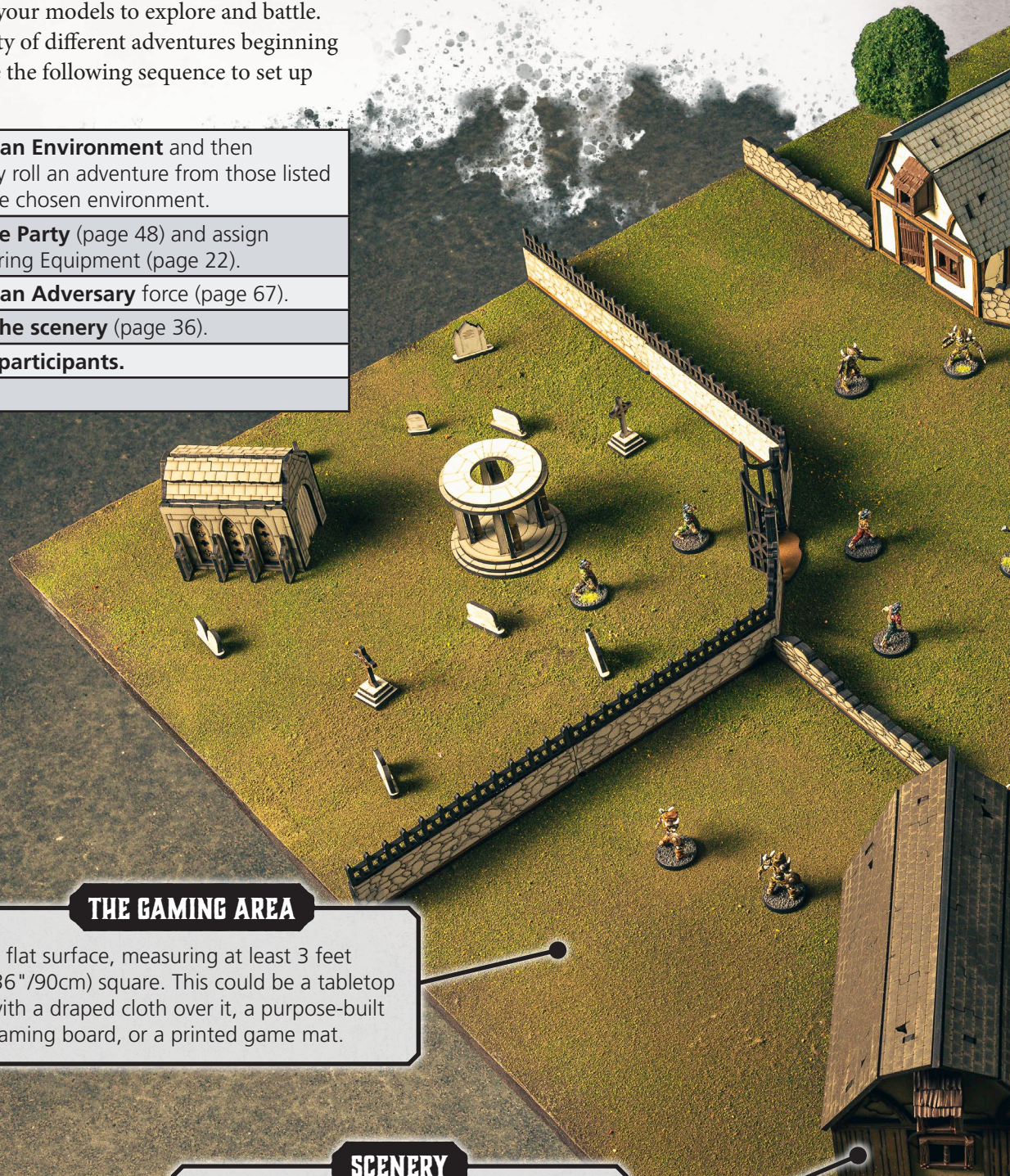
APPENDIX

INDEX

SETTING UP A GAME

Every game is structured around an adventure, which provides both a narrative and rules framework for your models to explore and battle. You'll find plenty of different adventures beginning on page 62. Use the following sequence to set up your game:

1	Choose an Environment and then randomly roll an adventure from those listed under the chosen environment.
2	Form the Party (page 48) and assign Adventuring Equipment (page 22).
3	Choose an Adversary force (page 67).
4	Set up the scenery (page 36).
5	Deploy participants.
6	Battle!



THE GAMING AREA

A flat surface, measuring at least 3 feet (36"/90cm) square. This could be a tabletop with a draped cloth over it, a purpose-built gaming board, or a printed game mat.

SCENERY

Model terrain, such as buildings, forests or dungeon walls make the game experience truly immersive. You can even purchase official Lasting Tales scenery from our affiliates Black Site Studios: www.blacksitestudio.com

RULER AND DICE

Essential for measuring distances and resolving Tests in the game.

CHARACTER SHEETS

All the information about your Heroes, at-a-glance. You can photocopy the ones in this book, or download printable versions from www.blacklistgamesllc.com/lastingtales

PENCIL AND ERASER

Useful for making notes and recording your Heroes' progress.

TOKENS

Used for marking various game effects at-a-glance.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



2

THE RULES

This section details the rules of play. Don't worry if they seem daunting at first: once you've played a few games, it'll become second nature! You don't need to learn them all before playing your first game—in fact, the best way to learn is to jump in and look up key rules as you need them.

THE ENEMY

Throughout the rules you will see the word “enemy” or “enemies.” This term refers to any model on the opposing side—so an Adversary is an enemy of any model in the players' Party, and members of the Party are enemies to all Adversary models.

Conversely, all models on the same side are “friends” or “friendly” to each other.

THE GAME SEQUENCE

The game is played over a number of **rounds**, each comprising three **phases**, which must be completed in a strict order. When the final phase (Recovery) is complete, check to see if the game ends. If not, start the sequence again from the first phase (Heroes).

1. Heroes phase

2. Adversaries phase

3. Recovery phase

THE HEROES PHASE

In this phase of the game, the Party gets to move, fight and explore. Wizards cast their spells, rangers loose their arrows, fighters charge into the fray, while rogues search for treasure in danger-filled shadows...

Start of the Round

Before your models begin to take their turns, any rules that take place at the “start of the round” must be resolved.

Activations

Players now take it in turns to activate their models, in any order you like. Remember, this is a cooperative game, so now is your chance to work out strategies! Continue activating models using the steps below, until all models that can activate have done so.

1. When a **Hero** activates, they may perform **1 Move**, **1 Attack**, and **1 Action**, in any order. A model doesn't have to perform all three options, or even any of them, but it must activate—when you've finished the activation, even if you didn't do anything, mark the model as “activated”—it can't go again this round.
 - » If a model is **Stunned** when it activates, it must **Stand Up**. Stand the model up and removed the Stunned condition. The model may now perform an Action, but **may not Move or Attack this round**. See Conditions, page 31.
2. Place an **Activated token** next to the model. This signifies the character can't take another activation this round. Once a character is marked as activated, a different character may be activated—this continues until all models in the Heroes' party have been activated. A model with an activated token may not be activated again this round.

MOVE

A model may move up to 6" during a Move.

- Models can Move in any direction, measuring around obstacles (such as impassable terrain and other models).
- A model does not have to use all of its movement allowance.
- A model must **always** end a Move in a space that it can wholly occupy, including its base. Its base can contact another model's base, but cannot overlap.



Marek correctly moves his full movement of 6". The measurement begins at the front of the model's base, and the movement ends with the base behind the measure.



The measurement has been taken from the front of Marek's base to the back—this is incorrect, as it adds the diameter of the base to the total distance moved.

Run

During a Move, a model may also spend its Action for the round to Run, increasing its movement distance. The model adds D6" to its movement allowance.

A model may not perform a Ranged Attack in the same activation that it Runs.

Note that when Adversaries or Civilians Move (more on this later), or a model is compelled to Move by other means (because of a Spell effect, for example), they do not also Run unless the rule specifies otherwise—only a Move is performed, not an Action.



Engaged Models

A model that contacts an enemy's base must stop immediately (note that, through careful maneuvering, a Hero or Follower can engage multiple enemies at the same time). Models in base-to-base contact with an enemy are engaged, otherwise they are unengaged. For clarity, a model may not Move closer than ½" to an enemy unless it means to engage it.

A model may leave engagement during its Move by Disengaging (below).

DISENGAGE

If a model wishes to Move out of engagement, it must Disengage. The model takes an AGI Test, with a -1 penalty for every enemy in contact after the first (so a model engaged with three enemies suffers a -2 penalty). Move the model as normal, regardless of the test's outcome. However, if the Test was failed, the model suffers the Exposed condition at the end of the Move.

A model that disengages may not move into contact with another enemy in the same activation.

SURROUNDED

If a model is **Surrounded** by any combination of enemies and impassable scenery, so that its base can't physically fit between them, then it is effectively trapped and cannot Disengage. **When attacking a Surrounded model in Melee, the attacker gains a +2 modifier to the MEL Test** (see Attack, page 16).

Terrain

Model scenery comes in all shapes and sizes, representing everything from forests and rivers, to coaching inns and dungeon caverns. The various classifications of "Terrain" are discussed in detail beginning on page 36.

As one might expect, movement is often affected by Terrain, as follows:

DIFFICULT TERRAIN

A model that moves into, out of, or within an area of Difficult Terrain must **roll 2D6 and pick the highest**. This is the maximum number of inches the model may Move through that area of Difficult Terrain this activation. They may still not exceed their normal movement allowance. A model may Run through Difficult Terrain as normal—the Run distance is not reduced by the terrain.

Examples:

1. *Adric starts his Move in an area of forest terrain. He rolls 2D6 to see how far he can move, scoring a 3 and a 4. Picking the highest, Adric moves 4", then decides to Run to get clear of the forest, rolling an extra 3".*
2. *Adric starts his Move outside the forest. He moves 2" to the edge of the forest area, then rolls 2D6, scoring a 2 and a 5. Picking the highest, Adric completes his Move inside the forest. As he already moved 2", he only has 3" of his movement allowance remaining.*

DEADLY TERRAIN

This type of terrain is treated just like Difficult Terrain. However, if **any** of the movement dice score a 1, then before it completes its Move the model suffers D3 Damage, which cannot be reduced by Resist (see Damage, page 18). Note that this penalty does not apply to a die rolled for Run distance—only to the movement dice. Unless it is immune to the Damage type, any model that ends its activation within Deadly Terrain is removed as a casualty. If the model is a Hero, its Out of Action token is placed at the edge of the terrain feature.

IMPASSABLE TERRAIN

These are terrain features that cannot be moved through at all, unless a model has a special ability (such as Ethereal or Fly).

Jumping

A model can pass over a gap up to the width of its own base without penalty. If a model wishes to cross a larger gap (such as a fissure, pit, or the gap between two ledges) then it will have to **Jump**. Move to the edge of the gap as normal, and then measure the distance across. If the model has sufficient movement to reach the nearest point on the other side of the gap (so its base fits), it may **Jump**. **Take an AGI Test**—this is called a **Jump Test**.

- If the Test is passed, the model moves as normal, ignoring the gap. Be sure to measure the Jump distance from the start of the jump to the nearest point on the opposite edge.
- If the Test is failed, place the model at the bottom of the gap, as close to the start of the Jump position as possible. See **Falling**, below.

Models can jump down from a raised position at any time without a Jump Test, even if it risks injury—they can also be pushed from a platform involuntarily. Place the model at the bottom of the gap, as close as possible to the point they started, then consult the Falling rules. The height of the drop is not deducted from the model's movement distance—gravity does the work!

FALLING

When a model drops down from a higher platform, and the distance fallen is greater than double its height, the model will immediately suffer Falling Damage. Measure the total height fallen, from start point to end point, and roll the listed Damage. Resistance is deducted as normal, but Armor is ignored. **A model that takes any Damage from a Fall must pass a DEF Test or become Stunned.**

FALLING DAMAGE

DISTANCE	DAMAGE
Up to 3x Height	D3+1
Up to 4x Height	D6+1
Up to 5x Height	2D6
More than 5x Height	Remove from play

Examples:

1. *Fale Stonely* wants to jump from the ledge of the platform to the opposite ledge—a gap of 2". He Moves 2" to the edge of the platform, then takes an AGI Test, passing easily. *Fale's* remaining movement is 2", measured from the opposite edge of the gap.

2. *Marek* tries to follow *Fale* across the ledge. He moves 3" to the edge, then takes his AGI Test. Rolling a double-2, he fails the Test! *Marek* is placed at the foot of the drop, directly beneath the start point of the jump. He takes D3+1 Damage, scoring 3. He deducts his Resist (2) from this amount, suffering 1 Damage. Thankfully, *Marek* passes his DEF Test, and is not Stunned.

Climbing

A model may pass over an obstacle up to half its own height without penalty. However, if a model wishes to move over an obstacle **taller than half its height**, it must **Climb**. The model must have sufficient movement—including the vertical measurement—to reach the other side of the obstacle, or the next available ledge, otherwise it cannot be attempted.

Take an AGI Test as soon as you move into contact with the obstacle—this is a **Climb Test**. If the test is passed, the model continues its move over the obstacle, measuring vertically as well as horizontally. If the model is scaling a tall obstacle, it must be able to fit on a platform/ledge within its movement allowance. If the test is failed, the model can't make the Climb, and immediately ends its Move.

If a model climbs over an obstacle, it must at least be able to reach the other side. You don't need to measure the vertical distance down, but if it is **more than double** model's height or greater, **you must pass another Climb Test or fall**—see Falling).

Example

Kreeves moves 2" into contact with a wall that is 1" tall—more than half her height. She takes an AGI Test, passing with a roll of 8 on 2D6. *Kreeves* is placed directly on the other side of the wall, using up 1" of her movement allowance (measuring upwards on the side she climbed, but ignoring the drop on the other side). She may now continue her Move.

ATTACK

A model may perform one Attack from those it has available during its activation. An Attack will always be one of the following types:

- **Melee Attack:** Choose an enemy model in base contact as the target of the Attack. A Hero without an equipped melee weapon can only attack unarmed (see **Equipping Items**, page 24).
- **Ranged Attack:** Choose an enemy model in line of sight, and within your weapon's maximum range as the target of the Attack. The model must have an equipped Ranged Weapon to perform this type of Attack, unless using magic or a special ability. **A model may not perform a Ranged attack if it has Run this round. Members of the Party cannot shoot at an engaged target.**

Melee Attacks

Only models engaged with an enemy may perform Melee Attacks.

1. Choose one of the model's Melee Attacks. Now, the model will attack a number of times with that weapon equal to its **Strikes** value, one at a time.
2. Choose the target of the strike—this must be an engaged enemy.
3. Make an **Attack Roll**—this is a MEL Test. **Heroes must roll a Critical die alongside their Attack Roll** (see **Mighty Blows & Fumbles**, below). If the Test is passed, the strike has successfully hit.
4. Roll the Damage listed for the Attack. Heroes add their Strength Bonus.
5. Deduct the target's **Resistance** from Damage caused, rolling **Armor Dice** if applicable.
6. Deduct final Damage total from the target's Health attribute, to a minimum of 0.
7. If the model has any Strikes remaining, it may repeat the procedure from Step 2, above, choosing any engaged enemy as the target.

DUAL WIELD

A model with two one-handed weapons equipped may perform one additional strike at the end of this Attack. This extra strike cannot be made with the same weapon used for the normal Attack. This strike suffers Disadvantage on the Attack Roll.

Note: If the model's second weapon has the Extra Strikes rule (page 43), they will perform multiple strikes with that weapon (all suffering Disadvantage).

DISTRIBUTING STRIKES

A model in the Party with multiple Strikes can target any engaged enemy—you do not have to allocate all a model's strikes against the same enemy if there are several viable targets.

However, when Adversaries perform an attack, they must distribute their Strikes as equally as possible between all Party members in contact. If the initial target is not clear (see **Adversary Activations**, page 27), pick one enemy in contact at random. An Adversary may not target an enemy with a second strike until they have targeted every enemy in contact at least once.

IMPROVING ATTACKS

A Hero may attempt to improve their Attack by spending their Action alongside it. When performing a Ranged Attack, this is called an **Aimed Shot**. When performing a Melee Attack, this is called a **Precision Strike**. See **Combat Options**, page 18.



FIGHTING OVER A BARRIER

Models on opposite sides of a linear barrier or small obstacle can still count as engaged as long as:

- Both models are in base contact with the same barrier.
- The models are no further than 1" apart.
- Both models can draw line of sight over the barrier.

When fighting over a barrier, **the target of a Melee Attack gains Cover** (see the Ranged Attack rules, below). In addition, unless they are also engaged on their own side of the barrier, models fighting over a barrier can Move away from enemies on the other side without testing to Disengage.

Example: *Kreeves and two Goblins are on opposite sides of a wall. Kreeves and Goblin A are within 1" of each other, and can see each other—therefore, they are engaged. Goblin B is more than 1" away, and therefore cannot be the target of Kreeves' Melee Attack.*

HIGH GROUND

Models that are on different levels of the gaming area—on a stairway, slope, low platform, etc.—may still fight in melee as long as:

- The models bases would be in contact if viewed from above, and
- The elevated model's base is no higher than the lower model's height.

In this situation, the higher model gains Advantage to the Attack roll. In addition, the higher model can Move away from enemies on the lower level without testing to Disengage.

Example: *Kreeves is standing on a raised ledge, while the Goblin is on a lower level. When viewed from above, the bases seem to be aligned, and from the side the platform is no taller than the Goblin. Therefore, the two models are engaged, and Kreeves gains Advantage on her Attack Roll.*

SURROUNDED

As described on page 14, when the target of a Melee Attack is Surrounded, the attacker gains a +2 modifier to the Attack Roll.

MIGHTY BLOWS & FUMBLES

Whenever a **Hero** performs an Attack (either Ranged or Melee), you must roll the Critical die alongside the Test (page 8).

- On a Critical Success, you have achieved a **Mighty Blow! Add an extra D6 to the Damage roll**
- On a Critical Failure, you have suffered a **Fumble! The Hero's activation ends immediately**, even if they still had more to do. However, such is their shame at the failure, they **gain the Focused condition** (page 31).

Ranged Attacks

Only unengaged models may perform Ranged Attacks. A model may not Run and perform a Ranged Attack in the same activation.

1. Choose one of the model's Ranged Attacks (in the case of Heroes this must be an equipped ranged weapon).
2. Choose a target within **Range** and **Line of Sight**.
3. Make an Attack Roll—this is a RNG Test. Heroes must roll a Critical die alongside their Attack Roll (see Mighty Blows & Fumbles, below). If the Test is passed, the Attack has successfully hit.
4. Roll the **Damage** listed for the Attack.
5. Deduct the target's Resistance from Damage caused, remembering to roll Armor Dice if applicable.
6. Deduct Damage total from the target's Health attribute, to a minimum of 0.

RANGE

Ranged Weapons and other Ranged Attack forms usually have two "ranges"—**Short** and **Long**. Targets that lie **fully** outside Short Range (but still at least partially within Long Range) suffer a -2 penalty to the Attack roll. Targets fully outside Long Range cannot be targeted.

Some weapons have only one Range value, which is always treated as Short Range.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



LINE OF SIGHT

The concept of Line of Sight allows you to work out what your models can “see”—usually their target! If a model cannot be seen, it cannot be attacked. In *Lasting Tales*, all models have a 360° arc of vision, meaning they can see all around regardless of which way the model is facing.

The easiest way to check Line of Sight is to draw a straight line between the models using a tape measure, or just get down to table-level for a model’s-eye-view. At least part of the target must be visible, not including extended arms, weapons, clothing or other appendages that may extend over the area of the base—as models are often sculpted in dynamic poses, we have to assume that those parts that stick out recklessly are just for artistic effect.

- If you can see the whole of the target model, Line of Sight is **Clear**.
- If part of the model can be seen, but there is scenery in the way, Line of Sight is **Obscured**.
- If none of the model can be seen, Line of Sight is **Blocked**.

Intervening models are ignored for the purposes of Line of Sight—only scenery gets in the way.

COVER

When performing a Ranged Attack, **if Line of Sight to the target is Obscured, then the target is behind Cover**. If the shot hits, the target gains a number of extra Armor Dice **equal to the best Cover Rating of the scenery in the way**.

COVER TYPE	COVER RATING
Soft Cover	+1 Armor Die
Hard Cover	+2 Armor Dice
Fortification	+3 Armor Dice

See **Terrain**, page 36, for examples of scenery with different Cover Ratings.

Note that if the attacker is in contact with a piece of scenery that doesn’t fully block Line of Sight, that scenery piece is ignored for the purposes of Cover—the model is assumed to lean around or over it before taking the shot.

Combat Options

When performing an Attack, a **Hero may spend their Action at the same time** in order to gain one of the bonuses below.

- The use of a Combat Option must be declared before the Attack roll is made.
- No more than one Combat Option may be used per Attack, even if the Hero has bonus Actions to spend for any reason

AIMED SHOT

Ranged Attacks only. The Attack gains Advantage to the Attack roll.

PRECISION STRIKE

Melee Attacks only. The first strike of the Attack gains Advantage to the Attack roll.

SHIELD BASH

Once per activation, after a successful Melee strike, a model with an equipped Shield may apply the **Staggered** condition to the target enemy.

SWEEPING BLOW

If the Melee strike removes the target enemy as a casualty, you may immediately perform a free strike against another engaged enemy, suffering a -1 penalty to the MEL Test. If this enemy is also slain, you may perform another free strike, with a -2 penalty, then again at -3, and so on. Continue until you fail to hit, fail to remove a target, or run out of enemies!

Damage

Upon a successful Attack Roll you must roll the Damage specified for the weapon or Attack.

Note: Remember that in Melee, **Heroes add their Strength Bonus** to the Damage roll. A Strength Bonus is only applied **once per strike**, not once per die rolled—if for any reason you are able to roll multiple dice for damage, you still only add the bonus once after all the dice are totaled.

RESISTANCE

Every model has a Resistance value. This is how much Damage the model can absorb due to its toughness and natural defenses—deduct this value automatically from the Damage inflicted.

ARMOR

If the model is wearing Armor, it will gain a number of **Armor Dice** (abbreviated to 'Armor' on the character sheet). This value represents a pool of dice which are rolled each time the model suffers damage—for each die that scores a 5 or 6, add 1 point to the model's Resistance against that Attack to see how much Damage is absorbed in total.

Example: Marek has a Resistance value of 2, and wears Heavy Armor for 2 Armor Dice. He suffers 4 points of damage from an enemy Attack. He automatically deducts his RES from this amount, leaving 2 points remaining. He then rolls his two Armor Dice. He scores a 3 and a 5—the 5 is successful, the 3 is not. He therefore adds 1 extra point to his RES, and loses just 1 Health point.

ZERO HEALTH

If an Attack reduces the target to 0 Health, that model becomes a **casualty**.

Followers and Adversaries that become casualties are removed from play.

If the casualty is a **Hero**, however, it is assumed they manage to crawl away to recover, possibly able to rejoin the fight later. Place an **Out of Action** marker in the position occupied by the Hero, then place the model beside its Character sheet for now. **An Out of Action Hero is not considered to be "in play"** for rules purposes, and thus will never be targeted by enemies. See **Fate** on page 32.

Note: No model may ever be reduced to less than 0 Health, nor may its Health ever increase above its maximum value during play.

IGNORING ARMOR OR RESISTANCE

If a Damage effect states that it **ignores Resistance**, the target may not deduct its Resistance or Armor from the result (remember, successful Armor rolls add to the model's Resistance). If the effect states that it **ignores Armor**, then Resistance is deducted as normal, but no Armor dice may be rolled.

RECORDING DAMAGE

It's simple to record Damage inflicted upon Heroes and Followers—simply use a pencil to note the models' current Health points on their character sheets. With Adversaries, however, you'll need to mark any remaining Health points for each model in play—for example, place a numeric token on the model's base, or a small die with the current Health points remaining facing upwards.

DAMAGE FROM OTHER SOURCES

A model may suffer Damage not simply from Attacks, but also from Traps, Deadly Terrain, ongoing physical conditions (such as **Bleeding**), or various other magical and adventure-specific effects. The process of applying Damage and deducting the target's Resistance is exactly the same in each instance.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Combat Example: During the Hero Phase, Todd decides that his halfling ranger, Lukas, wants to move away from a nearby Orc Berserker. Fortunately, there is no terrain other than a fence between Lukas and the orc, and since Lukas is in contact with the fence it will provide no cover for the orc—the halfling is peering over the cover to take its carefully aimed shot!

Todd follows the steps for an attack, beginning with choosing his attack. His only option is using the bow that Lukas has equipped. Next, he chooses his target—the approaching Orc Berserker that is both within ranger and line of sight. While the orc is in range, it is 10 inches away, which falls outside of the bow's listed short range (8")—this means that Lukas' ranged attack will suffer a -2 penalty. He also decides to spend his action on a Combat Option, gaining **Advantage** on his attack from his **Aimed Shot**.

Todd gathers 4 dice for the attack roll, the standard 2D6 plus the critical die as well as a third attack die due to having **Advantage** (gained from his Combat Option). He rolls a 3, 1, and a 5 on his attack dice, and a 6 on the critical die. He discards the "1" result on one of the three attack dice for a base attack roll of "8" (5 + 3). Lukas' RNG value is 4, which he adds to his attack roll of 8, for a total of 12. He then subtracts 2 (due to the target being at long range) and ends with an attack roll of 10, which is a success!

Additionally, because he rolled a "6" on the critical die, he has scored a **Mighty Blow**! He rolls the standard 1D6 for his bow's damage, plus an additional 1D6 from the **Mighty Blow**. Todd rolls a "3" and a "4" for a total of "7." The Orc Berserker has an armor value of 1, so Todd rolls a die and luckily rolls a "1," which is not sufficient to add to the orc's resistance (which is 1). This means the orc only reduces the 7 damage by 1, and suffers 6—with only 3 health, this is more than enough to defeat the orc. Lukas breathes a sigh of relief as he watches his enemy fall to his precisely aimed arrow.





To Far Reach

Copera

The Shatterwood

Jath

Vale

Myrethold

Desm

Lothrest Woods

Eastlund

Westerra

Guyen

Karrane

Noveth



WEAPONS & ARMOR

All Heroes are equipped with at least one weapon, and often a suit of armor and/or a shield, too. While various weapons and exotic items may be acquired during play—including magical equipment of great power—the more common items are listed here.

Note that even magical weapons and armor fall into one of the types listed here—unless otherwise specified, the rules for the weapon type also apply to the magical equivalent.

SIGNATURE WEAPONS

All Heroes carry one or more Signature Weapons, which represents the equipment they have trained with throughout their adventuring careers. These should be denoted on the Character sheet by writing a small (S) next to the item name. Signature Weapons are detailed in the Creating a Hero section on page 55.

Equipment Summary

MELEE WEAPONS

WEAPON	DAMAGE	SPECIAL RULES
Hand Weapon (sword, axe, club, etc.)	1D6	One-Handed
Dagger	1D3	One-Handed, Off-hand Weapon
Great Weapon (two-handed sword, battle-axe, Warhammer, etc.)	1D6+3	Cumbersome, Two-Handed
Staff	1D3+1	Defensive Weapon, Two-Handed
Spear	1D6	Pierce 1, Support
Pole-Arm	1D6+2	Two-Handed
Unarmed	1D3	Disadvantage; Do not roll Critical die.

RANGED WEAPONS

WEAPON	SHORT	LONG	DAMAGE	SPECIAL RULES
Bow	8	18	1D6	
Crossbow	8	24	1D6+2	Pierce 1, Slow Reload
Hand Crossbow	6	12	1D6+1	Pierce 1, Slow Reload
Sling	8	-	1D3+1	
Thrown Weapon	6	-	1D6	Hurl, Momentum

ARMOR

TYPE	ARMOR DICE	SPECIAL RULES
Light Armor	1	
Heavy Armor	2	-1 Agility
Full Plate	3	-1 Agility, -1 Movement distance, -1 penalty to Casting Rolls
Buckler	1*	*Melee only. Cannot be equipped with a Shield.
Shield	1	Cannot be equipped with a Two-Handed or Ranged weapon.

Equipment Special Rules

All of the special rules listed above can be found in the Special Rules section beginning on page 41.

ACTION

A model may perform a single Action in each round. Some models have unique abilities that may be used as an Action. Alternatively, a model may choose an Action from the standard list below.

Note that Followers may only use Actions marked with an asterisk (*).

Standard Actions List

- Aid
- Cast Spell (see Magic, page 34)
- Command
- Commune (see Miracles, page 36)
- Hide*
- Interact
- Reload*
- Search
- Swap
- Take a Breath*
- Taunt

Aid

An unengaged Hero may use this Action to target a friendly model in contact. Choose one of the following:

- Remove the Burning condition from the target
- Remove the Staggered condition from the target
- Replace the Stunned condition with the Staggered condition (target Stands Up).

FREE ACTIONS

Sometimes a model will be permitted to perform one or more **Free Actions**, often as a result of a special rule or Spell. This is carried out exactly as a normal Action, but does not use up the model's Action for the round—it is essentially a bonus Action.

Command

A Hero targets one of their Followers within 6" and Line of Sight, then chooses one of the following to perform:

- **Rally!:** Remove the Shaken condition from the target.
- **To Me!:** The target Follower immediately performs a free Move, directly towards the commanding Hero. This Move may not be used to contact an enemy—the model must go around intervening enemies, or stop short.
- **On my Mark!:** The target Follower immediately performs a free Ranged Attack against an enemy within 12" of the commanding Hero (the Follower must still fulfill all the criteria for performing the Attack).
- **Get its Attention:** The target Follower gains the **Taunting** condition.
- **Protect Me!:** For the rest of the round, the Follower gains the Bodyguard (Commanding Hero) special rule.

The same Command cannot be issued to the same Follower twice in one round.

Hide*

An unengaged model may attempt to Hide as long as no enemies can draw clear Line of Sight to it. Take an AGI Test—if the Test is passed, the model gains the **Hidden** condition (page 31).

Interact

Some markers or scenic items may be manipulated by a model if the adventure rules allow it. An unengaged model in contact with such an item may Interact with it by taking a characteristic Test (the type will be specified by the adventure rules). If the Test is passed, consult the adventure rules to see what happens. If the Test is failed, there is no effect.

Reload*

A model that performs a Ranged Attack with a weapon with the Slow to Reload rule may not fire that weapon again until it performs a Reload Action. Only one weapon can be reloaded per Action.



Search

A Hero may Search a Treasure chest as an Action, as long as the Hero is unengaged, and no enemy is in contact with the chest. Roll on the following table to see what the model finds, then remove the marker.

2D6 ROLL	RESULT
2	Trap! Roll on the Traps table corresponding to the Environment.
3	Nothing—better luck next time.
4	1D6 Gold
5	2D6 Gold
6-8	1D6 Gold, plus a Potion or Scroll (Roll on the Potions & Scrolls table, page 118)
9-10	1D6 Gold, plus a Keyshard (See Keyshards, page 118)
11	1D6 Gold, plus a Magic Artifact (Roll on the Magic Artifacts table, page 120)
12	2D6 Gold, plus a random magical item—roll a D6: 1-2) Potion or Scroll ; 3) Keyshard ; 5) Magic Artifact ; 6) Legendary Item (page 121)

If the model acquires a new item, they may immediately perform a free **Swap** Action (see right) to accommodate their latest acquisitions.

Swap

An unengaged Hero may perform this Action to switch equipped items with those in their Inventory, or to trade items with another Hero.

- **Equipping Items:** A Hero may have up to two Melee Weapons and one Ranged Weapon **equipped** at any one time, plus one suit of Armor. A Shield can be equipped alongside a One-handed melee weapon, but cannot be equipped alongside a ranged weapon, or a weapon with the Two-Handed rule. These should be marked on the character sheet using the check-boxes next to each item slot. All other items of these types are stored in the model's Inventory. A Hero can swap around as many items as they wish with a single Swap Action.
- **Trade Items:** A Hero may target another unengaged Hero within 2"—those models may give any number of items in their possession to each other, as long as the controlling player of each Hero agrees. Then, both Heroes may automatically equip or unequip items as above.

Take a Breath*

An unengaged Hero may stop and rest a moment. **Restore 1 point of Health**, up to the model's maximum.

Taunt

The Hero bellows a challenge to their foes. Gain the **Taunting** Condition.

The tavern's lanterns slowly dimmed, one by one with each group of patrons that departed. Morning light was not far off, and the dwarf barkeep scooted out those who had ventured too deep into their cups. Soon it was only the hooded stranger, Camrath herself, and her only-slightly drunk halfling companion, Luna.

Camrath took a slow drink of the dark ale, watching the fading light flicker in its depths. Waiting for her moment, waiting for—

"Waiting on something?"

Camrath turned to the voice, pushing her dark hair behind her elven ears. Luna hiccuped and giggled slightly, "Another round, says I."

Raising her gloved hand, Camrath denied her friend's request. "You've had plenty. We were waiting to speak with you, traveler. They call you the Red Hawk—local hero, bandit slayer." She watched the man's crimson hood, looking for any sign that she had rattled him. The hooded man just took another drink.

Camrath pushed her ale aside and stood up from the bar stool. Reaching for the heavy pouch at her belt, she dropped it on the bar top and the coins inside rattled around. "A quest lies ahead of us and we may need your services." She drank the rest of her ale. "If they're for sale."

The man set down his drink. "When do we leave?"

FOLLOWERS

Followers are henchmen, hirelings and allies who, although not as powerful as Heroes, can provide vital assistance during an adventure. The rules for recruiting Followers to the Party can be found on page 242.

Patrons

Every Follower in the Party has a Patron Hero—this is the Hero who recruited them, or who they're sworn to help. Only the Patron Hero can **Command** a Follower.

A Follower must endeavor to stay within 6" of their Patron Hero. If they begin an activation beyond this range and unengaged, they must **Move** (and **Run**, if necessary) before performing any **Action** or **Attack**, moving as directly as possible to return within 6" of their Patron.

Follower Profile

Followers have a fixed profile, which unlike a Hero's does not change with experience. They have all the usual characteristics you would expect to find on a Hero character sheet. However, they do not possess an **Inventory**—all of a Follower's equipment is assumed to be equipped and ready, and is listed in the relevant spaces on their **Follower Record Sheet**.

Follower Activations

A Follower is treated just like one of a player's models in all respects—it will activate using the normal sequence of play.

Followers are limited in the **Actions** they may perform. Only those **Actions** marked with an asterisk (*) in the **Actions List** on page 23 may be performed by Followers. They're hired hands—they would not search a chest, for example, for fear of either setting off a trap, or laying hands on some ominous artifact.

Followers and Experience

Followers do not accumulate **Experience** or **Gold** by any means. Any **Experience Points** that a Follower would earn (by destroying an enemy, for example) are simply lost. See **Advancement** on page 168. Likewise, in the rare occurrence that a Follower would be awarded **Gold**, it is not recorded—it's assumed that they pocket the money for themselves, and do not hand it over to the Party's coffers.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX

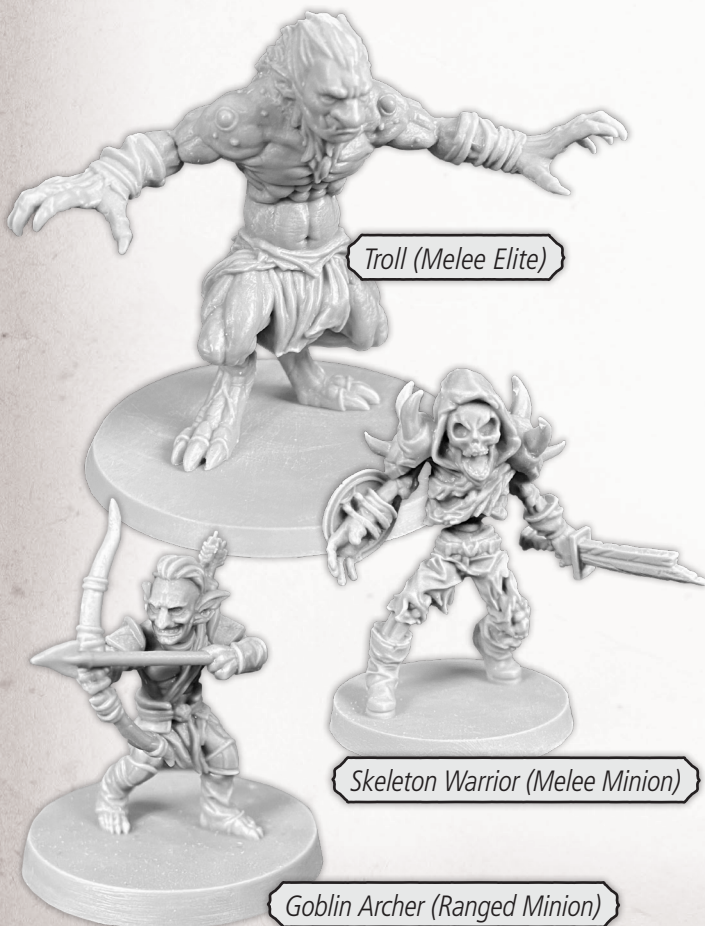
ADVERSARIES PHASE

In this phase, Adversaries move and fight, and random events are resolved. The Adversaries phase broken down into the following sequence:

- 1. Check for Unexpected Events:** One player rolls a D6. On a 1, an Unexpected Event occurs, and must be resolved immediately. See **Adventures** on page 62 for the full list of Events.
- 2. Adversary Activations:** Every Adversary in play activates, as described in Adversary Activations on page 27.
- 3. Check Spawns:** Beginning in the Adversaries phase of the second round, check if any Adversaries in the Spawn pool enter play.

Adversaries

The various hostile monsters, dungeon denizens, evil masterminds, and wilderness creatures encountered in Lasting Tales are collectively known as “Adversaries.” These forces represent the enemies that the Party must overcome to secure victory.



Adversary Profiles

An Adversary has a basic profile, with much of the same information you'd expect to find on a Hero or Follower profile. You'll find a wealth of Adversary profiles in the Bestiary section, beginning on page 214. The following exceptions are of particular note:

- Name:** The Adversary's identifier. If a rule references a specific kind of Adversary (such as Entourage, for example), it will use the Name.
- Class:** Adversaries come in two broad types: Minions and Elites. Minions return to the Spawn pool when removed as casualties. Elites do not, but tend to be more powerful to compensate.
- Keywords:** Beneath its name, each Adversary displays one or more keywords. These are usually the Adversary's race (such as Orc or Bugbear), a general descriptor (i.e. Humanoid), and possibly special traits (such as Sorcerer). These are not special rules in their own right, but are used to interact with other rules. So, for example, some Heroes have special rules that only affect models with the Undead keyword, or are subject to rules such as Hate (Orcs).
- Type:** An Adversary's Type dictates how it behaves when it activates. Almost all Adversaries fit into one of two Types: **Melee** or **Ranged**.
- Resistance, Armor Dice, and Strikes:** These values work in the same way as for Heroes and Followers.

BEAR						4
<i>Beast</i>						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	0	4	1	4	2	2
Type		Resistance		Armor Dice		Strikes
Melee		1		-		2
Level	2 (1 model)				XP	2
Preferred Environment: Dungeon or Wilderness						
Special: Fearsome						
Melee Attack: Bear Claw						
Damage		Special				
D6+2		-				

- **Level and Group Size:** An Adversary's **Level** is used to work out how many of a particular model to include in a game. For example, three Goblin Cutthroats form a single "group," which is the equivalent of a Level 1 Hero, whereas a group of five Cutthroats would be the equal of a Level 2 Hero.
 - » The **group size** is displayed in parentheses—so the five Cutthroats in the example above would be written **2 (5 models)**, meaning that 5 Cutthroats are worth 2 Levels.
 - » Adversary models are always picked in the quantities stated—you can't take more or less than stated in the group size, although you are free to include multiple Adversary groups of the same type in your force.
- **XP:** This is the number of Experience Points awarded when each Adversary model is removed as a casualty by a Hero. See Advancement on page 168.
- **Special Rules:** This section provides firstly a list of any common rules the model has (see Special Rules on page 41), and then any rules that are unique to the model.
- **Attacks:** Adversary Attacks are shown in order of preference (so Melee first for a model of the Melee type, for example). Much like Followers, an Adversary's armament isn't important—all the relevant statistics for weapon damage and special rules are simply displayed on the profile. Likewise, don't worry about the Strength bonus—the total Damage for every attack is worked out for you.

Adversary Activations

When an Adversary activates, it will perform one or more activities depending on whether its Type is Melee or Ranged. Resolve Adversary model activations one at a time, in any order you like.

STUNNED ADVERSARIES

If an Adversary is **Stunned** when it activates, it automatically **Stands Up**, but its activation then ends immediately.

MELEE ADVERSARIES

1. If engaged when activated, **perform a Melee Attack**, then end the activation.
2. If unengaged when activated, **Move towards the closest enemy model it can see**. If an Adversary Moves into contact with an enemy, it will stop moving and **perform a Melee Attack**. If it is still unengaged then it will:
 - i. **Shoot** at the closest eligible enemy if it has a Ranged Attack, then end its turn.
 - ii. If it has no Ranged Attack, or cannot shoot, a Melee Adversary will **Run** to bring it as close as possible to its target (this is the only time an Adversary will ever Run, unless a special rule says otherwise—see **Moving Adversaries**, on page 28). If a Run brings the Adversary into contact with an enemy, it will stop moving and **perform a Melee Attack**.

Example: Lynn is resolving her Adversaries Phase and two Dire Wolves are bearing down on her dwarf wizard—one is within 8" of the wizard and the other is 13" away. Deciding to activate the closest one first, Lynn follows the Melee Adversaries activation procedure.

Since the first Dire Wolf is not engaged, it will Move towards the closest enemy model (her dwarf wizard) that it can see—since the Dire Wolves have the Quick special rule (allowing them to move up to 9"), it easily gets into contact with its foe. Now it will perform a Melee Attack. Lynn rolls 2D6 and adds the Dire Wolf's MEL value of 3, scoring a total of 9—a miss! Lynn marks this Dire Wolf as activated.

Lynn now activates the second Dire Wolf, moving it 9" toward her dwarf wizard. Since the Dire Wolf is still unengaged, it will attempt to **Shoot**—it does not have a Ranged Attack. Then, it will **Run** toward its target. Lynn rolls a D6 for its run and gets a result of 2, moving the Dire Wolf 2" closer to the dwarf wizard, which is not close enough to allow it to attack with the benefit of its Pack Hunter ability. Lynn breathes a sigh of relief as she marks this Dire Wolf activated.



RANGED ADVERSARIES

1. If engaged when activated, **perform a Melee Attack**.
2. If unengaged when activated, check Line of Sight and Range.
 - i. If there is a valid target within Short Range, **the Adversary remains where it is, and performs a Ranged Attack**.
 - ii. If there is no valid target within Short Range, it will **Move** by the shortest possible distance until there is a target in Short Range and Line of Sight, or as close as possible to the nearest target in Line of Sight (if it's not possible to get within Short Range). Then it will **perform a Ranged Attack** as above. It will prioritize targets in Short Range over those at Long Range, then those with Clear Line of Sight over Obscured targets.

Designer's Note: When moving Ranged Adversaries, always try to apply the fairest advantage possible to that model, endeavoring to identify the best target, and moving to within Short Range of that target if possible.

Example: After activating the Dire Wolves near her dwarf wizard, Lynn moves on to activate the last remaining Gnoll Archer, which is 13" away from the nearest enemy (Lynn's dwarf wizard). There is a piece of cover-providing terrain—a broken wall—between the Gnoll Archer and its foe. Seeing the cover as beneficial for the Gnoll Archer, Lynn follows the Ranged Adversaries activation procedure and checks to see if the dwarf is within line of sight and range of the Gnoll Archer.

The gnoll is not within short range (8") of the dwarf wizard, so it will move to be within short range of its foe before attacking. Lynn notices that the broken wall is 7" away from the dwarf wizard, which is closer than the gnoll needs to be in order to be within short range, but sees this to be the optimal spot for the adversary to take its shot. Lynn moves the gnoll its full 6" of movement to be in contact with the broken wall and rolls its attack (2D6, adding its RNG value of 3), scoring a 13—a hit!

Lynn rolls the Gnoll Archer's damage (1D3+1) and resolves the attack normally before marking the Gnoll Archer as activated.

NO TARGET?

If an Adversary is unable to follow any of the steps in its activation sequence, it will Move as far as possible towards the nearest **Special Objective, Objective, or Treasure Chest** (in that order). If none are in play, it will instead Move as far as possible towards the **nearest enemy**. (Models with the Hidden condition that aren't in Line of Sight are ignored.)

After completing this Move, it will Attack following its usual activation rules if possible.

If there is still no viable target (because, for instance, all enemies are Hidden or Out of Action), the Adversary will do nothing this turn. Mark it as activated.

ADVERSARY SPELLS

Some Adversary abilities and Attacks are marked as a "Spell." This means that they follow the rules for casting a Spell of the same type—using INT instead of RNG for an Attack, for example. However, **Adversary Spells never roll the Critical die for Mastery & Miscasts**.

MOVING ADVERSARIES

Adversary models will always Move towards their target point or model by the shortest and most direct route possible.

- They will move through Difficult Terrain only if it represents the shortest route.
- They will not Climb or Jump unless it is the only possible way to reach their target, or unless their special rules state otherwise—for example, an Ethereal creature has no risk of failing a Climb Test, and will therefore move through obstacles towards its target, but still will not Jump.
- If an Adversary should Move into engagement, but cannot because the target is already Surrounded, it will target the next closest enemy. Note that Adversaries will "shuffle" around an engaged enemy by the minimum possible difference to allow more Adversaries to engage.

RUNNING

An Adversary does not technically have an Action to spend, unless their special rules state otherwise. Therefore, they cannot ordinarily Run—the exception is the Melee Adversary Move, described earlier. If an Adversary Moves for any other reason (such as when compelled by a Spell, for example), it will not Run unless specifically instructed otherwise. If an Adversary is specifically instructed to Run, it adds D6" to its movement as normal.

STUNNED TARGETS

An Adversary will only target a **Stunned** Hero or Follower if there is no other viable target.

SHOOTING AT ENGAGED ENEMIES

As noted previously, members of the Party cannot shoot at an engaged enemy for fear of accidentally hitting their friends. However, Adversaries have no such qualms! An Adversary will freely target any visible model, following the rules on page 28 to determine their target. If the target is engaged, then upon a successful hit, roll a D6 on behalf of the attacker. On a score of 1 or 2, randomly determine a model from their own side that was engaged with the target—this is now the new target! On a 3+, the original target is hit. Roll for damage as normal.

COMPLETING AN ACTIVATION

When an Adversary completes its activation, you must mark it as activated in the same way as a model from the Party. An Adversary may only activate once per round.

Check Spawns

As the Heroes explore their environment, they risk attracting the attentions of more enemies. To represent this, some Adversary models removed as casualties during a game can “return” to play later—these aren’t literally the same foes, but other enemy warriors of the same type, drawn to the sounds of battle!

When an Adversary of the **Minion** type is removed from play, immediately place the model near the game board, in what we call the **Spawn Pool**. The Spawn Pool should be divided into two sections: the Graveyard, and the Reserve pool. Unless a special rule specifies otherwise, **Minions removed as casualties are first placed in the Graveyard**.

Beginning in Round 2, at the end of each Adversaries phase:

1. **Roll a D6 for each Minion in the Reserve pool.** If this roll equals or beats the current Spawn value (below), the model returns to play. Most adventures have dedicated points marked on their maps to show where Spawned models are placed. A model must be placed on, or as close as possible to, the designated Spawn point.
2. Now, **all Minions in the Graveyard move to the Reserve pool.**

ROUND	SPAWN VALUE (D6 ROLL)
2	6+
3	6+
4	5+
5	5+
6+	4+

SPAWNING ELITE ADVERSARIES

In normal circumstances, only Adversary Minions Spawn during play. However, sometimes Elite Adversaries will be forced to Spawn, either because of a special adventure rule, or because the Adversary Force Limit has been reached (page 67). Sometimes, an adventure might instruct you to place an Elite Adversary into the Spawn pool before it can be removed as a casualty (for example, *The Tower of the Sorcerer*, page 160). When this happens, the Spawning Elite Adversary is treated as a new model for all accounts when it re-enters play – its Health is at maximum, and any conditions it had are removed.

MINIMUM SPAWN VALUE

Some special rules modify the Spawn value up or down. Penalties to the value may prevent a model from Spawning at all (because it requires a roll of 7+ on a D6). However, no matter how many modifiers apply, the chance of Spawning can **never be better than a roll of 2+**.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



THE RECOVERY PHASE

This phase is where Heroes recover from a variety of game effects, and the victory conditions are checked. Use the following sequence:

1. Resolve End of Round Effects
2. Out of Action Heroes Recover
3. Regenerate Power
4. Check Victory Conditions

Resolve End of Round Effects

Some conditions have effects that must be resolved in this part of the Recovery phase. See Conditions, later.

Next, resolve any special rule that states it takes place “at the end of the round,” in an order of your choice.

Out of Action Heroes Recover

Any Hero currently represented by an **Out of Action** marker now spends a Fate Point to return to play (see **Fate** on page 32).

- The Hero’s Health is set at D6 points.
- The Hero model must be placed on or in contact with the Out of Action marker. The returning Hero may not be engaged unless there is no other choice.
- Any conditions or temporary effects they were subject to when removed are no longer in play.

Now, roll a D6 and consult the table below:

D6 ROLL	RESULT
1	Ugh... My head...: The Hero has the Staggered condition.
2-5	Narrow Escape: The Hero returns to play with no additional effects.
6	Have at it!: The Hero has the Focused condition.

A Hero with no Fate remaining at this step is eliminated from the adventure (but may return in future adventures if you’re playing as part of a Tale—see page 126).

Regenerate Power

Any spellcaster in play, such as the Wizard, who is not at their starting amount of Power points, now automatically restores 1 point, up to their maximum. Power regenerates even if the model is Stunned or Staggered, but not if they are Out of Action.

Check Victory Conditions

Some adventures have Victory Conditions which must be checked at the end of the round. If these conditions have been met, or if the round limit for the adventure has been reached, the game ends! Otherwise, begin a new round, starting with the first phase: the Hero Phase.



CONDITIONS

During a game, models may suffer a variety of physical or psychological effects, or use an ability that alters the way other models interact with them (for good or ill). These changes in a model's state are called "Conditions," and are represented by placing the appropriate Condition token (or an appropriate marker) next to the model.

A model can't have the same Condition more than once—further applications of the same Condition have no effect.

Bleeding

At the start of its activation, a model with this condition must take a DEF Test. If passed, remove the condition. While it has the Bleeding condition, a model cannot restore lost Health points. In addition, each time it completes a Move, it must suffer D3 Bleed Damage (ignoring Resistance).

Burning

When this model activates, it must take an AGI Test. If passed, remove the condition. If failed, the model must suffer D3+1 Fire Damage, ignoring Armor.

Dazzled

Until the end of the round, this model's Line of Sight is reduced to 6".

Diseased

While a model has this condition, its Strength is reduced to 1. At the start of each activation, this model must take a DEF Test. If the Test is passed, remove the condition. If the test is failed, the model suffers 1 point of Disease Damage (ignoring Resistance), and the condition remains in play.

Focused

A Hero with this condition gains Advantage on their next Test. Remove the condition when the Test is taken.

Exposed

The next time this model suffers Damage, its Resistance is treated as 0. Remove this condition as soon as the Damage is resolved.

Hidden

When an enemy draws line of sight to a Hidden model, **Obscured line of sight is treated as Blocked.**

- The Hidden condition is ignored (but not removed) by enemies that can trace a clear Line of Sight to the model.
- When the model completes a Run, Attack, or another Action, the Hidden condition is automatically removed.

Invisible

This model cannot be targeted by an enemy for any reason (an Attack, Spell, special ability, etc), unless that enemy first passes an INT Test. If the Test is failed, the enemy must choose another target—if this is not possible, the Attack/Action is wasted.

Petrified

This model must miss its next activation—the next time this model activates, swap the Petrified condition for an Activated token.

Pinned

At the start of its activation, this model must take a STR Test, adding +1 for every unengaged friendly model in contact. If the Test is passed, remove the condition and activate normally. If the Test is failed, remove the condition but end the model's activation immediately.

Poisoned

At the start of its activation, this model must pass a STR Test or immediately suffer D3 Poison Damage (ignoring Resistance). If the Test is passed, remove the condition.



Shaken

At the start of each of its activations, a model with this condition must take a WIL Test. If passed, remove the condition. If failed, the model must roll on the Panic table (See **Morale Checks**, page 33).

Shocked

While a model has this Condition, it reduces all of its characteristics by -1 (remember to temporarily reduce the Strength Bonus and Resistance if necessary). Remove this Condition at the end of the model's next activation.

Slowed

The model cannot Move in its next activation. Remove this Condition at the end of that activation.

Staggered

In its next activation, this model suffers Disadvantage on all its rolls. Remove this Condition at the end of that activation.

Stunned

The next time this model activates it must **Stand Up** by expending both its Move and Attack—remove the condition. If attacked in Melee, a Stunned model is hit automatically. A friendly model may remove this condition with the Aid Action.

Taunting

When an Adversary activates within 12" and Line of Sight of this model, it treats this model as its target in all respects, even if the usual Adversary rules or adventure rules state otherwise. If the Adversary begins its activation engaged with another model, it must pass a WIL Test or immediately leave engagement to try to target this model instead. This condition is automatically removed at the end of the round.

FATE

Heroes wield great skill at arms, uncanny knowledge, and even magical powers. And yet the thing that truly sets them aside from their fellows is... luck. Heroes are singled out for some great destiny, and in games of *Lasting Tales* we represent this quality with Fate.

Fate is a finite attribute possessed only by Heroes. It is used in the following ways:

- Return an Out of Action Hero to play (See the Recovery phase, page 30)
- Reroll a failed Test
- Reroll an Armor Roll
- Reroll Damage
- Perform a Special Action or Ability

Each time Fate is used, reduce the Fate attribute by 1 point. If you're playing through a Tale, Fate can be restored between adventures.

Reroll a Failed Test

At any point in the game, when a Hero fails a Test, they may spend 1 Fate Point to reroll the dice. All the original dice are rerolled, including the Critical die if applicable.

Reroll an Armor Roll

When a Hero takes Damage, they may reroll any or all of their Armor Dice by spending a single Fate point.

Reroll Damage

When a Hero performs a successful Attack, they may spend 1 Fate Point to reroll all the Damage dice.

Perform a Special Action or Ability

Some Heroes have special abilities, usually as a result of gaining a Class Skill (page 170), which require a Fate Point to use.

MORALE CHECKS

Some rules will require a model to perform a **Morale Check**. To do this, simply take a WIL test. If the Test is passed, there are no ill effects. If the Test is failed, the model gains the **Shaken** condition (page 32).

Panic

When a model with the Shaken condition activates, it must pass a WIL Test or it will **Panic**. Panicking doesn't simply mean that a model will run from danger—as their nerve breaks, so too does a character's reason, and they'll often act unpredictably!

To see what a Panicking model does, roll a D6 and consult the chart below. Note that if an **Adversary Panics, it will always Flee!**, as if it had rolled a 1 on the table.

D6 ROLL	PANIC RESULT
1	<p>Flee!: The model immediately moves D6". It will attempt to use all of this movement allowance if possible. The direction of movement is as follows:</p> <ul style="list-style-type: none"> • Directly away from the nearest enemy. It may not end the move closer to an enemy model than it began. • Move around Impassable terrain and friendly models by the shortest possible route. • It will move through, over, or across other terrain if permitted, jumping and climbing as normal. <p>The model can do nothing else this round.</p>
2-3	<p>Cower: The model cannot perform an Attack this round.</p>
4	<p>Hide: If the model is able to Hide, it must do so immediately. If not, treat this result as Cower instead.</p>
5	<p>Foolish Bravado: The model immediately performs the Taunt Action (using its Action for the round).</p>
6	<p>Enraged: The model gains +1 Extra Strike for the remainder of the round.</p>





MAGIC

The world of Aetha is suffused with magical power, which courses through the very earth via arterial ley lines. Some are able to tap into this power source, and shape it to their well. These rare individuals are known as “spellcasters.”

Wizards, and other models with the Spellcaster rule, are able to cast Spells as an Action. The Cast Spell action procedure is described below.

Spellcasting Procedure

1. Choose one of the model’s Spells to cast.
2. Choose the target of the Spell. Most Spells have targeting conditions which must be met (such as Range, Line of Sight, or particular types of target).
3. Spend the specified number of **Power Points**. If you can’t afford the cost, the Spell can’t be cast. **Note:** Adversaries do not use Power and as such may skip this step.
4. Take an INT Test. This is called a **Casting Roll**. If the Test succeeds, the Spell is cast. Roll a Critical die alongside this Test (see **Mastery & Miscasts**, below).
5. If the Test is passed, decide if you wish to spend **additional Power Points to Boost the Spell** (not all Spells permit Boosts). The Spell will inform you how many points may be spent as Boosts, and what the effect of the Boost will be.
6. Finally, **resolve the Spell’s effect**.

Spell Level

A Spell’s Level equates to the Experience Level of the caster. Most Wizards know Spells that are the same or a lower Level than themselves, and some even know higher-Level Spells.

If the Spell is of a **higher** Level than the caster, **the Casting Roll suffers a -2 modifier**.

Spell Types

Each Spell falls into one of seven basic Types:

- Aura
- Charm
- Conjure
- Curse
- Direct Damage: Melee
- Direct Damage: Ranged
- Summon

AURA

Once cast, the Spell’s effect extends from the Wizard’s base in a specified radius. The Spell may cause damage to enemies, embolden friends, or create a particular effect, such as Light. Unless otherwise specified, the Aura lasts for the duration of the Action.

CHARM

These Spells must target a single friendly model within Range and Line of Sight, usually bestowing a positive effect upon the chosen model.

CONJURE

This Spell targets a point on the gaming area within Range. Sometimes Line of Sight is required—the Spell will state if this is the case.

MASTERY & MISCASTS

Each time a Hero makes a Casting Roll, they must also roll the Critical die (see page 8).

- On a Critical Success, the Wizard has displayed true **Mastery** over the Spell. **The caster restores 1 Power Point**, up to their normal maximum.
- On a Critical Failure, the Spell has been badly **Miscast**, and the veil of probability is torn! **Immediately resolve an Unexpected Event**, as described in the Adversaries phase. Once the Event has been resolved, assign the Focused condition to the spellcaster, then complete the model’s activation as normal.

CURSE

A Curse must target a single enemy model within Range and Line of Sight. These Spells usually inflict a debilitating effect upon the target.

- Against Large models, the Casting Roll of a Curse suffers a -1 modifier.
- Against Huge models, the Casting Roll of a Curse suffers a -2 modifier.

DIRECT DAMAGE: MELEE

These Spells follow all of the rules for Melee Attacks, except that they substitute the Attack Roll for a Casting Roll, and the Critical die is used only for the purposes of **Mastery & Miscasts**. The Spell's listed properties take the place of a melee weapon. As such, despite being an Action, these Spells may only be cast by an engaged model.

These Spells are still treated as the model's Action, and not an Attack—a Wizard may use this Spell and perform a normal Attack in the same activation.

DIRECT DAMAGE: RANGED

These Spells follow all of the rules for Ranged Attacks, except that they substitute the Attack Roll for a Casting Roll, and the Critical die is used only for the purposes of **Mastery & Miscasts**. Line of Sight and Cover, etc. are taken into account, just as per Ranged Attacks. Spells, however, have only one Range value, which is always treated as Short range.

These Spells are still treated as the model's Action, and not an Attack—a Wizard may use this Spell and perform a normal Attack in the same activation.

MAGICAL DAMAGE

Any Damage inflicted upon an enemy by means of a Spell is assumed to have the Magical keyword.

SUMMON

These Spells bring additional models into play, of a number and type specified in the Spell description. Choose a target point within Range (Line of Sight is not required). Place the specified model on that point—it cannot be placed in contact with an enemy. If more than one model is Summoned, they must be placed within 3" of the first, and also be unengaged. If it's not possible to place a model at the target point (because its base won't fit, or it would be engaged, for example), place it as close as possible in an eligible position.

Once in play, a Summoned model is treated as a friendly Follower in all respects, with the caster as its patron.

- Beginning in the round it is Summoned, the model remains in play for a number of rounds equal to the caster's Level (place a dice or numbered marker on the model's base as a reminder, and reduce the number each round). At the end of its final activation, the model is removed from play automatically.
- If the caster goes Out of Action, is Stunned, or is removed from play for any reason, the Summoned Creature is automatically removed from play.
- Casting the same Summon Spell again automatically removes the original summoned model(s) from play, and summons a new batch instead (useful if your summoned Followers have taken lots of damage).

Cantrips

Cantrips are minor Spells that require no Power Points to cast. Some models are able to use Cantrips, even though they can't normally cast Spells—the casting procedure is the same.

- Cantrips have a nominal Level of 0.
- The Critical die is not rolled when casting a Cantrip—they cannot be cast with Mastery, nor can they be dangerously Miscast.
- Casting a Cantrip is a **Free Action** (so a spellcaster can potentially cast a Cantrip and a leveled Spell in the same activation).

MIRACLES

All across Aetha, the gods are bound to the land itself, imparting their influence on the elements of Creation. The stronger the belief in a deity, and the more followers they have, the more influential that god becomes, and the greater boons they may bestow upon their most devout prophets.

In *Lasting Tales*, models with the Priest rule are able to perform Miracles, by use of the **Commune** Action. **Miracles are always performed by passing a WIL Test.**

Despite their similarities, Miracles are not Spells. They do not require Power Points to use, nor can they ever trigger a Miscast, instead using the **Favor & Failure** rules, below.

FAVOR & FAILURE

Each time a Miracle is performed, roll the Critical die alongside the WIL Test (page 8).

- On a Critical Success, the priest has courted the **Favor** of their patron deity. **The priest restores 1 Health point**, up to their normal maximum.
- On a Critical Failure, the gods frown upon the priest's **Failure**. **The Hero's activation ends immediately**, even if they still had more to do. However, determined to make amends, the priest gains the **Focused** condition.

TERRAIN

Although it's technically possible to play games of Lasting Tales across a flat, featureless tabletop, the game only truly comes to life when populated with three-dimensional scenery, representing many and varied fantasy environments.

Terrain Types

In order to represent the effects of terrain in your games, we apply special rules to certain scenery pieces. In most cases, it will be up to you to decide which rules apply to which scenery pieces and make sure that everyone is aware of this before the game begins.

The main terrain types you will encounter are:

- Open
- Difficult
- Deadly
- Impassable
- Barriers
- Gaps

OPEN TERRAIN

Examples: Flat, open ground; paths and roads; shallow water and fords; gently sloping hills; steps and stairs.

There are no restrictions, bonuses or penalties for movement across Open Terrain.

DIFFICULT TERRAIN

Examples: Rocky, ruinous, or unstable surfaces; deep water and marshland; thick undergrowth and overgrown fields.

Note that some models are unaffected by Difficult Terrain (or Difficult Terrain with specific keywords, such as Woodland) and Move over it as they would over Open Terrain. Difficult Terrain is also usually covered by the Area Terrain rules (see page 37).



DEADLY TERRAIN

Examples: Lava flows; bottomless pits; acid pools; roaring infernos; gaping maws of the abyss...

Players can, if they wish, decide at the start of the game precisely what type of damage a terrain feature represents (Fire, Poison or Cold being common ones). A model immune to that damage type simply treats the terrain feature as difficult.

IMPASSABLE TERRAIN

Examples: Tall dungeon pillars; locked and barred gates and buildings; wide pits and magical vortices; castle walls.

Unless otherwise agreed, no model can move through Impassable Terrain, nor may they deploy or end any form of Move upon it. It is not permitted to place markers of any kind on Impassable terrain during adventure setup.

BARRIERS

Examples: low walls, fences and hedges; barricades; crates and barrels

Barriers are low, often linear, terrain features that break up the battlefield. A model treats a terrain feature as a barrier if it is:

- No more than three times its own height.
- No wider than its base.

Models can Climb over barriers, as described on page 15, as well as fight over them (page 17).

Area Terrain

This type of terrain, as its name suggests, covers an area of the battlefield—it can be moved through, but not always easily. It is usually represented by several scenic items affixed to a single large base. Examples include forests, swamps and ruins. The edges of area terrain must be clearly defined.

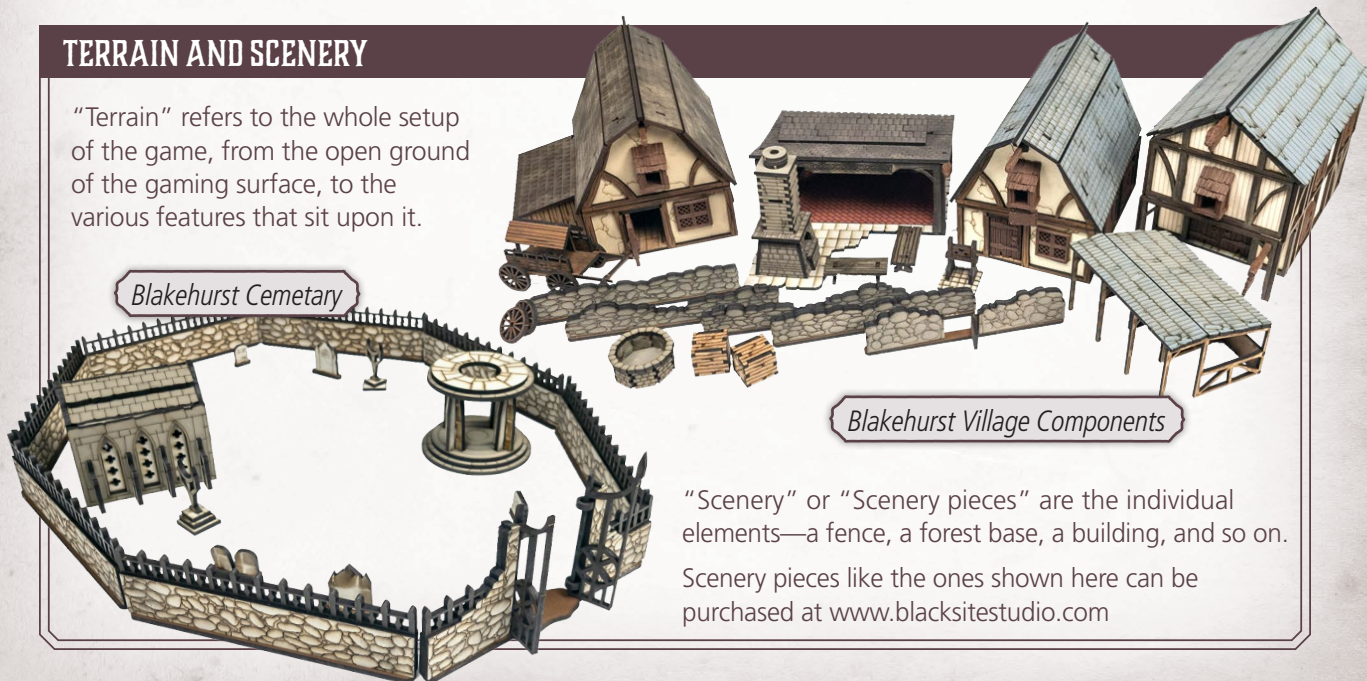
Area terrain is usually also **Difficult**, although it doesn't have to be—decide before the game begins whether this applies.

Some area terrain, especially forests, affects Line of Sight and provides Cover differently from normal obstacles. If players agree that a piece of Area Terrain fits this description, then models whose bases are wholly within that terrain can be seen, but claim Cover, even if the model itself is not obscured. Models on the other side of the area terrain cannot be seen at all—the forest, wheat field, or whatever, is considered too dense to see through completely.

Note: It can be an important distinction when setting up a battlefield as to what is area terrain and what is merely an obstacle. For example, a few trees mounted on individual bases are simply impassable features, which may provide cover or block line of sight depending on their size. But those same trees collected together on a scenic base become representative of a forest, which is **Difficult Area Terrain**.

TERRAIN AND SCENERY

"Terrain" refers to the whole setup of the game, from the open ground of the gaming surface, to the various features that sit upon it.



"Scenery" or "Scenery pieces" are the individual elements—a fence, a forest base, a building, and so on. Scenery pieces like the ones shown here can be purchased at www.blacksitestudio.com



Buildings

To keep things simple, you may rule that buildings in play are locked and boarded up, so that they are simply impassable for the purposes of your game. However, if you wish to have buildings that models can enter, then they can be defined using all of the terms listed above in various combinations. For example:

- Walls are Impassable (and block Line of Sight).
- Doors are gaps in the walls that can be moved through as normal. If a door is locked, you might decide an Interact Action is required to open it.
- Windows are gaps, which can be entered and fought across like barriers. Models that can be seen through the windows claim Cover.
- The floors inside the building are open ground, with no extra rules. Alternatively if the floors are filled with a lot of furniture or debris, they could be considered Difficult Area Terrain.

Terrain Keywords

Keywords are tags used to describe certain terrain features, and are important when dealing with models who interact with terrain in special ways. For example, a model might be able to pass freely across Water—the Water itself has no inherent special rules, but the keyword is important.

At the start of the game, players should note whether any of the following keywords apply to scenery in play:

- **Urban:** This keyword applies primarily to building interiors, but can include settlement ruins, temples and forums.
- **Water:** All aquatic scenery, including rivers and streams, lakes and ponds, swamps, fens and marshland.
- **Woodland:** Areas of forest and dense undergrowth, including underground root-groves and mushroom forests.

Adventures sometimes add additional keywords to scenery pieces in play.

Cover Ratings

As described on page 18, most scenery pieces bestow Cover if they obscure Line of Sight. The Cover Rating of any given piece of scenery equates to a number of bonus Armor dice for the target model.

SOFT COVER

Cover Rating 1

This is the lightest form of cover, typified by features such as hedges, tall cornfields, snowdrifts and split rail fences.

HARD COVER

Cover Rating 2

Low walls, pillars, palisades, piles of barrels and crates, tree trunks and solid furniture are all good examples of scenery with Cover Rating 2.

FORTIFICATION

Cover Rating 3

To claim a Cover Rating of 3, a model must be obscured by very thick walls, typically those found on a castle or watchtower.

EDGE OF BATTLEFIELD

Unless the adventure dictates otherwise, models cannot leave the edge of the gaming area. If they are forced to move to it for any other reason, they simply stop in contact with the board edge, as if they had met Impassable Terrain. If they are obliged to move further (for example, a Civilian moving away from an Adversary), it will change direction after contacting the edge, and move along the edge if possible.

Some adventures allow a model to voluntarily leave the battlefield—to do this, a model must have enough remaining movement to fully clear the edge of the board, at which point the model is removed, but is not treated as a casualty.

Optional Scenery Rules

The following rules apply an extra level of complexity to games, but also a sense of narrative and drama! Some adventures use these rules as standard, but players should feel free to include them in any adventure they like.

DESTRUCTIBLE SCENERY

Any scenery piece marked as Destructible may be targeted by an Attack just like an enemy model, or damaged by being caught in the area of effect of an Attack. As you might expect, scenery pieces tend to be difficult to damage!

Destructible scenery pieces have a Health pool, a Resilience value, and sometimes Armor dice just like models. Some examples are provided below—from these, you can extrapolate values for the scenery in your collection.

Example Scenery Characteristics:

SCENERY PIECE	RESILIENCE	ARMOR	HEALTH
Door	2	-	3
Fortified Gate	3	2	5
Fortified Wall	5	3	10
Palisade Wall	4	2	7
Stone Structure	4	2	8
Timber Structure	3	1	6

FLAMMABLE SCENERY

Destructible scenery that is also Flammable receives a Burning token if damaged by a Flaming attack. Unlike models, Flammable scenery may accumulate multiple tokens (but only one per attack).

At the end of each round, roll a D6 for each scenery piece with a Burning token, and add the number of Burning tokens currently on the scenery piece to the score (so for a building with 3 tokens, you would roll D6+3).

TOTAL SCORE	EFFECT
1-5	No effect
6-9	The fire spreads— add 1 Burning token.
10+	The scenery is destroyed! Remove it from play, and replace it with an area of Difficult Terrain of roughly the same footprint.

Any model in contact with a scenery piece when it is destroyed suffers the Burning condition.

Extinguishing Fires: Any unengaged Hero or Follower in contact with a Burning scenery piece may attempt to put out the fire as an Action. Roll a D6, adding +1 to the roll for every unengaged Hero, Follower, or Civilian marker **after the first** also in contact with that building (so if there are two Heroes and one Civilian in contact, and one of the Heroes tries to extinguish the fire, they'd roll D6+2). If the total score is 6, remove one Burning token from the building. If the total score is 7+, remove 2 tokens.

OPTIONAL RULES?

While the rules listed here are indeed optional, some special adventure rules may specifically refer to them in the adventure's special rules. Normally, players can choose to include these optional scenery rules in any of their games, but when playing an adventure that specifically refers to them, the rules should be considered in play for that adventure.

In addition, players can even design their own adventures and can use as many of these optional rules as they wish. Players can even create their own rules to better suit their group's play style.

The most important thing is that the game is fun and engaging. Be creative and have fun!

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



LOCKS

Any door or even Treasure Chest in play can be declared Locked at the start of the game. A model may attempt to pick a Lock by passing an **AGI Test as an Interact Action**. Unless the Hero has Lockpicks (page 150), this Test suffers a -2 penalty. Alternatively, you might also decide that a Locked door can be forced instead, using the Destructible rules above.

HOW MUCH SCENERY?

As a general guide, unless the adventure demands a specific type of scenery, you should aim to place at least one large scenery piece (6" diameter or larger), or 2-3 small pieces (a 4" long barrier, a standing stone or altar, etc.), for every square foot of table area. So, for example, a 3' square board with 9 square feet of table area might contain four buildings and six wall sections. If you have really large scenery pieces, simply count them as two

(or more) pieces—whatever looks good on your tabletop. Feel free to add more scenery if you wish, but note that the more scenery in play, the more tactical the game becomes.

Although you can place small pieces of “scatter terrain” around the board, such as individual trees and rocks, grouping these pieces together will make for a more tactical setup and, if placed together on a base, can easily define areas of Difficult Terrain.

When placing scenery, players should agree on the number of pieces they want, and then take it in turns to place one. Start with the larger items, and move down to the smaller ones. When placing scenery, remember that impassable terrain and inaccessible buildings can effectively block off sections of the game board. It's therefore recommended to leave plenty of gaps, at least as wide as the base of the largest model in play.



SPECIAL RULES

This section details all of the supplemental or “special” rules that make the different models in the game so interesting and unique. A special rule modifies the core rules. Where a special rule and a core rule seem to contradict each other, the special rule takes precedence.

Absorb Health

For every full 3 points of Damage inflicted by this Attack, the attacker restores 1 Health point.

Acute Senses

This model ignores the Hidden condition of enemies within 6". The condition is not removed, but this model may draw Line of Sight to it as normal.

Ambusher

Adversary Only. This model performs a full activation as soon as it Spawns.

Amphibious

This model treats Difficult Water terrain as Open, and Impassable Water terrain as Difficult.

Blast (Radius)

This Attack affects all models (friend or foe) even partially within the stated radius of the target, in inches. The target may, in some instances, be a point on the gaming area (see **Indirect**, below). If it is a model, the radius is measured from the edge of the target's base.

Roll Damage and/or apply additional effects against each affected model separately.

This Attack may not be used if the attacker would be caught in the Blast Area.

Bleed

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Bleeding condition.

Bludgeon

If the target suffers any Damage from this Attack but is not removed as a casualty, it must pass a DEF Test or become Staggered.

Bodyguard (Target)

Whenever the specified target is Attacked by an enemy, and this model is within 3" of that target, this model may become the new target of the Attack—no models are moved, and this rule is in effect even if the model was not in range or Line of Sight of the original Attack (it is assumed to rush in front of its master, and then return to duty—if it survives).

Note: If a Follower has this rule, the controlling player may decide each time whether or not to use it. If an Adversary has the rule, there is no choice—the Bodyguard will always use this ability when its master is threatened.

Bounty (X)

Adversary only. When this model is removed as a casualty in Melee, the model that destroyed it gains Gold equal to (X). This could be anything from a reward on the enemy's head, the value of a pelt, or loot from the corpse.

Burrow

Adversary Only. This model ignores all Terrain and models when it Moves, although it must still end its Move in an accessible position as normal. As this model uses vibrations from movement to hunt its prey, it counts all non-Hidden enemies as being within Line of Sight.

In addition, when this model Spawns, roll 2D6 after placing it. The model immediately moves that many inches towards the nearest enemy, stopping if it reaches engagement, but otherwise Moving as described above.



Cautious

Adversary only. This rule modifies the behavior of Adversaries when they activate, depending on their Type, unless otherwise specified in the Adventure special rules.

- A Cautious **Melee** Adversary will not Move directly towards its target if it cannot reach engagement. Instead, it will deviate from its path by the shortest possible route in order to put Cover between itself and the target. If it cannot reach Cover, it will not Move at all.
- A Cautious Ranged Adversary will not Move into Short Range of its Attack if it can shoot at Long Range. If it Moves, it will do so only by the shortest distance to target an enemy at range, whether at Long or Short Range.

Chained Shot (X)

A Ranged Attack with this special rule strikes a number of times equal to X as a single Attack. Roll to hit the initial target as normal, and resolve the shot. As long as the Attack Roll is successful, even if it causes no damage—this is the first strike in the chain.

Roll Damage against another enemy within 3" of the first (the target is automatically hit). No range or even Line of Sight is necessary, although if the new target is behind cover from the point of view of the attacker, they receive a cover bonus as normal. Repeat this process until X strikes have been made—all targets must be within 3" of the original, and no model may be targeted more than once until every eligible model has been targeted.

Chill

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Slowed condition. In addition, if the target had the Burning condition, it is removed.

Craven

Adversary Only. This Adversary will not Move towards an enemy unless there is at least one other Adversary within 6" when it activates. Otherwise, it will remain stationary during its activation.

Cumbersome

Attack Rolls made with this weapon suffer a -2 penalty.

Defensive

Adversary only. This rule modifies the behavior of Adversaries when they activate, unless otherwise specified in the Adventure special rules.

- When unengaged, instead of targeting the closest enemy in Line of Sight, a Defensive Adversary will always target the enemy closest to a Special Objective, Objective, or Treasure Chest (in that order) that it can see.
- A Defensive Adversary will only Run to engage an enemy if the target is within 12".

Defensive Weapon

Attack Rolls made with this weapon suffer a -1 penalty. However, while this weapon is equipped the bearer gains +1 Armor die vs the first enemy Melee Attack each round.

Entourage: X (Number)

Adversary only. This Adversary is always accompanied by a number of models of Name X, forming an Adversary group.

Ethereal

This model moves and runs through scenery and other models as though they weren't there (it must still end a Move in an eligible position). The model must Climb only if it wishes to reach a higher platform—if it's simply climbing over an obstacle, it ignores it completely. It must Jump as normal, but suffers no damage from Falling. In addition, all Damage inflicted on this model must be reduced by 1 point, unless the attack has the Magical keyword.

Extra Strikes (+X)

When performing a Melee Attack, this model receives a number of extra strikes equal to X.

Fearless

This model automatically passes any Morale check it is required to take.

Fearsome

If this model performs a Melee Attack against an enemy and inflicts any damage, the target enemy must take a Morale Check. The Morale Check is only taken once the Attack is complete.

Models with the Fearsome rule are themselves immune to this effect.

Feeble-Minded

This model suffers Disadvantage on its WIL Tests.

Forest Spawn

This model must always be deployed within, or in contact with, a piece of Woodland Terrain if possible—pick the piece nearest the model's usual deployment area. This rule supersedes all other deployment rules.

If this model enters play by Spawning, it will spawn in contact with a randomly chosen piece of Woodland Terrain (if any are in play) instead of a usual spawn Point.

Fire

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Burning condition.

Fleet

This model rolls 2D6 when performing a Run and picks the highest result.

Fly

This model may Fly 12" when it Moves. If it does so, it ignores all intervening models and terrain, but must still end the Fly Move in an eligible position. If the model cannot Fly for any reason, or chooses not to, it follows the normal rules for Moves. A model cannot Fly and Run in the same activation. An Adversary will only Fly if its target point is more than 6" away, or if it would otherwise be unable to reach the target point with an ordinary Move.

Note that a model cannot Fly if it is within a fully enclosed terrain feature, such as a house or cave. Most Dungeon setups assume the action takes place in a huge chamber, with walls that can be flown over, but players may wish to designate areas that are inaccessible to flying creatures, or features that are so tall as to be impassable.

Guard

Adversary Minion only. This rule modifies the behavior of Adversaries when they activate, unless otherwise specified in the Adventure special rules.

- When unengaged, instead of targeting the closest enemy in Line of Sight, a Guard Adversary will always target the enemy closest to the closest Elite Adversary (ignoring Lurkers). If there are no Elite Adversaries in play, the Guard follows the normal rules for Adversary activations.
- Whenever an Elite Adversary (ignoring Lurkers) within 3" of this model is targeted by a Ranged Attack, this model becomes the new target of the Attack—no models are moved, and this rule is in effect even if the model was not in range or Line of Sight of the original Attack.

Hack

If the target suffers any Damage from this Attack, but is not removed from play, it must pass a DEF Test or become Exposed.



Hate (X)

When performing a Melee Attack against a model of type X (usually a Race, Class, Adversary type or keyword), this model may reroll the Attack Roll. In addition, this model will never voluntarily leave engagement with an enemy of the specified type—it will attempt to fight to the bitter end!

Huge

Huge models cannot be Pushed, and cannot be Staggered if another model is Pushed into them. They may leave engagement at any time, ignoring the rules for Disengaging unless at least one enemy in contact is either Large or Huge. Huge models cannot be Surrounded—simply move the model as normal, moving aside any models that were trapping it by the minimum possible distance to let the Huge model pass.

Hurl

This ranged weapon adds the model's **Strength Bonus** to its Damage.

Immobile

This model cannot Move under any circumstances (it may still be Pushed).

Immunity (X)

This model can never receive the specified (X) condition.

Indirect

This Ranged Attack or ability may target a point on the gaming area instead of a model. However, **if the Attack Roll is a Fumble**, the model performing the Attack becomes the target!

An Adversary with this rule does not need to be able to see a target when performing this Ranged Attack—it will always pick the closest point where an enemy that can be affected by the attack's radius, if applicable.

Intangible

All Attacks targeting this model suffer a -2 penalty to hit.

Large

If a Large model is Pushed, the distance of the Push is halved.

Lightning

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Shocked condition.

Loot

Adversary only. If this model is removed as a casualty as a result of a Hero's Melee Attack, it drops a valuable item—roll on the table below to see what type of item is dropped, and use the Treasure rules (page 116) to determine the precise item. The Hero that delivered the killing blow gains the item immediately, exactly as if they'd completed a Search Action.

DB ROLL	ITEM TYPE
1-2	Keyshard
3-4	Potions & Scrolls
5-6	Roll again: on a 1-4 gain a Magic Artifact, on a 5+ gain a Legendary Item.

Lumbering

This model cannot Run.

Master

Adversary Only. This Adversary must activate before any other Adversary in play. If several Adversaries have this ability, the players choose the order in which the Masters activate, before moving onto other Adversaries.

Mighty

Adversary Only. This model rolls a Critical die alongside its Attack rolls, and can score Mighty Blows and Fumbles just like a Hero.

Momentum

A model may Attack with this weapon and still **Run** in the same activation.

Nightvision

This model ignores the rules for Darkness.

Numberless

Adversary Only. This model adds +1 to its Spawn rolls (to a minimum of 2+).

Off-hand Weapon

If this weapon is chosen to make a Secondary Strike, it does not suffer Disadvantage.

One-Handed

This weapon is eligible for Dual Wield strikes.

Pack Hunter

Adversary Only. If there is at least one other Adversary Minion of the same name within 6" when this model performs an Attack, it gains Advantage on the Attack Roll.

Petrify

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Petrified condition.

Pierce (X)

The target must subtract X dice from its Armor Dice pool (if applicable).

Pinning

If a model is successfully hit by an Attack with this rule (even if it suffers no damage), it must pass an AGI Test or suffer the Pinned condition.

Poison

If a model takes Damage from an Attack with this rule, but is not removed as a casualty, they immediately suffer the Poisoned condition.

Pounce

If this model is unengaged at the start of its activation, it performs a free Move of D3" directly towards the nearest visible enemy (if any).

Priest (X)

A model with this rule may use the **Commune** Action to perform Miracles, as described on page 36. In addition, Priests usually belong to a single **Divine Path** (X), giving them additional bonuses (page 58).

Push (X)

If a model suffers this effect, or takes Damage from an Attack with this rule but is not removed as a casualty, they are immediately Pushed back a number of inches equal to X, directly away from the source of the Attack, in a dead straight line. If the target contacts another model, both models receive the **Staggered** condition. If the target contacts a terrain piece, it receives the **Stunned** condition instead.

Quick

This model Moves 9" instead of the usual 6".

Reckless Charge

Adversary only. This rule modifies the behavior or Adversaries when they activate, unless otherwise specified in the Adventure special rules. If this Adversary Runs to engage an enemy but fails to reach its target, it gains the **Exposed** condition. If it reaches a target after Running, however, it adds +2 Damage to its Melee Attack that round, as long as its total Move was more than 6".

Regenerate Health (X)

At the end of each round, this model automatically restores a number of lost Health points equal to X. If this model suffers the Burning condition during an adventure, they lose this special rule for the remainder of the game.

Resist (X)

This model halves all Damage suffered of type X (rounding fractions up), whether from the initial Attack, trap, or other source such as a condition. So, for example, a model with Resist (Fire) with the Burning condition might roll 2 points of Damage at the end of the round, but would only remove 1 Health point.

In addition, if the model has Resist (Magical), then it gains a +2 modifier to any WIL Test it is required to take as a result of an enemy Spell.

Shambling

This model may only Move 4". When moving through Difficult Terrain or Running, it rolls D3+1 to determine its movement allowance. (Only one die is rolled).



Slow Reload

Each time this weapon is fired, the bearer must Reload before it can be fired again. See **Actions**, page 23.

An Adversary with this rule must be marked as Reloading after performing a Ranged Attack. The next time that model is required to perform a Ranged Attack, it instead removes the Reloading status and ends its activation.

Small

Small models can always attempt to Disengage, even if Surrounded, and never count towards Surrounding an enemy (they receive no bonus for Surrounding, and if the enemy disengages they can Move through the Small model as if they weren't there).

If an enemy without the Small rule is only engaged with Small models, it does not need to test to Disengage—it simply shrugs off the attackers and moves away.

Finally, if a Small model is Pushed, the distance is doubled.

Sneaky

Adversary Only. If this model is unengaged at the end of its activation, and cannot draw clear Line of Sight to an enemy, it receives the Hidden condition.

Special Ability

Adversary Only. An Adversary with a Special Ability will use it at the beginning of its activation if possible. Then, it will follow the activation criteria for its Type.

Spellcaster

This model may cast a Spell as an Action.

Stomp

Adversary Only. This creature is so large or powerful that it shakes the ground with a mighty Stomp. When this creature would perform a Melee Attack, you must first resolve the Stomp. Each model, friend or foe, in contact with this creature must take a STR Test. If they fail, they become Staggered. Huge creatures are immune to this effect.

After the Stomp is resolved, the creature performs its Melee Attack as normal.

Stout

This model never suffers Agility penalties for wearing Heavy or Full Plate Armor.

Strafe

When this model completes a Move using the Fly rule, it performs a free Ranged attack if possible at the end of the Move. This model is always treated as unengaged for the purposes of this Attack (it is considered to perform the Attack before landing—if the model should be engaged, you may wish to pause the Move 1" from the target, perform the Ranged Attack, then complete the Move).

Note that a Strafe attack may also have the Blast rule. As the strafing model is considered to be airborne, it may use a Blast attack even if it's within the Blast area, and is not itself affected.

Stupid

This model suffers Disadvantage on its INT Tests.

Support

A model with this weapon may perform a Melee Attack "through" a friendly model, without themselves being in base contact. This model must be in contact with the friendly model, and the friendly model must be in contact with the target. The friendly model must be mounted on a base of equal size or smaller than the supporting model. No extra strikes from special rules may be used in the same activation that a model uses the Support rule.

Teleport

Nominate a point within 18" of this model—it must be an eligible position for the model to be placed. Now, remove the model from the gaming area, and immediately replace it at the nominated point. A model cannot Move in the same round that it Teleports.

Terrifying

An enemy that begins its activation within 6" and Line of Sight of this model, or suffers any damage from this model's Attacks, must take a Morale Check.

- A Terrifying model is immune to this effect.
- A model that passes the Morale check does not need to test again against the same Terrifying model for the rest of the round—it has overcome its fear... for now!

Two-Handed

A model may not equip a Shield, nor may it Dual Wield, while this weapon is equipped. It may still equip a Ranged Weapon—the model is assumed to switch between Ranged and Melee as required.

Wallcrawler

This model never needs to Test when Climbing—it automatically succeeds.

Weakness (X)

When damaged by an Attack or ability with the (X) special rule, this model loses an extra D3 Health Points.

Woodland Creature

This model treats all terrain with the **Woodland** keyword as Open Terrain.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



3

THE PARTY

In order to go adventuring, you first need to gather a party of intrepid Heroes to venture forth! This section looks at how to create Heroes and arm them for the Adventures to come—an adventuring “Party.”

PRE-MADE HEROES

For convenience when you’re learning the rules, we’ve included six pre-generated, Level 1 Heroes for you to use, rather than creating Heroes yourself. These can be leveled up just like any Hero, and you can use them in any combination, or with Followers. These can be found in the Appendix, beginning on page 248.

Number of Players

Lasting Tales is designed to be played by 1-5 players—you could feasibly add more players if you wish, but some adjustment would be required to balance the game so Adventures don’t become too easy. *Lasting Tales* is a game of freedom and imagination, so what follows are really just a set of guidelines for making your Adventures as enjoyable and challenging as possible!

Ideally, each player should take a single Hero, using the rules that follow to personalize that character. Heroes are, after all, your own “avatar” in the game world of *Lasting Tales*! In many situations, players might like to control several models—two players could control two Heroes each, for example, allowing you to experience a larger game without requiring more players.

However, the game is pretty hard for a single Hero to overcome, especially if that Hero is only just embarking on their adventuring career. For that reason, the minimum Level of the Party should be 2, no matter how many players are present—this means a solo player would need to control either two Level 1 Heroes, or a single Hero and a Follower. If a player would prefer to play with only a single Hero, refer to Going Solo on the next page.

GOING SOLO

If you really want to play with a single Hero, but you're finding the game a little tough that way, you might need to modify the Adventures. This style of play is recommended for experienced players, who understand the adventure rules well.

Below is a list of suggestions for modifying Adventures—not all of them need to be used, and the list is by no means exhaustive. Players are encouraged to get creative and try things out!

- Permit the Hero to take Followers with total Levels in excess of their own (although no single Follower should be a higher Level than the Hero).
- Allow Followers to use the Interact Action (they may still never gain Treasure).
- Reduce the number of Objective markers in play (when there are multiple in play).
- Reduce the size of the gaming area to 24" square. Be careful with this option, as in some cases it can make the game too easy, even for a single Hero.

A NOTE ON LEVELS

The word "Level" is used frequently in *Lasting Tales*, both as a way to measure success and experience, and to balance many aspects of the game. You will see it attached to Adversaries, Followers, and even Spells, but most importantly it is used to measure the power and skill of a Hero.

When you create a character, they are set at Level 1. This represents a Hero who already stands apart from normal folk due to their adventurous spirit and exceptional talents. But they have not fully proven themselves in the world—their fame has not spread, and their skills are not honed. If you play a Tale (page 126), you can develop your Heroes using Experience Points (XP), increasing their Levels up to **a maximum of Level 10**—a mighty Hero indeed, whose name is legend across the land.

Of course, few adventurers ever reach such heady heights, because the questing life is a dangerous one indeed, and not for the faint of heart...

Adventures vs Tales

Whether you're playing a one-off game (or a single Adventure that is not part of a Tale), or starting the first game in a Tale (page 126), most players will simply create one or more Level-1 Heroes, and pick an Adversary force accordingly. As Tales progress, your Heroes naturally increase in Level, and the games become more challenging and complex.

For one-shots, however, there's nothing stopping you from "leveling up" your Heroes, or fleshing out the Party with any of the Followers beginning on page 242. You won't have the magical treasure or Tale-specific advances, but this method will give you a taste of a more "advanced" game without having to play through a whole Tale.

Recruiting Followers

Followers can usually be found during a Tale, and hired by paying a sum of Gold to secure their services (see Tales, beginning on page 126).

A Hero that recruits a Follower is that Follower's **Patron**. The total Levels of all a Hero's Followers may never exceed the Hero's own Level (for example, a Level 3 Hero may recruit three Level 1 Followers, or a Level 1 and a Level 2, etc.).

In a one-off game, if all players agree (or if you're playing solo), you may include Followers using the above guidelines, simply ignoring the cost in Gold usually required to recruit the model. Choose from any of the Followers in the Campaigns section.

Example: Adam is playing solo, and wants to include a Giant as an Adversary in a one-shot adventure, because it's a great model! The only snag is that a Giant is a Level 8 Adversary, so Adam needs a Party with total Levels of 16 in order to include it! Adam takes three Heroes—a human wizard, a dwarf paladin, and a half-orc barbarian. He uses the Level Up rules on page 168 to advance the wizard to Level 5, rolling four times on the Level Up table, gaining more Health points, Power and Spells as a result. He then repeats the process for the paladin and barbarian, this time taking each of those Heroes to Level 4. Finally, he goes to the Followers section (page 242) and chooses three Level 1 Guards, one for each Hero. The Party total is now 16—he can take the Giant, plus 8 Levels of Minion Adversaries.



PARTY BALANCE

When you're creating an adventuring Party, it's worth taking a moment to consider the Party composition—the exact combination of races and classes in the Party, and what they bring to the adventure. For example, a Party of three Wizards is ostensibly very powerful, but wildly unpredictable—they can trigger Unexpected events when they cast Spells, and their starting Health is quite low. It's always a good idea, especially early on, to bring as wide a range of skills to the game as possible—the stealth of a Rogue, the healing powers of a Cleric, the durability of a Paladin, the ranged firepower of a Ranger, and so on. While ultimately the choice is yours, we recommend at the very least that each player picks a Hero of a different Class until you're fully conversant with the rules.

CREATING A HERO

In order to embark on an adventure, each player needs to create a Hero! A Hero is your avatar on the battlefield—a model with a unique combination of race, class, abilities and equipment, who will progress from wide-eyed novice to embattled veteran.

There are three steps to creating a Hero:

1. Choose Race, and apply Racial Bonuses.
 - i. There are five playable races: Human, Elf, Dwarf, Halfling, and Half-orc. More races will be included in future game supplements.
2. Choose Class, and record the corresponding Characteristics Bonus, Class Trait, and Health.
 - i. There are ten playable Classes: Fighter, Barbarian, Cleric, Rogue, Paladin, Bard, Monk, Druid, Ranger, and Wizard.
3. Choose Signature Equipment.

Characteristics Profile

All Heroes begin the creation process with the same basic profile, comprising their seven characteristics, three secondary characteristics, and up to three attributes (depending on Class). This information should be written on each Hero's Character Sheet.

LEVEL 1 HERO BASE PROFILE

CHARACTERISTICS							ATTRIBUTES		
MEL	RNG	STR	AGI	DEF	INT	WIL	Health	Fate	Power*
3	3	3	3	3	3	3	D6+ class bonus	D3+1	D3+1
Strength Bonus					Resistance		Strikes		
+0					1		1		

**Only Wizards receive a Power attribute upon character creation—this is noted in the space provided on the Spellcaster sheet.*

Secondary Characteristics

Record your Hero's derived characteristics (Strength Bonus and Resistance) at the end of the character creation process, once the model's final Strength and Defense characteristics have been established. Finally, all Heroes begin with 1 Strike.

CALCULATING STRENGTH BONUS

The Strength Bonus is derived from a model's Strength characteristic. If the Strength characteristic is ever temporarily increased or reduced, the Strength Bonus changes accordingly. Check the following chart:

STRENGTH	1	2	3	4	5	6	7
Strength Bonus	-1	0	0	+1	+2	+3	+4

CALCULATING RESISTANCE

Resistance is derived from a model's Defense value. If the Defense value is ever temporarily increased or reduced, the Resistance value changes accordingly. Check the following chart:

DEFENSE	1	2	3	4	5	6	7
Resistance	0	0	1	1	2	2	3

ARMOR AND STRIKES

While not listed here, players will notice that Armor Dice and Strikes are also listed in the Secondary Characteristics section of the hero sheets found in the Appendix. Strikes don't need to be calculated and can be found in the Hero's base profile. A Hero's Armor Dice will be based off what armor they have equipped, along with any other skills or special rules that may apply.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



RACES

The world of Aetha is a vast place filled with diverse people and dangerous monsters. While there are almost countless races of people, many come from distinct lineages that fall into several broad categories. As time goes on, new people are either discovered in lost places or brought to the world through mysterious circumstances. Regardless of their beliefs, appearances, or upbringings, people are united against the malign forces that seek to destroy their world.

A Hero's Race is one of their most important facets. This decision not only determines your Hero's appearance, but also their starting characteristics and even some of the options available to them later in their Tale. Choose wisely...

Racial Bonuses

Every Race has a Racial Bonus—either a special rule, or a characteristic adjustment, or both. These should be recorded on the Hero's character sheet.

Humans

Relatively average in stature and martial prowess, humans make up the bulk of the populace in most civilized lands, especially in the Joined Realms on Noveth. Humans are industrious and persistent in their work, and devoted to progress. However, they are also prone to pride and reckless ambition, resulting in many human empires rising and falling throughout history and they inevitably fight amongst themselves for power and wealth.

From the dark-skinned traders of Copera to the pale underdwellers on Xe'dann, humans are by far the most diverse ancestry of the Joined Realms and arguably the most unpredictable.

RACIAL BONUS

All Human Heroes gain the following special rule:

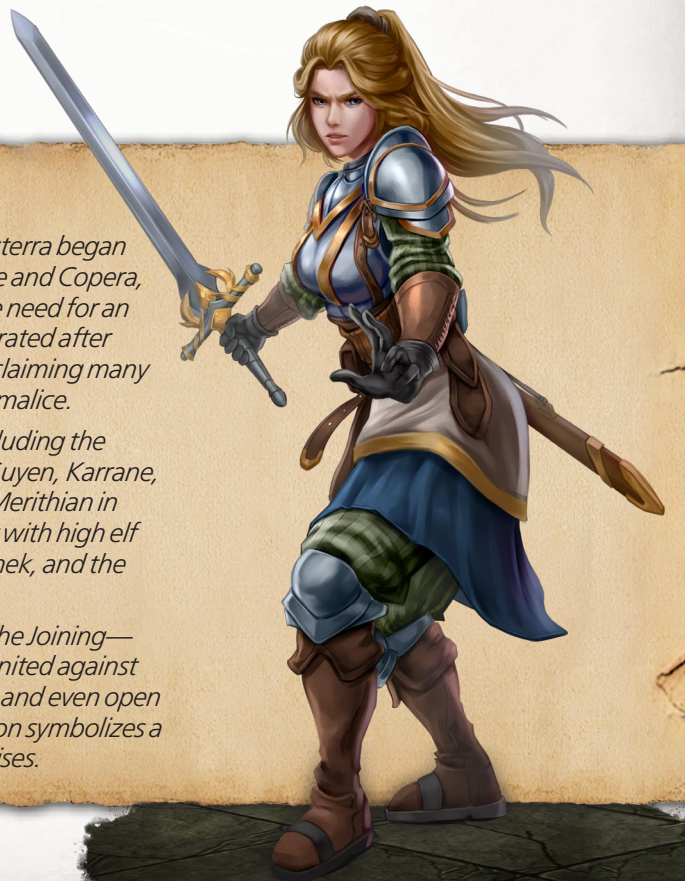
Adaptability: Once per adventure, the Hero may gain Advantage to a single Test. Declare the use of this ability before rolling the dice.

THE JOINING

When Eastlund began to decline and Vale and Westerra began to rise in power with the older kingdoms of Karrane and Copera, the various leaders of these diverse nations saw the need for an alliance to prevent constant wars. This need accelerated after the Unthroning introduced Shadow to the world, claiming many people as its own and filling them with hatred and malice.

Emissaries from each of the nations on Noveth, including the nations of Noveth, including Eastlund, Westerra, Guyen, Karrane, Copera, and Vale traveled to the great port city of Merithian in Vale shortly before the Nether War. There they met with high elf emissaries from Fehir'whin, the half-orcs from Suthek, and the humans of Xe'dann.

It was during this great council—remembered as The Joining—that the Joined Realms were established to stand united against the threat of Shadow. Even though disagreements and even open war can occur between the Joined Realms, the union symbolizes a willingness to cooperate when the greater need arises.



Elves

In a lot of ways, elves are the youngest people on Aetha. Their appearance in the world is shrouded in mystery, but it is a common belief that they originally came from the sunken lands of Alurn—where legends say there are sunken cities deep below the waves where the elves once lived. In recorded history the elves appeared as isolated tribes in the various forests on Noveth and the jungles of Laustreal. Legends exist of an old and dark elven kingdom on Vaina, protected by the dragonlords, but none have survived the journey there.

Elves are most common in the dense jungles of Laustreal, where they live in seclusion and fight endlessly against the savage darkness that dwells within the Ja'lawes. However, many elves were brought over to Noveth on historic voyages by Eastlunders to take refuge in the lush forests of Noveth, where they have since carved out a harmonious—if sometimes awkward—existence with the other peoples of the Joined Realms.

RACIAL BONUS

All Elf Heroes add +1 AGI and +1 RNG to their starting profile, but must deduct -1 DEF.



Dwarves

Once a subterranean people, the dwarves were nearly driven to extinction during the Unthroning, when their sprawling underground kingdoms were invaded by infernal legions from the dark depths of the world. Forced to flee their proud homeland, the dwarves took refuge throughout Noveth, primarily in Vale, Eastlund, and Copera, where their mastery of blacksmithing made them welcome refugees. Stoic and unyielding, dwarves are often considered stubborn by non-dwarves, but trustworthy by nature.

While some dwarves continue to fight for their ancestral homes, waging an unending war against the infernal legions that constantly threaten to invade the world above, a majority of dwarven communities have found peace on the surface, taking refuge in their craft and pride in their standing with the other peoples of the Joined Realms.

RACIAL BONUS

All Dwarf Heroes add +1 DEF to their starting profile, and gain the **Stout** special rule.





Halflings

In the remote hills of the sprawling rural plains of Westerra lies The Acreage—the quaint homeland of the halflings. Natural farmers and gourmands, most halflings find pleasure in food and leisure, while maintaining a cultural pride in hard work and dependability. While some might call the halflings’ reverence for simple things a bit frivolous, they most likely would be too busy enjoying themselves to hear the critique.

Halflings typically stand around three feet tall on average, grow coarse hair on their broad feet, and have large ears. Those that remain in The Acreage are prone to pudginess as they endeavor to appreciate food to its fullest, while younger halflings who are stricken with wanderlust are often mistaken for stocky human children.

RACIAL BONUS

All Halfling Heroes add **+1 Fate Point**, and gain the **Small** special rule.

Half-orcs

During the Unthroning, the sprawling plains of Suthek were split open and the Shadow spilled out to consume the people of the island nation. Consisting mostly of nomadic hunting tribes and scattered temples devoted to the old god Syrina, most of the people of Suthek were devoured by the hatred and cruelty of the Shadow, their bodies mutated into the monsters now known as orcs.

However, there were some strong enough to resist the Shadow, fighting its influence with a desire to not be controlled by bloodlust and malice. Those that survived the creation of the orcs were only partially changed, retaining enough of their humanity to not give into pure savagery. They became known as half-orcs, and though they have a natural disdain for the term, they accept it as a reminder of what they stand against in all things.

RACIAL BONUS

All Half-orc Heroes add **+1 STR** to their starting profile.



CLASSES

A Class can be thought of as an adventuring career—the role that your Hero fulfills within the Party, from hard-bitten swordsman to sneak-thief. While some Races are particularly suited to certain Classes, there are no restrictions at all. In *Lasting Tales*, a Dwarf can be just as successful a Ranger as an Elf, and even a tiny Halfling can become an armor-clad Paladin!

Characteristic Modifier

As with Race, a Hero's Class also confers bonuses or penalties to one or more characteristics, which must be recorded on the character sheet.

Health Bonus

All Classes confer a bonus to the model's starting Health at Level 1. Adjust the Health score accordingly.

Class Skill

Every Class brings with it a Skill—the first of many that your Hero will learn on their adventures. The Class Skill changes the way that the Hero plays on the tabletop, and helps them specialize in their given role within the Party. Record the Class Skill on the character sheet.

Signature Equipment

When you choose your Hero's Class, you must pick their Signature Equipment from those listed. Any weapons chosen here are "Signature Weapons"—mark them as such on the model's Character sheet, with a small (S) or similar. Some models receive a bonus when using their Signature Weapons.

Signature Equipment can never be sold or lost—it remains part of your Hero's inventory for the duration of a campaign.

While it's not imperative that your Hero's equipment matches the miniature that represents them, it can be useful for the purposes of clarity.

The Fighter

Fighters live by the strength of their sword-arm and the quality of their armor. For them, bloody conflict is a way of life. Perhaps they were once soldiers, watchmen, or mercenaries. A fighter is trained to kill—let others worry about finer feelings and honest toil. A fighter's trade is steel.

CHARACTERISTIC MODIFIER

A Fighter adds +1 MEL to their starting profile.

HEALTH BONUS

A Fighter increases their starting Health by +7 points.

CLASS SKILL

Armsman: The Fighter gains a +2 modifier to the Attack Roll in Melee when targeting an enemy with a lower MEL than themselves.

SIGNATURE EQUIPMENT

- **Choose one:** Hand Weapon or Great Weapon.
 - » **If a Hand Weapon was chosen, you may choose one of the following:** A second Hand Weapon, Dagger, Crossbow, Bow, Buckler or Shield.
- **Choose one:** Light Armor or Heavy Armor.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



The Barbarian

Whether its tribesmen from the frozen Far North beyond the Shatterwood, or proud warriors that still roam the corrupted lands of Suthek battling the Shadow, the wanderers known as Barbarians come in many guises. But each is a formidable warrior, whose strength of arm is matched only by their boundless rage.

CHARACTERISTIC MODIFIER

A Barbarian adds +1 MEL and +1 STR to their starting profile, but must deduct -1 INT.

HEALTH BONUS

A Barbarian increases their starting Health by +8 points.

CLASS SKILL

Berserker Rage: Once per adventure, the Barbarian may double their Strikes value for a single Melee Attack. However, all of these Strikes suffer Disadvantage on the Attack Roll.

SIGNATURE EQUIPMENT

- **Choose one:** Hand Weapon & Shield, two Hand Weapons, or a Great Weapon.



The Ranger

Guide, hunter, scout—Rangers are solitary souls far more at home in the wilderness than in the towns and villages of so-called civilized folk. Expert woodsmen and archers, with a knowledge of beasts, weather, and wilderness survival that puts city-dwellers to shame, these striders blaze a trail across the wild places of Aetha.

CHARACTERISTIC MODIFIER

A Ranger adds +1 RNG to their starting profile.

HEALTH BONUS

A Ranger increases their starting Health by +6 points.

CLASS SKILL

Pathfinder: A Ranger treats all terrain with the Woodland keyword as Open Terrain. In addition, after deployment, but before the game begins, this model may perform a free Move.

SIGNATURE EQUIPMENT

- Light Armor, plus:
- **Choose one:** Hand Weapon or Spear.
- **Choose one:** Bow or Crossbow.



The Rogue

While others in the party measure success by the strength of defeated foes, or the length of the sagas sung about them by travelling bards, rogues take up the adventuring life for one purpose only: the acquisition of wealth. Thieves, assassins, acrobats, tricksters: rogues do their best work in the shadows. Fame is for the foolhardy; stealth rhymes with wealth.

CHARACTERISTIC MODIFIER

A Rogue adds +1 AGI to their starting profile.

HEALTH BONUS

A Rogue increases their starting Health by +5 points.

CLASS SKILL

Stealthy: When this model has the Hidden condition, each time it completes a Run, Attack, or Action, it may take an AGI Test. If the Test is passed, the Hidden condition is not removed. If the Rogue is under the effect of Darkness, this Test is automatically passed.

SIGNATURE EQUIPMENT

- **Choose one:** Hand Weapon or Two Daggers.
- **Choose one:** Light Armor, Bow, Crossbow, Sling, Thrown Weapons*. If a Hand Weapon was chosen above, may pick a Dagger instead.

* This Hero always has enough Thrown weapons to last each adventure.



The Wizard

For some, the pursuit of arcane knowledge becomes an obsession, leading practitioners of the mystic arts across the world in search of fragments of forbidden lore. Wizards are much sought after by adventuring parties, and they make eager recruits—in exchange for their magical prowess, the party offers the wizard protection on their quest for power.

CHARACTERISTIC MODIFIER

A Wizard adds +1 INT to their starting profile.

HEALTH BONUS

A Wizard increases their starting Health by +5 points.

CLASS SKILL

A Wizard gains the **Spellcaster** special rule. Take a Wizard Record Sheet, and record D3+1 Power in the space provided. Upon creation, a Wizard must randomly roll three different Cantrips. Then, they must choose **one Level 1 Spell** from the table on page 175 (you may roll this Spell randomly if you wish). This Spell is the Wizard's **Signature Spell**, and the Wizard always gains Advantage on the roll to cast it.

SIGNATURE EQUIPMENT

- **Choose one:** Staff, Dagger, or a Hand Weapon.





The Cleric

In a gods-forsaken land plagued by evil, the devout huddle in temples or beside roadside shrines, praying for deliverance. For some clerics, it is not enough to preach to their flock. Their calling lies not in a place of worship, but in confronting the evils of the world, delivering the word of their deity to the godless wilds.

CHARACTERISTIC MODIFIER

A Cleric adds **+1 WIL** to their starting profile.

HEALTH BONUS

A Cleric increases their starting Health by **+6 points**.

CLASS SKILL

A Cleric gains the **Priest** special rule, and **must choose one of the Divine Paths** listed below, reflecting the type of deity they follow. A Divine Path cannot be changed during a Tale. Finally, the Cleric may choose (not roll) one **Lesser Miracle** from the table on page 181.

DIVINE PATHS

- **Lightbringer:** The Cleric gains the Nightvision special rule.
- **Healer:** As a Free Action, the Cleric may restore 1 Health point to a friendly model in contact.
- **Consecrator:** The Cleric gains Advantage to all Attack rolls that target models with the Undead or Demonic keywords.
- **Trickster:** After an Unexpected Event is resolved, the Cleric may immediately perform one free Move, Attack, or Action.
- **Augur:** If the Cleric triggers a Trap, they may take a WIL Test. If the Test is passed, the Trap result is ignored.
- **Crusader:** The Cleric gains +1 Strength Bonus.

SIGNATURE EQUIPMENT

- **Choose one:** Hand Weapon, or Staff
 - » **If a Hand Weapon was chosen, you may choose one of the following:** A second Hand Weapon, Dagger, Light Armor, or Shield.
 - » **If a Staff was chosen, you may choose one of the following:** Dagger, or Light Armor.

RELIGION IN AETHA

While there are thousands of faiths across the world, they predominantly fall within three broad categories: the old gods, Light, and Shadow.

Before the Unthroning—when the old gods were torn from the heavens—nearly all faiths were devoted to the six gods that ruled over the various aspects of Creation from their heavenly domains. On Noveth, temples and churches were built to worship individual gods, while others were devoted to the Creation itself, honoring each god with rites that aligned with their respective aspects—burning pyres for the flame god Wick or carving statues for the goddess of stone, Myretha.

On distant Caim and Xe'dann, the old gods went by different names in different cultures, but the aspects they represented were always the same, with Corsa still guarding the watery depths, Oakus governing things that grow from the earth, Syrina watching over her myriad beasts, and Eyen controlling the sky and wind.

When the old gods were Unthroned, Light and Shadow came to Aetha, dividing the world into good and evil. Not only were many people turned into savage monsters during this shift, but there was a worldwide crisis of faith. Much of the civilized world flocked to the Light, eager for its protection against Shadow. The Church of the Luminaura was formed and became the main religion on Noveth, while many other smaller sects of Light worship were also founded. However, Shadow worship was reserved for the most reclusive religions sects of the world, hiding in darkness and biding their time until their prophesied Child of Shadow emerges to plunge the world into darkness.

The Paladin

A paladin is a warrior of the Light—a divine instrument, who has eschewed all worldly chattels to become a holy avenger, an instrument of divine justice. These Light-chosen knights are the avowed protectors of the weak, and are single-minded in their quest to rid the land of evil.

CHARACTERISTIC MODIFIER

A Paladin adds +1 DEF to their starting profile.

HEALTH BONUS

A Paladin increases their starting Health by +7 points.

CLASS SKILL

Sworn Defender: Each time the Paladin performs the Aid Action, they gain +1 Resistance for the rest of the round.

SIGNATURE EQUIPMENT

- **Choose one:** Two Hand Weapons, Hand Weapon and Shield, Great Weapon, or Pole-Arm.
- **Choose one:** Heavy Armor or Full Plate Armor.

The Bard

Without the bards, there would be no legends, and without legends, can there ever truly be heroes? Bards are chroniclers, songsmiths, entertainers—with their quick wit and silver tongue, they can inspire the downtrodden, soothe the savage beast, and spread word of the party's legendary deeds far and wide!

CHARACTERISTIC MODIFIER

A Bard adds +1 WIL to their starting profile.

HEALTH BONUS

A Bard increases their starting Health by +5 points.

CLASS SKILL

Song of Heroism (Bardic Song): Use this ability as an Action. The Bard and all friendly Heroes within 3" gain the Focused condition.

SIGNATURE EQUIPMENT

- **Choose one:** Staff and dagger, or a Hand Weapon.





The Druid

Druids are solitary souls, who have so long trod the sacred paths of their primordial forebears that they have become one with nature. They see their place in the endless cycle of life and death, and it has freed them from the petty shackles of civilized folk. The birds and the beasts are their kin, the forests their home, and should Mother Nature be threatened, the enemy will soon find that the peace-loving druid has sharp claws...

CHARACTERISTIC MODIFIER

A Druid's characteristic modifier depends upon their Druidic Tradition (below).

HEALTH BONUS

A Druid increases their starting Health by **+5 points**.



CLASS SKILL

Druidic Tradition: A Druid **must choose one of the Druidic Traditions** listed below. A Druidic Tradition cannot be changed during a Tale.

- **Beastmaster:** The Druid adds **+1 STR** to their starting profile. The Druid gains one **Animal Companion** from the list on page 246.
- **Stonewarden:** The Druid adds **+1 DEF** to their starting profile. Once per Adventure, as an Action, the Druid may gain **+D3 Armor dice** until the end of the round.
- **Treesinger:** The Druid adds **+1 AGI** to their starting profile. The Druid treats Woodland terrain as Open. In addition, at the start of each adventure, after the Party has deployed, the Druid may place an area of Woodland terrain anywhere on the gaming area within Line of Sight. This piece of Area Terrain can be no larger than 5" diameter, and cannot be placed so that it overlaps other scenery pieces. If it is placed over models or tokens, they must be carefully moved within the new scenery piece, as close to their original position as possible.
- **Shapeshifter:** The Druid adds **+1 MEL** to their starting profile. Once per Adventure, at the start of their activation, the Druid gains the **Extra Strikes (+2)** and **Quick** special rules, until the end of the round. During that round, the Druid may not use weapons, armor or any other equipment, but does not suffer Disadvantage when attacking Unarmed, and rolls the Critical die as normal.
- **Spiritwalker:** The Druid adds **+1 WIL** to their starting profile. As an Action, the Druid may become **Ethereal** until the end of the round.

SIGNATURE EQUIPMENT

- **Choose one:** Staff and dagger, or a Hand Weapon and Shield.

The Monk

Monks train all their lives to harness the energy that flows through their bodies, enabling them to perform feats of strength and endurance that seem like magic. An adventuring Monk is a great rarity, for those of the monastic traditions rarely leave their cloisters high in the mountains. When they do, it is usually to serve some greater purpose that lesser folk cannot hope to fathom.

CHARACTERISTIC MODIFIER

A Monk gains +1 **Fate** and +1 **Strike**.

HEALTH BONUS

A Monk increases their starting Health by +6 **points**.

CLASS SKILL

Mastery of Ki: Monks do not suffer Disadvantage when attacking Unarmed, and roll the Critical die as normal. In addition, their Unarmed Strikes gain an extra +1 Damage Bonus. If their Unarmed melee strike scores a Mighty Blow, the Monk restores 1 Fate Point, and inflicts the **Stunned** Condition on their target. However, Monks **cannot wear Armor** of any kind.

SIGNATURE EQUIPMENT

- None.

NAMING YOUR HERO

All that's left is to give your Hero a name. Something suitably evocative and heroic, that will one day be sung in the greatest sagas of Aetha! Record the name on the character sheet, and you're ready to play.





4

ADVENTURES

Now that you have gathered your party, it's time to set forth on your adventure! This section includes all of the rules and guidelines for playing adventures, and then linking those adventures together to form a Tale.

GAME FORMAT

Every game is structured around an **Adventure**, which provides a scenario and rules framework for your models to explore and battle. Here, you'll find all the essential information for setting up the gaming area, deploying your models, and achieving the objectives required for victory!

CHOOSING AN ADVENTURE

If you're playing a one-off Adventure, it's entirely up to you whether you pick an Adventure, or randomly determine which one to play. In either case, you must first determine the Environment, followed by the Adventure within that Environment.

Environments

All *Lasting Tales*, each Adventure takes place in one of three environments—wilderness, settlement, or dungeon. As these are usually dictated by the scenery you have available in your collection, you may wish to choose the Environment rather than randomly roll it. However, as your collection grows, you'll find you have much more variety of adventures by rolling the Environment on the table below.

D6 ROLL	ENVIRONMENT
1-2	Wilderness
3-4	Settlement
5-6	Dungeon

ADVENTURE FORMAT

All adventures are presented in the same way, so that players can find the essential information at a glance.

- **Name & Description:** This is the narrative context that gives the Party a reason to take up arms.
- **Environment:** See Environments on page 62.
- **Round Limit:** If an adventure has a round limit, it automatically ends at the end of the specified round.
- **Setup:** This section provides a map of the gaming area marked with key features, and a description of things you'll need, plus any special deployment rules.
- **Special Adventure Rules:** Any special rules required to play the adventure are listed here. Special adventure rules always take precedent over the game's core rules.
- **Special Events:** Some adventures modify the standard environment Unexpected Events table—if so, it will be specified here.
- **Ending the Game:** This section details how and when the game ends, and whether the Party wins or loses.
- **Rewards:** If you're playing the adventure as part of a Tale, XP and Gold rewards will be detailed here. If you're playing a one-shot adventure, ignore this section.

COMMON ADVENTURE RULES

Many adventures have their own unique special rules and objectives. Some use common special rules, which are collected here to avoid repetition.

Civilians

Civilians are treated as friendly models to the Party, and enemies of any Adversaries in play—enemies will target Civilians just as they'd target Heroes. A Civilian has the following profile:

CHARACTERISTICS							ATTRIBUTES
MEL	RNG	STR	AGI	DEF	INT	WIL	Health
1	0	1	2	2	2	2	1
Resistance							Armor Dice
0							0

Unless otherwise dictated by the adventure, this rule places D6+1 Civilians in play at the start of the game, before the first round begins. Civilians should be placed within 8" of the center of the gaming area, and no closer than 8" to any Hero if possible.

THE CALL OF ADVENTURE

Since the Unthroning, the concept of adventuring has become a much more common pursuit for young and ambitious folk. The Nethering War has left many ruins in its wake—places that have become havens for uncivilized savages, hoarding lost treasures—waiting to be explored by brave adventurers.

For many, the exploration of forgotten lands is what calls them to a life of adventure. Whether they want to document their findings for future scholars or profit off the valuable treasures they find, there is both fame and glory to be found in adventuring.

There are others who pursue adventure in the name of a just cause. For example, the Keyguard are a league of adventurers on Noveth who devote themselves to finding lost keyshards and keeping them out of unworthy hands. While the Shrouded are a dark organization of Shadow-worshippers who seek to convert the followers of Light to Shadow to avoid the prophesied war that will pit everyone in Aetha against each other.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



At the end of each Adversaries phase, each unengaged Civilian will **Move**. A Civilian will always attempt to Move its full allowance if possible, in a straight line, jumping or climbing if necessary. **Civilians do not have an Action or an Attack.**

- If the Civilian is within 6" of one or more Heroes, the nearest Hero chooses the direction of movement.
- If the Civilian is not within 6" of any Heroes, it will Move as far as possible away from the nearest enemy.
- If a Civilian contacts a board edge, it is removed from play—the civilian is assumed to have **escaped** into the wilds. If the adventure asks you to keep track of slain Civilians, those that have escaped are not considered slain.

Darkness

While the Darkness rules are in play, models are subject to the following effects:

- Ranged Attacks suffer Disadvantage if the target is more than 12" away.
- Line of Sight cannot be drawn to Hidden models that are more than 12" away.
- Morale checks suffer a -2 penalty.

Models can negate areas of Darkness with rules that provide **Light**—a model or item within Light can be seen and targeted at any range as normal, and does not suffer the Morale penalty.

LIGHT SOURCES

Some models, tokens and even scenic features provide **Light**, as detailed above. These are commonly referred to as **Light Sources**. When setting up your gaming area for an adventure, you might wish to place Light Sources, such as torches, braziers and candelabras, around the board. As long as you limit the number of these to no more than six, this shouldn't have an unbalancing effect on gameplay. Typical Light radiuses for various items are as follows:

LIGHT SOURCE	RADIUS
Candles	2"
Torch or Brazier	3"
Bonfire	4"
Lantern	6"

Dawn Breaks

At the start of this game, the Darkness rules are in play. However, at the start of round 2, and every round thereafter, roll 2D6 and add the current round number. On a score of 10 or more, dawn breaks and the Darkness rules cease to apply for the rest of the game.



Lurker

A Lurker is an Adversary group drawn to battle—it could be a hungry predator, a belligerent brute, or an enemy patrol. If the adventure requires a Lurker, choose one before the game begins by using the following guidelines:

- A Lurker doesn't have to have the Monster keyword, but it's more thematic if it does!
- A Lurker is always a single group, which can comprise one or more models—again, it's cooler to pick a single-model group for this purpose.
- The Level of the Lurker is equal to the highest-Level Hero in the Party +1, or the number of Hero models in the Party, whichever is highest. (Example: If you have three Level 1 Heroes, the Lurker would be Level 3—equal to the number of models. But if you had three Level 7 Heroes, the Lurker would be Level 8—equal to the highest Level +1).
- A Lurker's **Preferred Environment** must match the adventure's Environment.

The first time an Unexpected Event is rolled in the adventure, place a Lurker instead of rolling on the Events table. If the adventure does not specify where the Lurker should be placed, then place the Lurker as close to the center of the gaming area as possible, but not within 6" of a member of the Party unless it's impossible to do otherwise. If there is more than one model in the Lurker group, place the rest of the models within 3" of the first.

If a Lurker is a **Minion**, it is not placed in the Graveyard when it becomes a casualty—remove it from the game as though it were an elite model.

Night Falls

At the start of round 2, and every round thereafter, roll 2D6 and add the current round number. On a score of 10 or more, night falls and the Darkness rules apply for the rest of the game.

Special Objective

A Special Objective can take many forms—from a large scenery piece to a simple token. The adventure rules will specify how a Special Objective should be represented, and where it should be placed. There are three common ways that a Special Objective is used in an adventure:

- **Claim:** Used for relics, magical items, or any other objective that can be picked up and moved. The Special Objective is Claimed when an unengaged Hero in contact spends an Action. Remove the token from the board, and place it near that Hero's character sheet. If the Hero becomes a casualty at any point, the Special Objective is dropped (place it in contact with the Out of Action marker), and is no longer Claimed. It may be Claimed again by any Hero in play, as above.
- **Control:** Any point of strategic importance or magical power may need to be Controlled by the Party. The Party Controls the Special Objective at the end of a round if it has more models within 3" than Adversaries. The adventure will stipulate how long the Special Objective must be controlled for, and what rewards are granted.
- **Interact:** This type of objective represents fiendish puzzles, levers, pressure plates or even treasure hordes. An unengaged Hero may perform the Interact action using a specified characteristic while in contact with this Special Objective. The adventure rules will explain what happens upon success or failure.

Storm

While the Storm rules are in play, models are subject to the following effects:

- Ranged Attacks suffer a -2 penalty to the Attack Roll.
- If a member of the Party rolls a 1 for their Run distance, they slip! Complete the Move, but then the model must either spend a Fate Point or suffer the Slowed condition.
- Any model with the Burning condition gains Advantage to the AGI Test to remove it.



Traps

Traps are fiendish deterrents or natural difficulties that spring unexpectedly on the unwary adventurer. When the Traps rule is in play, the entire gaming area is considered to be filled with hidden traps! Whenever a Hero or Follower Runs, and the rolled Run distance is a 1, a Trap is triggered as soon as the Move is complete. Roll a D6 on the table corresponding to the adventure's Environment.

The model that triggered the Trap is always the initial target. **Adversaries cannot trigger Traps**, but will be affected by them (if they're within a Blast radius, for example).

Treasure Chests (X)

When this rule is in play, take a number of Treasure Chests equal to (X).

- Treasure Chests are placed before Adversaries, in the specified area.
- No chest should be placed within 12" of a Hero, or within 6" of another chest, unless there is no other choice (or the adventure setup instructions state otherwise).
- Chests must be placed in accessible positions.
- Chests may be modelled, or simple tokens—we suggest a base size of 25mm for Treasure chest markers. They do not count as scenery and are ignored for Cover and Line of Sight purposes. However, models may not move to overlap them.

DEADLY TRAPS!

In order to present a good challenge to higher-level parties, any Trap that causes Damage becomes deadlier the more experienced you are!

- If the lowest-level Hero in the Party is Level 5-7, Damage caused by Traps is increased by +2 points.
- If the lowest-level Hero in the Party is Level 8+, Damage caused by Traps is increased by an extra D6 points.

HERO DEFEAT

An adventure ends automatically if all Heroes are Out of Action at the same time at the end of any round. The game is a loss—no rewards are earned, except for those that were gained during play.

Retreat!

Sometimes an adventure might go badly—the Party may botch its tactics, or just have a really bad run of luck! In such cases, the only sensible option is to run away to fight another day! At any point during the game, **if at least half the starting Heroes are Out of Action, the Party may Retreat**. The adventure ends immediately, and is treated as a defeat. Heroes that were Out of Action are assumed to have been dragged to safety by their comrades. Any XP, Gold, and treasure earned during the game are retained, but the Party earns no rewards.



CHOOSING AN ADVERSARY FORCE

You may pick any Adversary models from your collection, as long as they are appropriate for the adventure Environment. Remember that group sizes must be adhered to.

The total number of Levels of Adversary groups is equal to the total number of Levels of the Party (so if you have four Level 5 Heroes, with two Level 1 Followers, that's a total of 22 Levels. You'd need to pick 22 Levels' worth of Adversaries to make it a fair fight).

Unless otherwise specified by the adventure the following restriction apply:

- **At least 50%** of the Levels must be spent on Minion groups (rounding fractions up).
- **Up to 50%** of the Levels may be spent on Elites. If the Adversary force totals 15 Levels or higher, there must be at least one Elite group present.
- **At least one Adversary group must be of an equal or higher Level than the highest-Level Hero in play.** (For example, if you have a Party of four Heroes, three at Level 5 and one at Level 6, the Adversary force must include at least one group of Level 6 or more).

Adversary Limit

The maximum number of Adversary models that may begin the game in play is **limited by the number of models in the Party**, as detailed below. Players should decide between themselves which ones start the adventure, being sure not to split groups (so a group of 5 Orcs, for example, must all begin in play, or none at all). Leftover models are placed in the Reserve pool, **even if they aren't Minions**.

Note: If an adventure requires a particular model to begin in play, you may not place it in Reserve.

MODELS IN PARTY	ADVERSARY LIMIT
1-2	6
3	9
4	12
5+	15

Placing Adversary Groups

When an Adversary group is deployed for an adventure, the first model in the group is placed on the board in a valid location allowed by the adventure. Then, all the other models from the same group must deploy within 3" of the first. The models don't have to stick together during a game (indeed, the activation rules will often force them to separate), and they will later Spawn individually, but they will always set up together.

DESIGNER'S NOTE: GAME DIFFICULTY

When choosing Adversaries for your game, and placing them at the game setup stage, you may find it advantageous to pick weaker Adversaries, or place them in such a way that they are impeded. Although it's perfectly permissible within the rules, remember that this is a cooperative game, designed for fun—playing for advantage only cheapens your Hero's successes, or makes their story less heroic! In this game, you set the difficulty—so remember, if you're looking for a real challenge, or a way for your Hero to truly test their mettle, then try to tell the best story you can, and let the dice decide your fate!

Challenge Mode: Of course, for some players the opposite is true. If you've become so experienced at the game that you find it too easy, then you might like to increase the Adversaries that you face. Try adding 20% to the total Levels of Adversary groups in play for a real challenge! If you win, increase the Experience Rewards for the adventure by the same amount.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



WILDERNESS ENVIRONMENTS

The wild places of Aetha are ripe for adventure. Who knows what treasures—and dangers—lie in the ancient ruins of Noveth, the endless tracts of dark forest, the manifold haunted barrows, and the windswept mountains where the dwarves once ruled, yet now fear to tread. It is in the wilds that keyshards are most often uncovered—and are most fiercely guarded by the creatures attracted to their power.

Wilderness Adventures

To determine a random Adventure in this environment, roll a D6 and consult the table below.

D6 ROLL	ADVENTURE
1	Bad Medicine (page 72)
2	Supply & Demand (page 74)
3	Ambush (page 76)
4	Escort Duty (page 78)
5	Shardfall (page 80)
6	The Message (page 82)

The Gaming Area

Wilderness adventures benefit from scenery pieces such as forests, hills, streams, rivers, swamps, cliffs, and rocky outcrops.

Wilderness Special Rules

At the start of each Wilderness adventure, unless the adventure rules specify otherwise, roll a D6. On the result of a 1, the **Storm** rules are in effect for the whole adventure. On the result of a 6, the **Dawn Breaks** rules are in play.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX

THE UNTAMED WILDS

There is a certain mysticism—present in almost every culture on Aetha—tied to the sprawling lands between civilizations. Whether it's the fables of ancient, impossibly-large dwellers lurking in the heart of Laustreal's jungles, or the tales of demonic gateways scattered throughout Shatterwood northern Noveth, grand adventure awaits in the wilds.

Since the Unthroning, the lands were permanently changed—not just from the binding of the old gods, but also from the destruction wrought from the Nether Wars that followed. Once-great cities now lie in ruin while others have fallen to chaos as its people were twisted into monsters by the Shadow. Many people fled their homes to settle new lands free from turmoil, while others turned toward nomadic lifestyles, finding new purpose in the wilds.

It is also in the wilderness that countless keyshards lie, awaiting discovery...



Wilderness Unexpected Events

Whenever an Unexpected Event occurs in a Wilderness environment, roll on the table below. Some adventures contain Unexpected Events of their own—always defer to the adventure rules if this is the case.

D6 ROLL	EVENT
1	Freak Weather: <i>An ill wind blows, and the elements themselves turn against you.</i> Roll again—on a 1-3, there's a heavy downpour, reducing Line of Sight to 12" until the end of the next round. On a 4-6, gale-force winds whip up, giving Disadvantage to all Ranged Attacks until the end of the next round.
2	Deadly Strike: <i>The wilderness teems with dangerous fauna, from scorpions to deadly snakes.</i> Disturbing one might just be the last thing you do. Pick a random Hero. That model must either spend a Fate Point, or receive the Poisoned condition.
3	Lucky Find: <i>Even out here in the wilds, ancient treasures lie waiting to be found...</i> Place a Treasure Chest as close as possible to the center of the gaming area, but no closer than 8" to any Hero. A Hero who Searches this chest (even if they find nothing or trigger a Trap) immediately restores 1 Fate Point. In a Tale, if the Hero makes it to the end of the game without becoming a casualty, they gain an extra D3 XP and D6 gold. If they are made a casualty (even if they later return to play), this bonus is lost. This Event can only occur once, after which further rolls of this result have no effect.
4	Monstrous Roar: <i>A bestial cry carries on the wind. It sounded like something big... and unnervingly close.</i> Randomly pick one Hero—that model must pass a Morale check or become Shaken.
5	Power Surge: <i>The magical ley-lines thrum with energy, lending power to practitioners of the mystic arts.</i> All Spellcasters in play immediately restore D3 Power.
6	Drawn to the Fight: <i>It seems the battle has attracted some unwanted attention...</i> All Minions in the Reserve Pool immediately return to play. If there are no models in the Reserve Pool, this result has no effect.



Wilderness Traps

Whenever you are asked to roll for a Trap in a Wilderness adventure, use the table below unless the adventure rules state otherwise. Note that some traps become deadlier for higher-level Parties, as described on page 66.

D6 ROLL	TRAP
1	Rockfall: <i>Whether by accident or design, a pile of boulders is disturbed, forming a localized avalanche.</i> The target model and every model within 2" must pass an AGI Test, or suffer D6 damage. Any model that takes damage but is not removed as a casualty suffers the Stunned condition.
2	Bear Trap: <i>A pressure plate triggers, and a wickedly-toothed steel trap snaps shut.</i> The target model must either spend a Fate Point, or suffer the Exposed and Bleeding conditions.
3	Spiked Pit: <i>This pit has been covered by a wily hunter, seeking bigger game...</i> Center a suitable marker of approximately 40mm diameter under the model to represent the pit (if the trap was triggered by searching a Chest or objective, the pit should be in contact with that object). The target model, and any other model even partially touched by the pit, must take an AGI Test. If they pass, they are moved to the edge of the pit, and are safe. If they fail, they fall into the pit and immediately receive the Bleeding condition. If they survive the fall, they are removed from the board (but they are not a casualty). The model must use its entire Move next activation to climb out of the pit—place the model on the edge of the marker. The marker then stays in play, and is treated as a gap with a depth of 6".
4	Falling Net: <i>A weighted net drops from above, entangling its unwary prey.</i> The target, and every model within 2", must pass an AGI Test or become Pinned.
5	Snare: <i>Designed to catch smaller prey, this vicious trap can still be the downfall of the unwary.</i> The target model suffers the Exposed condition.
6	Tripwire: <i>Simple but effective, this trap sends its victims sprawling into the undergrowth.</i> The target model suffers the Slowed condition.



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



Wilderness Adventure 1

BAD MEDICINE

The party has been sent in search of a rare medicinal herb, which provides the best hope of curing an epidemic. Unfortunately, the herb is known to grow in only one region—a vast tract of wilderness, stalked by hostile creatures. Worse still, a storm is rolling in, and if the herb isn't found before the storm hits, chances are it'll be destroyed by the violent weather. The race is on...

Round Limit: 8

Environment: Wilderness

Setup

There are no special setup conditions for this adventure—simply use as much wilderness terrain as you wish to populate the gaming area.

Then, bisect the board as shown, corner-to-corner. One half is nominated the “Search Zone”—in this half, place a number of small Objective markers (representing the possible locations of the herb) equal to the number of Heroes x2. No more than one of these markers may be placed on or within 3" of the center line, and no marker may be placed closer than 6" to another.

When setting up Adversary groups, the first model in the group should be placed in contact with one of the markers. If there are more groups than markers, place the remaining groups anywhere in the Search zone.

The Party is deployed within 6" of the marked corner.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the Lurker special rule.

FINDING THE HERB

An unengaged Hero in contact with an Objective marker may use an Action to Search the marker—don't use the normal Search rules. Instead, roll 2D6.

- **If the result is 12+, a herb has been found!**
Record it in the Hero's inventory.
- If the result is a double-1, an **Unexpected Event** is triggered.

Once a marker has been Searched, remove it from play and put it to one side. Each time you Search a marker, add the number of already Searched markers to the roll (so if you've removed 3 markers from play, add a +3 modifier to the 2D6 roll (a natural roll of double-1 still triggers an Unexpected Event). If you reach the last marker and still haven't found any herbs, perform the Search as normal but don't roll the dice—the Search is automatically successful.

Out of Action Heroes: If a Hero with a herb becomes a casualty, the herb is dropped—place an Objective marker in contact with the Out of Action marker. The Herb is now treated as a **Special Objective (Claim)**.

THERE'S A STORM COMING...

When rolling for the Environment special rules at the start of this adventure, ignore any score of 1 (Storm). Instead, the Storm rules automatically take effect at the start of round 6, and last for the rest of the adventure.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Objective or Special Objective. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). If there are no Objectives in play, the model reverts to the usual activation rules.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from one of the marked corners (roll a D6—one corner is marked 1-2, another 3-4, and the third is marked 5-6). When the **Lurker** spawns, it arrives at one of the Spawn points in the same manner.

Ending the Game

The game ends at the end of Round 8, after which the storm becomes so severe that the Party must leave the area, even if means abandoning the search. If at least one Herb is in the possession of a standing Hero when this happens, you have won. If not, you have lost.

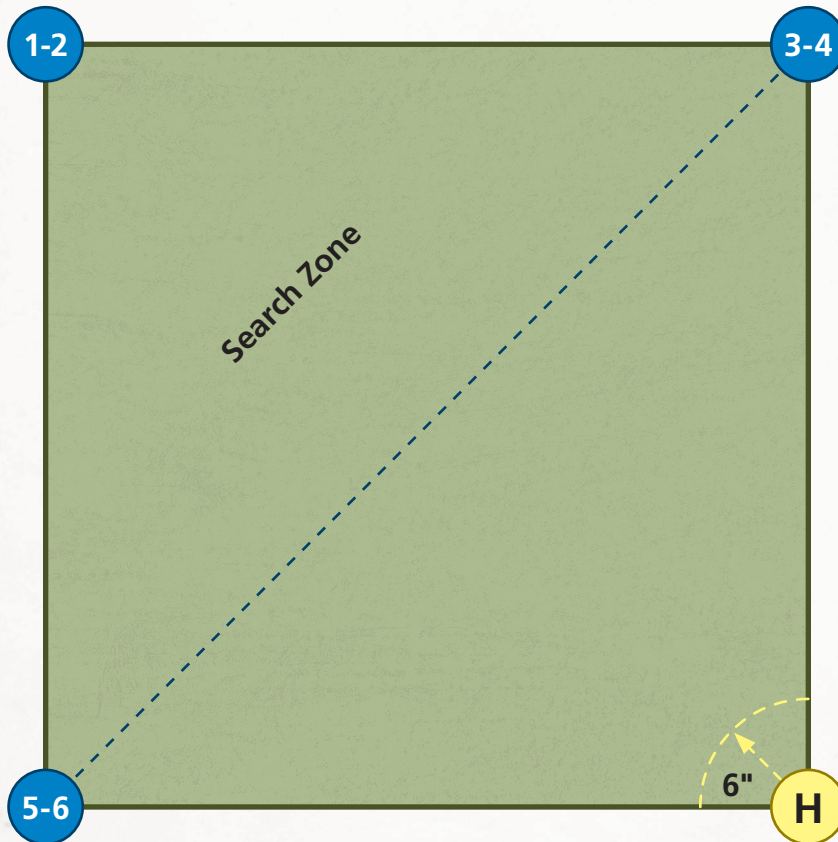
Alternatively, the game will end automatically at the end of any round where one or more of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- There are no Adversaries in play (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +2 XP for each herb in the possession of a Hero.
- **Gold:** D6+4 Gold per Hero as a reward from the grateful apothecaries.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Wilderness Adventure 2

SUPPLY & DEMAND

A local merchant stands on the verge of bankruptcy, bemoaning the mysterious raids that have recently waylaid his supply wagons. He's asked you to investigate—he has little gold to offer, but if you find the wagon, you can have your pick of any recovered gear. You don't have far to travel when you find what remains of a wrecked supply train—and the ambushers are still here!

Round Limit: 10

Environment: Wilderness

Setup

Mark out a road approximately 4" wide bisecting the board, running straight from one edge to the other. In the dead center of the road, place a model, marker or suitable terrain piece to represent the **Supply Wagon**. Place wilderness terrain across the rest of the board (leaving the road clear).

- Treasure Chests are placed within 12" of the Supply Wagon. Chests must be placed at least 3" apart.
- Adversaries deploy within 6" of the wagon.
- Then, choose any board corner—the Party deploys within 6" of that corner.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests** (D3 + No. of Heroes), and **Lurker** special rules.

THE SUPPLY WAGON

The Supply Wagon is a **Special Objective**, packed with essential supplies.

- If a Ranged Adversary can Move so that it can shoot at a Hero **and** end the Move within 3" of the wagon, it must do so.
- A Ranged Adversary within 3" of the wagon may reroll failed Ranged Attack Rolls.
- Melee Adversaries always Move towards the wagon unless there's an unengaged enemy within 6" when they activate.
- At the start of each Adversaries phase, roll a D6 for each unengaged Adversary within 3" of the wagon. On a 1 or 2, some critical supplies have been stolen— make a note of how many times this happens.
- A Hero may Search the Supply Wagon, following the rules for Treasure Chests. The Supply Wagon can be searched repeatedly. However, if a Trap is rolled, do not roll on the Traps table. Instead, the wagon can no longer be searched this game.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges (roll a D6—one edge is marked 1-3, the other 4-6). When the **Lurker** spawns, it arrives within 3" of the Supply Wagon, but not in contact with a model from the Party unless there is no other choice.

Ending the Game

The game ends at the end of Round 10, after which the Heroes manage to drive away the raiders.

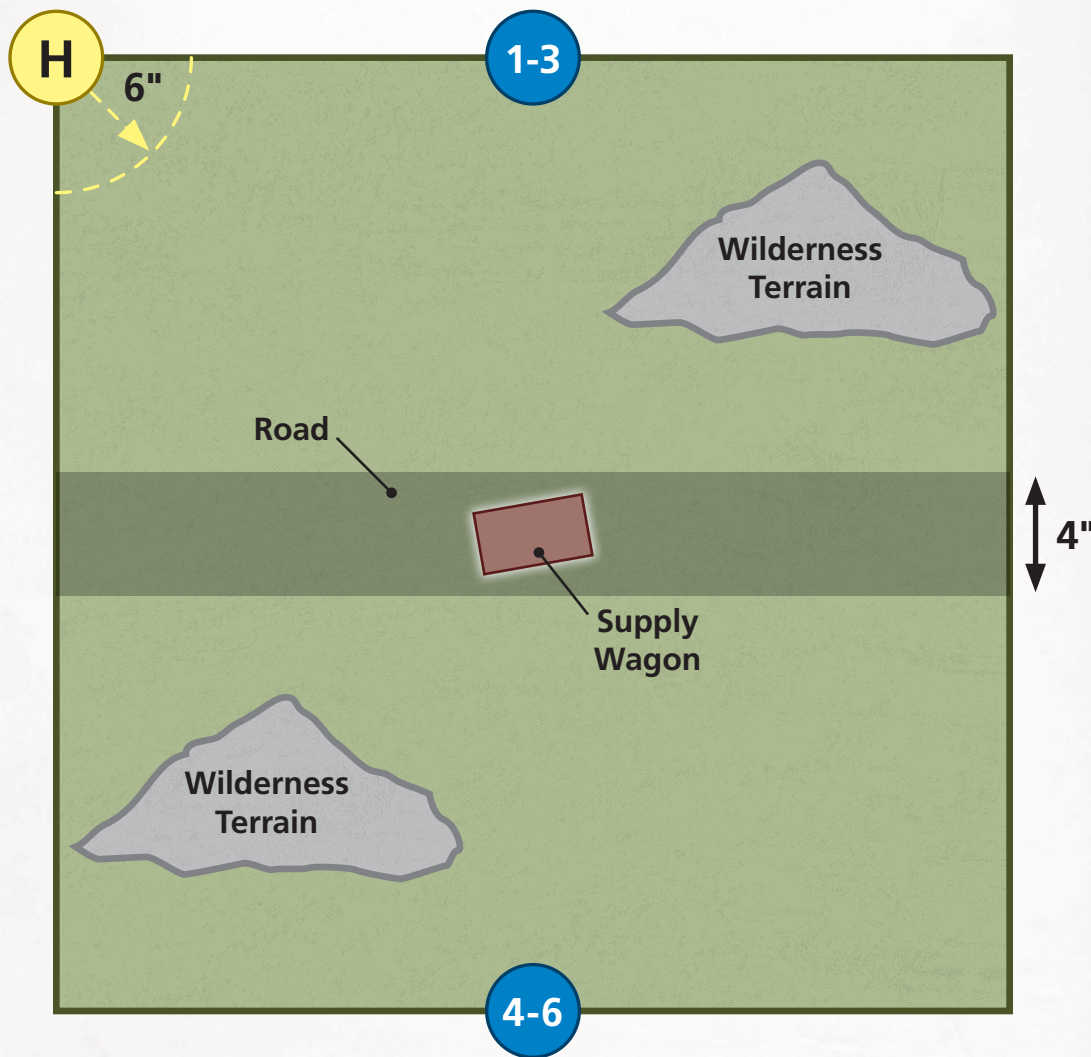
Alternatively, the game will end automatically at the end of any round where one or more of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- Supplies have been stolen from the wagon 5 or more times (you have **lost**).
- There are no Adversaries in play (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero. +1 XP per Hero if 3 or fewer supplies are stolen when the game ends.
- **Gold:** 2D6 Gold per Hero as a reward from the grateful merchant.





Wilderness Adventure 3

AMBUSH

Buoyed by recent successes, the Heroes travel to the next settlement, with gold in their purses and tales to tell! And yet, even the well-travelled roads can prove dangerous—desperate outlaws and ravenous monsters lurk in every shadow, waiting for an opportunity to strike.

Round Limit: 8

Environment: Wilderness

Setup

Mark out a road 4-6" wide bisecting the board, running straight from one edge to the other as shown. Place wilderness terrain across the rest of the board as usual (leaving the road clear).

Deploy the Party first, within 3" of the center point of the gaming area.

Now, divide the Adversaries into two forces, A and B, with a roughly equal number of groups in each. Deploy each half of the Adversary force in different halves of the gaming area, either side of the road (zones A and B, as shown). No Adversary may be placed closer than 8" to a Hero model.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Lurker** and **Traps** special rules.

AMBUSHERS

All Adversary Minions in this adventure have the **Ambushers** special rule.

DRIVING OFF THE AMBUSH

At the start of the game, make a note of how many models there are in the Adversary force. During the adventure, note how many Adversaries are removed as casualties, and also precisely how many Adversaries are slain by each Hero. If the number is ever equal to the number of models in the Party x3, the ambushers lose heart and flee! The game ends immediately.

LOOTERS

All Elite Adversaries in this Adventure have the **Loot** special rule.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges, either end of the road (roll a D6—one edge is marked 1-3, the other 4-6). When the **Lurker** spawns, it takes the Heroes by surprise—randomly pick one Hero, and place the Lurker within 6" of that Hero.

Ending the Game

The game ends at the end of Round 8, after which the Heroes manage to fight their way clear of the ambush. If more than half the starting Heroes are standing when this happens, you have won, otherwise you have lost.

Alternatively, the game will end automatically at the end of any round where one or more of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- The ambushers have fled (you have **won**).
- There are no Adversaries in play (you have **won**).

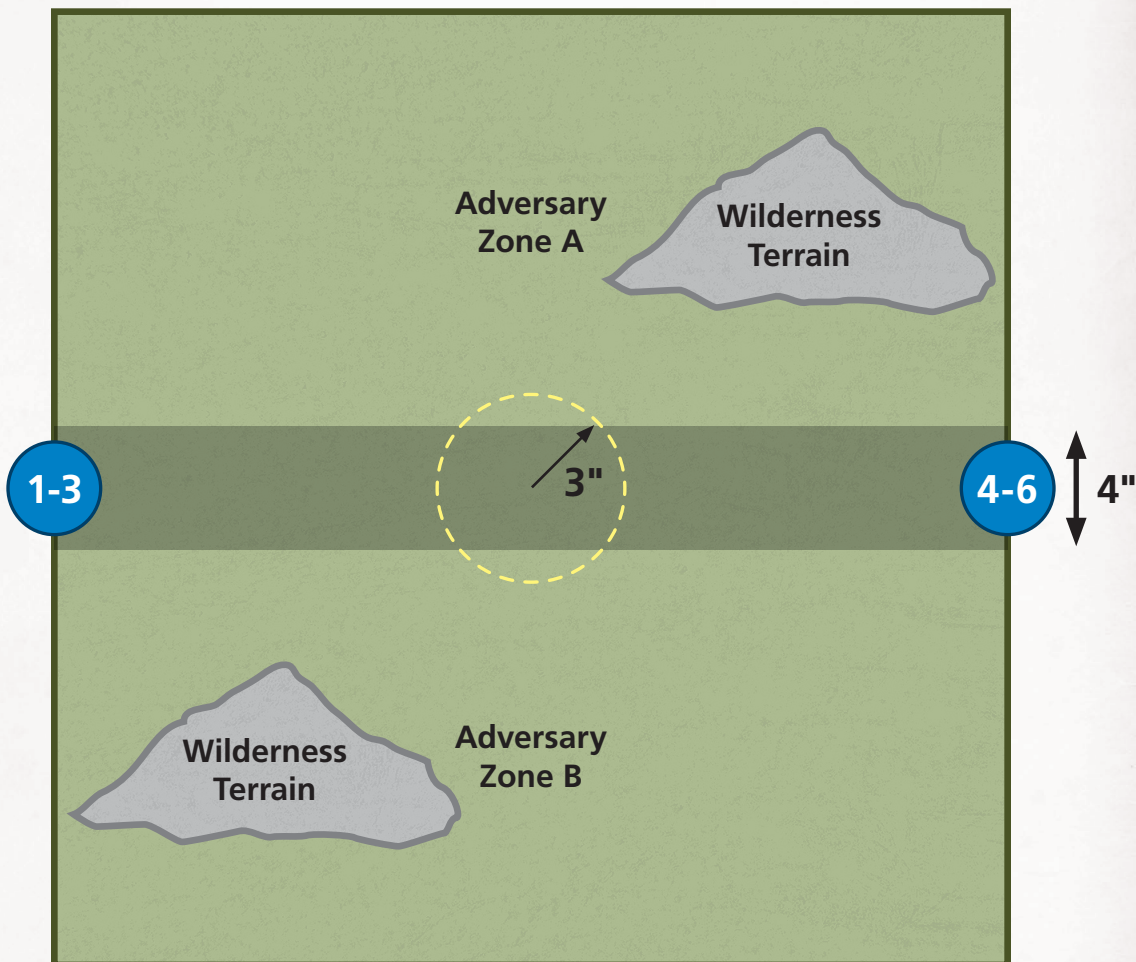
Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +2 XP per Hero if you won by causing the ambushers to flee.
- **Gold:** Each Hero receives D6 Gold + the number of Adversaries they removed as casualties, as a bounty paid on the ambushers' heads. Calculate this amount individually.

If you lose, each Hero must choose one of the following:

- Discard one item from their inventory;
- Lose D6 gold.





Wilderness Adventure 4

ESCORT DUTY

The Party has chanced across a group of strangers, lost and desperate. They claim they are the kin of a local nobleman, and the reward for escorting them to safety will be great indeed. Unfortunately, a group of unknown attackers are currently hunting the strangers through the wilds. You're not sure if you trust these strangers or not, but you can't leave them to die out here...

Round Limit: Special

Environment: Wilderness

Setup

Populate the gaming area with wilderness terrain as normal. Optionally, you might wish to mark a road or winding trail leading from the deployment edge to the marked Escape edge.

The Strangers are represented by Civilians—place them within 8" of the deployment edge, but not within the marked deployment zone. The Party sets up in that zone.

Adversaries are deployed anywhere on the board, but no closer than 12" to a Civilian.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Traps** special rule.

THE STRANGERS

The Strangers are treated as Civilians. There are a number of Civilians in play equal to the number of Heroes in the Party, +1. During the game, a Civilian is **rescued** if it leaves the gaming area via the Escape Edge. A Civilian is lost if it leaves the gaming area via any other board edge, or if it is removed by an attack.

FAIR OR FALSE?

Each time a Civilian is rescued, roll a D6 on the table below. Reduce the score by -1 (to a minimum of 1) if any Civilians have been lost.

D6 ROLL	RESULT
1	<i>Traitor!</i> This Stranger was in league with the attackers. They immediately race into the wilds, shouting for reinforcements. Add +1 to all Spawn rolls this round. Treat this Civilian as lost instead of rescued.
2	<i>White Lie.</i> The Stranger was not quite as they appeared, lacking in both influence and wealth. They count as neither lost nor rescued.
3-5	<i>Faith Restored.</i> The Stranger escapes, and swears to make good on their word. They count as rescued, as normal.
6	<i>Ye Very Important Personage!</i> The Stranger was actually an important dignitary, travelling incognito. They count as two rescued civilians.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges, either end of the road (roll a D6—one edge is marked 1-3, the other 4-6).

Ending the Game

The game ends automatically when any of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- There are no Civilians in play, and more have been lost than rescued (you have **lost**).
- There are no Civilians in play, and more have been rescued than lost (you have **won**).
- There are no Adversaries in play (you have **won**).

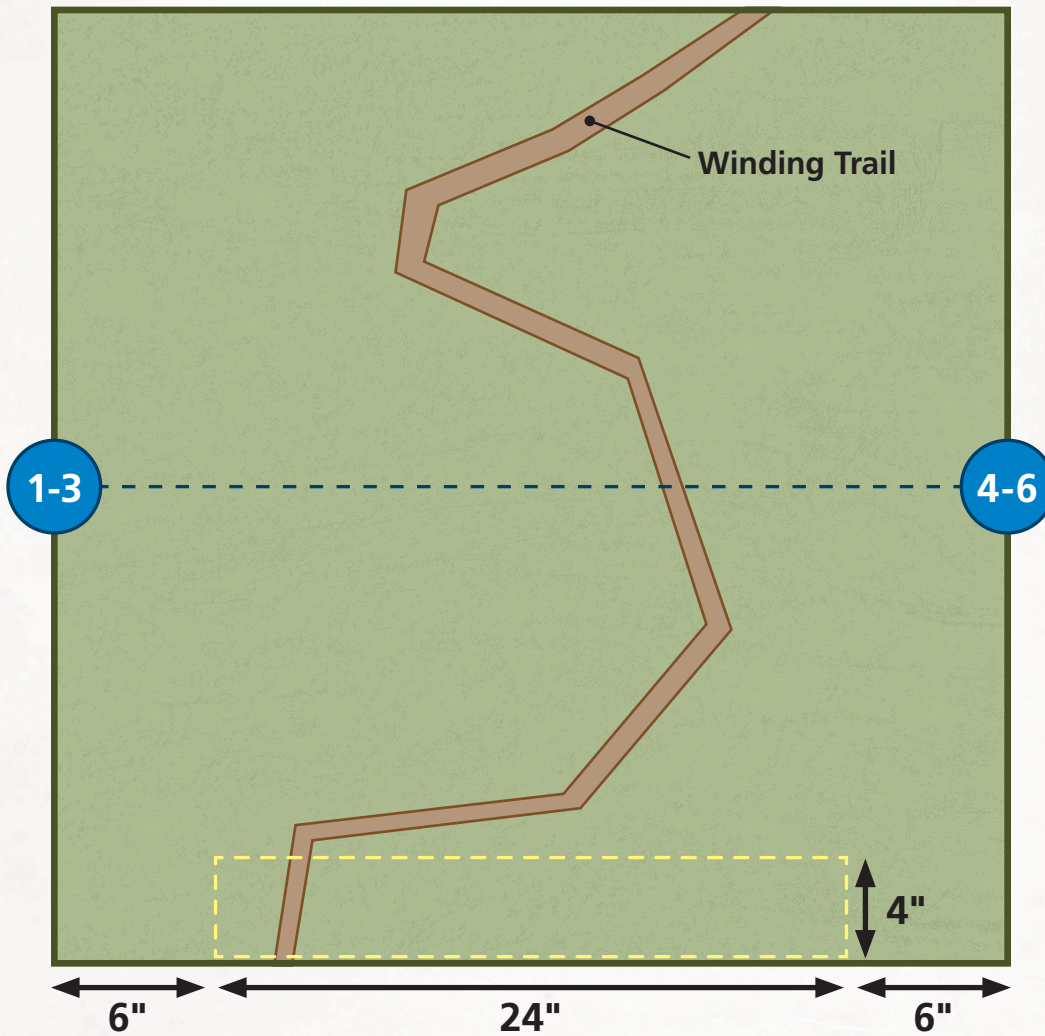
Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +1 XP per Hero for each Civilian rescued.
- **Gold:** Each Hero receives D3 Gold for each Civilian rescued by the Party.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX

Escape Edge





Wilderness Adventure 5

SHARDFALL

Rumors abound of a comet that fell to ground in the nearby hills, sending blazing tendrils scattering to ground in a wide area. Many seers speculate that these may have been keyshards, spat out by the Nethering during a recent celestial disturbance. However, so dangerous is the wilderness in which these shards fell, that only the very brave—or the very foolish—would risk their recovery.

Round Limit: 10

Environment: Wilderness

Setup

Populate the gaming area with wilderness scenery as normal.

Then, bisect the board as shown, corner-to-corner. An area 6" on one side of this line is the "Search Zone"—place the Fragments in this section (see below). No more than one of these markers may be placed within 6" of another.

Half of the Adversary groups (rounding up), should be placed in the marked Adversary Zone. The remainder are placed in the Reserve Zone.

Finally, the Party is deployed within 6" of the marked corner.

KEEPING THE SHARDS

If you're playing this adventure as part of a Tale, a Hero may decide not to use a Keyshard (of any type), and instead return it to the nearest settlement for a reward. If you do this, the Keyshard becomes a **Special Objective (Claim)**. A Hero in possession of such a Keyshard Objective at the end of the game may discard it for 2D6 Gold (for a Lesser Keyshard), or 2D6x3 Gold (for a Greater Keyshard).

Special Adventure Rules

This adventure uses the following special rules.

THE FRAGMENTS

At the start of the game, the Search Zone contains a number of Fragments equal to the number of Heroes in the Party, +D3. These should be represented by small markers or tokens. Any unengaged Hero in base contact with a Fragment may spend an Action to investigate it—roll a D6 to see what it is.

D6 ROLL	FRAGMENT
1	<i>Just a Rock...</i> : No Effect.
2-3	<i>Glowing Meteorite</i> : This marker becomes a Special Objective (Control). Work out which side controls the Objective at the end of the round—all models on the controlling side within 3" of the Objective restore D3 Health points.
4-5	<i>Lesser Keyshard</i> : The Hero has found a Lesser Keyshard. Roll for its type (page 118).
6	<i>Greater Keyshard</i> : The Hero has found a Greater Keyshard. Roll for its type (page 118). Only one Greater Keyshard may be found per adventure, after which treat this result as a Glowing Meteorite .

Make a note of how many fragments have been investigated during the game (even if the result was a 1)—this will be important when the game ends.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges (roll a D6—one edge is marked 1-3, the other 4-6).

THE MASTER

This adventure requires one extra elite Adversary, chosen in the same way as a Lurker—an intelligent creature, perhaps even a magic user such as a Rogue Wizard or Demon is particularly appropriate. The Master desires nothing more than the Keyshard, whose power they need for the completion of a diabolical ritual. **The first time a Hero finds a Keyshard (of any type), the Master is summoned** by the other Adversaries. The Master Spawns as close to the center of the gaming area as possible, but not within 6" of a member of the Party unless it's impossible to do otherwise.

The Master (as one might expect) gains the Master special rule. In addition, when the Master activates, they use the following criteria to determine their target, overriding the usual rules:

1. If a Greater Keyshard has been found, the Master always targets the Hero with that Keyshard. If it has been dropped for any reason (see **Keeping the Shards**, page 80), the Master will target the closest standing enemy to that Objective.
2. Otherwise, the Master will target the closest enemy within 6" of a Fragment.
3. If neither of the above are possible, the Master activates following the normal rules.

Ending the Game

The game ends at the end of round 10—if more than half of the Fragments have been investigated when this happens, you have **won**. If not, more enemies arrive and the odds become insurmountable—you have **lost**.

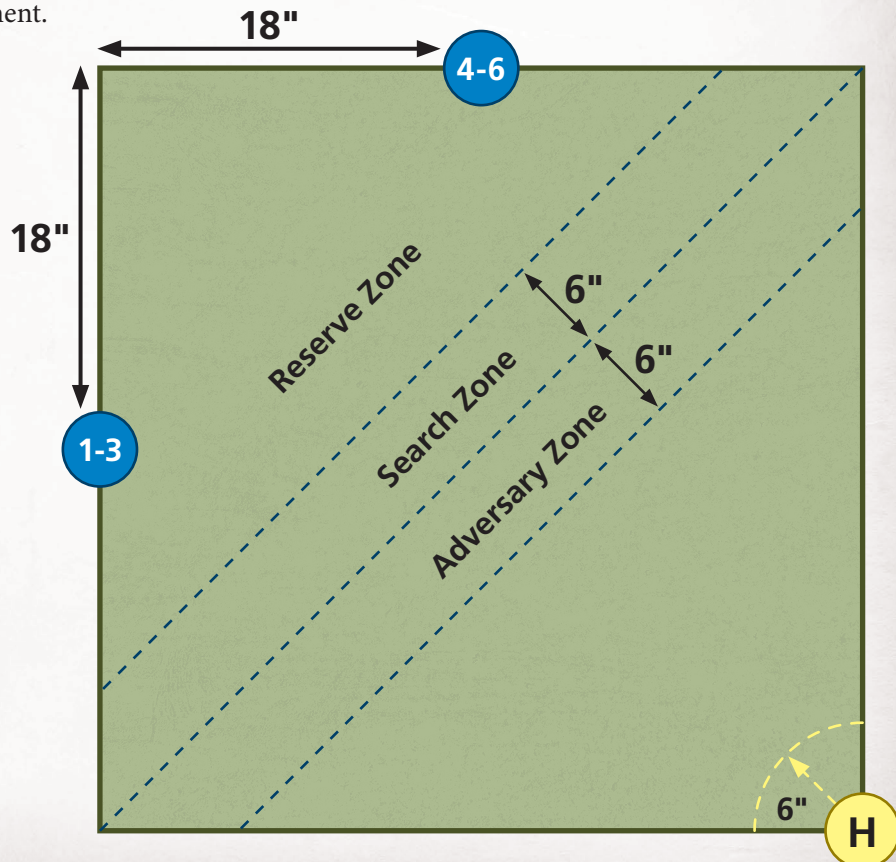
In addition, the game will end automatically at the end of a round when any of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- All of the Fragments have been investigated (you have **won**).
- There are no Adversaries in play (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 3 XP per Hero +1 XP for each Fragment investigated.
- **Gold:** Each Hero receives D3 Gold per Fragment investigated by the Party (plus additional Gold if they choose to discard unused Keyshards, as described above).





Wilderness Adventure 6

THE MESSAGE

The Heroes have found themselves caught up in a border dispute between rival factions. One has hired the party to intercept a messenger and steal vital war plans that they claim will bring untold suffering to their people. But which side is truly in the right? It's up to the Heroes to decide...

Round Limit: 12

Environment: Wilderness

Setup

Populate the gaming area with wilderness scenery as normal. The Messenger starts the game in one corner (marked "C"), and aims to escape from the opposite corner (E)—as a visual reminder, you might like to add a road or winding trail stretching between those two points—try to keep a clear "channel" along that line for the Messenger to move through.

Adversaries are placed in one half of the gaming area, as shown. Adversaries should not be placed within 6" of a model from a different group, unless absolutely necessary.

Finally, the Party sets up within 6" of the marked corner.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Lurker** special rule.

OBJECT OF THE GAME

At the start of this adventure, the object of the game is to **Retrieve the Plans**. This is achieved by killing the Messenger with a Melee Attack. If the Messenger is killed by an Adversary, or by any other means, the plans are lost and the game ends automatically in defeat.

During the game, the object may change to **Escort the Messenger**. This is achieved by enduring that the Messenger reaches their Escape point before the end of the game.

THE MESSENGER

You may represent the Messenger with a suitable model or token. The Messenger is treated as a model with the following profile:

CHARACTERISTICS							ATTRIBUTES
MEL	RNG	STR	AGI	DEF	INT	WIL	Health
3	1	2	4	3	2	4	5
Resistance						Armor Dice	
1						1	

The Messenger activates at the start of each round. They will Move, using the following criteria:

- The Messenger must end their Move as close to an Escape point as possible (this is the board edge within 4" of the corner marked "E").
- If the Messenger contacts an Escape point, they are removed from play, and count as **Escaped**.
- The Messenger will not voluntarily engage any model. They will deviate from their course only to avoid models and obstacles by the shortest possible route.
- The Messenger will Jump or Climb only if doing so presents the shortest route to the Escape point.

The Messenger cannot Attack, or perform an Action. They effectively treat all models in play—the Party and Adversaries—as enemies.

A Hero in contact with the Messenger may attempt to Parley (as an Action), or Attack them. If the Messenger is killed by a Hero in Melee, the plans have been intercepted (see **The Plans**, page 83).

To Parley, take a WIL Test. If the Test is passed, the Messenger persuades the Hero that the noble who hired them is a tyrant, and that the plans represent the only way to overthrow them. The Messenger becomes a friendly model, and the object of the game becomes **Escort the Messenger**. If the Test is failed, the Messenger makes an extra Move of D6" instead—the Heroes may try again, or simply decide to Retrieve the Plans as normal.

THE PLANS

When the Messenger is defeated by a Hero in Melee, that Hero takes the Plans—this is a **Special Objective (Claim)**. The Plans must be in the possession of a Hero when the game ends in order to win. If the object of the game switches to Escort the Messenger, the Plans may no longer be obtained by any means.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges (roll a D6—one edge is marked 1-3, the other 4-6).

Ending the Game

The game ends at the end of round 12. If the Plans are in your possession when this happens, you have won. If the Messenger is still in play, you have **lost**.

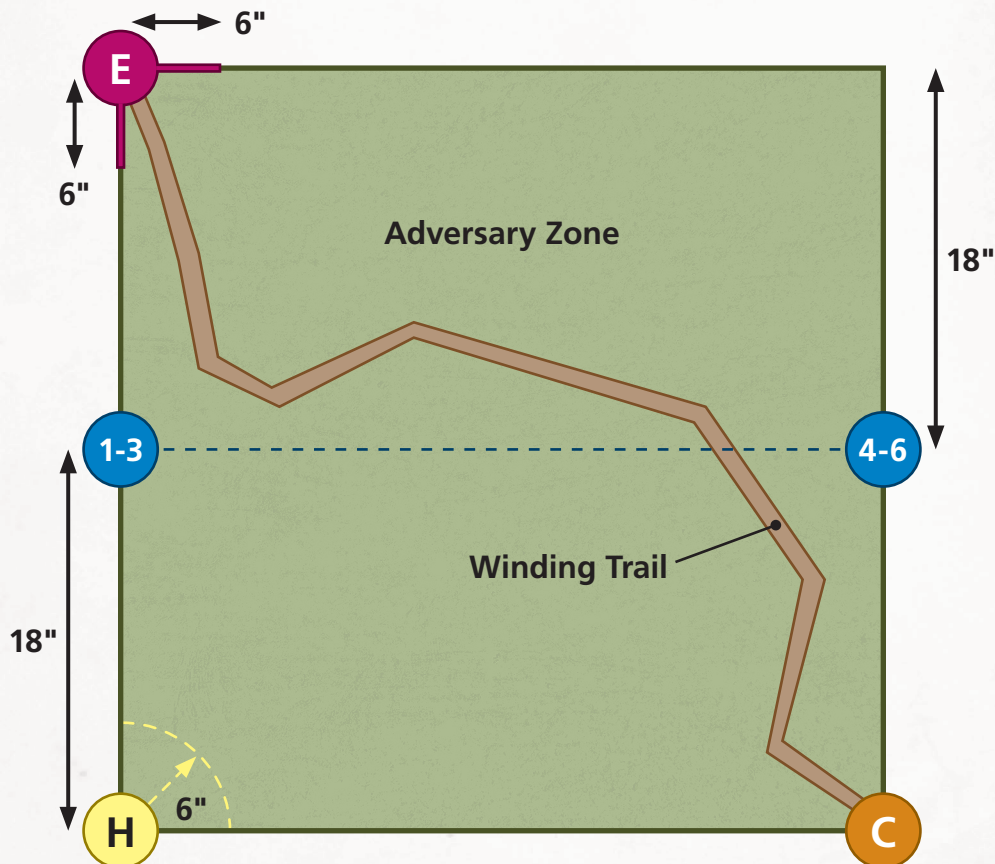
Alternatively, the game will end automatically at the end of a round when any of the following criteria are met, in order of priority:

- There are no Heroes in play (you have **lost**).
- The Messenger Escapes, but your object was Retrieve the Plans (you have **lost**).
- The Messenger Escapes, and your object was Escort the Messenger (you have **won**).
- The Messenger is killed by an Adversary (or by any other means besides a Hero's Melee Attack—you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +2 XP per Hero if you successfully Escort the Messenger.
- **Gold:** Each Hero receives 2D6 Gold if they **Retrieve the Plans**, or D6+2 Gold if they successfully **Escort the Messenger**.





SETTLEMENT ENVIRONMENTS

These adventures take place in the many and varied villages, towns, and cities of Noveth and beyond. They could be relatively civilized places where the Heroes have found themselves on the wrong side of the law, or places plagued by crime and corruption in which the Heroes operate as vigilantes or hired militia. They could even be hostile settlements—orc settlements, bandit hideouts, dark elf enclaves or kobold shanty-towns!

Settlement Adventures

To determine a random Adventure in this environment, roll a D6 and consult the table below.

D6 ROLL	ADVENTURE
1	Pillagers (page 88)
2	Arena (page 90)
3	Village of Dread (page 92)
4	Gaolbreak (page 94)
5	A Warning to the Curious (page 96)
6	Light the Beacons (page 98)

The Gaming Area

Settlement adventures are characterized by buildings, temples, shrines, palisades, watchtowers, wells, market stalls, and other man-made structures. Settlements are often build beside bridges, or encompass docks or jetties. See the optional Buildings rules on page 38 for ways to really enhance your settlement adventures.

Settlement Special Rules

At the start of each Settlement adventure, unless the adventure rules specify otherwise, roll a D6. On the result of a 1, the **Night Falls** rules are in effect. On the result of a 6, the **Civilians** rules are in play.

DANGERS AT HOME

The capital city of Andelor is Vale's shining beacon of civilization. Its high walls protect a thriving haven of culture, trade, and law. Travelers from all over Noveth and beyond seek to join Adenlor's cosmopolitan tapestry, to carve out their livelihood in one of the most majestic cities in the world.

However, sinister things lay below the gilded streets of Andelor. A criminal organization known only as the Guild orchestrates the political wheels of the city. A league of assassins seek to eliminate anyone that opposes their mysterious causes. A powerful sorceress who has been accumulating keyshards for years underneath the very foundations of the Arcania bides her time before usurping the school from the current Archmage.

Even in otherwise peaceful settlements, danger and adventure await around every corner.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX

Settlement Unexpected Events

Whenever an Unexpected Event occurs in a Settlement environment, roll on the table below. Some adventures contain Unexpected Events of their own—always defer to the adventure rules if this is the case.

D6 ROLL	EVENT
1	Lurking Cutpurse: <i>An opportunist thief strikes from the shadows—a flash of steel signals they are not about to leave empty handed.</i> Randomly determine one Hero. That model must choose: Lose D6 gold, a random Inventory item, or 1 Health point (ignoring Resistance).
2	A Baby's Cry: <i>The unexpected cry of an innocent distracts the heroes from their goal.</i> Randomly pick one Hero. That model must choose either to spend 1 Fate Point and gain the Focused condition , or suffer the Exposed condition .
3	Alarm: <i>Perhaps frightened by the proximity of battle, someone raises a hue and cry!</i> Randomly determine one Hero. If that model had the Hidden condition, it is lost immediately. Any unengaged enemies within 10" immediately Move directly towards the target model. If the Adversaries are of the Melee type, they will enter engagement with the target (or another member of the Party in their path) if possible. If the Adversary is Ranged, it will stop moving as soon as it reaches Line of Sight of the target (which means it may not Move at all).
4	Unexpected Aid: <i>A bedraggled villager rushes from cover and attacks the enemy!</i> Randomly pick one Adversary in play. That model suffers D6 Damage (deducting Resistance as normal). The villager is lost in the confusion and never seen again.
5	Hidden Stash: <i>Items of value have been scattered about during the fray. It'd be a shame if someone took them...</i> Randomly determine a scenery piece (prioritizing buildings). Place D3 Treasure chests within 3" of that piece (no closer than 3" to each other, and not in contact with any Hero). If any items are retrieved from these chests, make a note of them separately. At the end of the game, if the Party returns all the items and gold (removing them from their inventory), they gain +1 XP per chest. This Event can only occur once, after which further rolls of this result have no effect.
6	Reinforcements: <i>It seems the battle has attracted some unwanted attention...</i> All Minions in the Reserve Pool immediately return to play. If there are no models in the Reserve Pool, this result has no effect.



Settlement Traps

Whenever a Trap is triggered in a Settlement environment, roll a D6 on the following table to determine the type. Note that some traps become deadlier for higher-level Parties, as described on page 66.

D6 ROLL	TRAP
1	Look Out Below: <i>An upper-story window opens, and a pale of nightsoil slops is emptied directly above the unfortunate character!</i> The target model must either spend a Fate point, or receive the Diseased condition.
2-3	Caltrops: <i>Sharp caltrops scatter underfoot, making the going treacherous.</i> The target model receives the Slowed condition.
4-5	Wildfire Flask: <i>A clay pot cracks open nearby, and alchemical liquid spills across the cobbles, igniting into green flame!</i> The target, and all models within 2" , must pass an AGI Test or receive the Burning condition.
6	Magic Ward: <i>Too late, you spy a glowing rune upon the ground, erupting into an explosion of magical energy!</i> The target model and every model, friend or foe, within 2" suffer D6 damage with the Magical keyword.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Settlement Adventure 1

PILLAGERS

While each settlement appears an island of civilization surrounded by the savage wilds, they are not entirely immune to the predations of bandits, raiders, and conquerors. Now, the party near witness to one such assault on an unsuspecting settlement, and must fight to protect it from a merciless foe.

Round Limit: 10

Environment: Settlement

Setup

Divide the board into equal quarters. Each quarter must contain one building roughly in its center (these can be solid structures, or even just rectangular pieces of card, measuring approximately 4" wide by 6" long). No building should be closer than 12" to another. Choose one to be on fire at the start of the game—it doesn't matter which. Use a **Burning** condition token to mark it. Place scatter terrain around the rest of the board as normal, focusing on typical village items such as barrels, crates, fences, etc.

- Adversaries deploy within 6" of the center of the board edge shown (on the side of the gaming area containing the burning building).
- The Party deploys within 6" of the center of the opposite board edge (furthest from the burning building).
- Finally, place Civilians within 8" of the center point, no closer than 3" to each other.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Civilians** and **Lurker** special rules.

BURNING BUILDINGS

The four buildings marked on the map are **Flammable** (page 39).

RAIDERS

All Adversaries except the Lurker are Raiders, and use the following rules:

- When activated, an unengaged Raider will Move directly towards the closest building without a **Burning** token, by the shortest possible route. If this Move brings them into contact with an enemy, they will stop and fight as normal. Melee Adversaries will Run towards the target building as if it were an enemy.
- If there is no such target building, the Raider will follow the usual activation process instead. A Raider with a Ranged Attack will use it at the end of any activation in which it is unengaged, and a viable target is in range and Line of sight.
- An unengaged Raider that moves into contact with—or begins its activation in contact with—a non-burning building, will attempt to set it alight. Roll a D6, adding +1 to the roll for every unengaged Adversary also in contact after the first (so if there are three Adversaries in contact, roll D6+2). If the total score is 6 or more, the building is set on fire! Place a **Burning** token on the building (see the **Flammable** rules, page 39).

SPAWN POINTS

Adversaries in the Reserve Pool arrive from the center of one of the marked board edges (roll a D6—one edge is marked 1-3, the other 4-6). When the Lurker arrives, it follows these same rules.

THE VILLAGERS

When a Civilian activates, it will move as far as possible towards the nearest **Burning** building with a Hero in contact, attempting to contact that building (in order to help extinguish the blaze). If there is no eligible building, it will Move according to the usual Civilians rules (page 63).

Ending the Game

The game ends at the end of Round 10, at which point the raiders retreat with their spoils. If there are at least two buildings intact and not burning when this happens, you have won.

Alternatively, the game will end automatically at the end of any round where one or more of the following criteria are met, in order of priority:

- All Heroes are Out of Action (you have **lost**).
- All four buildings are Destroyed! (you have **lost**).
- There are no Adversaries in play (you have **won**).
- None of the buildings are **Burning** or Destroyed (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero. +1 XP per Hero for each building not burning or destroyed.
- **Gold:** Each Hero receives D6 Gold multiplied by the number of Civilian markers remaining in play, as a reward from the grateful villagers.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

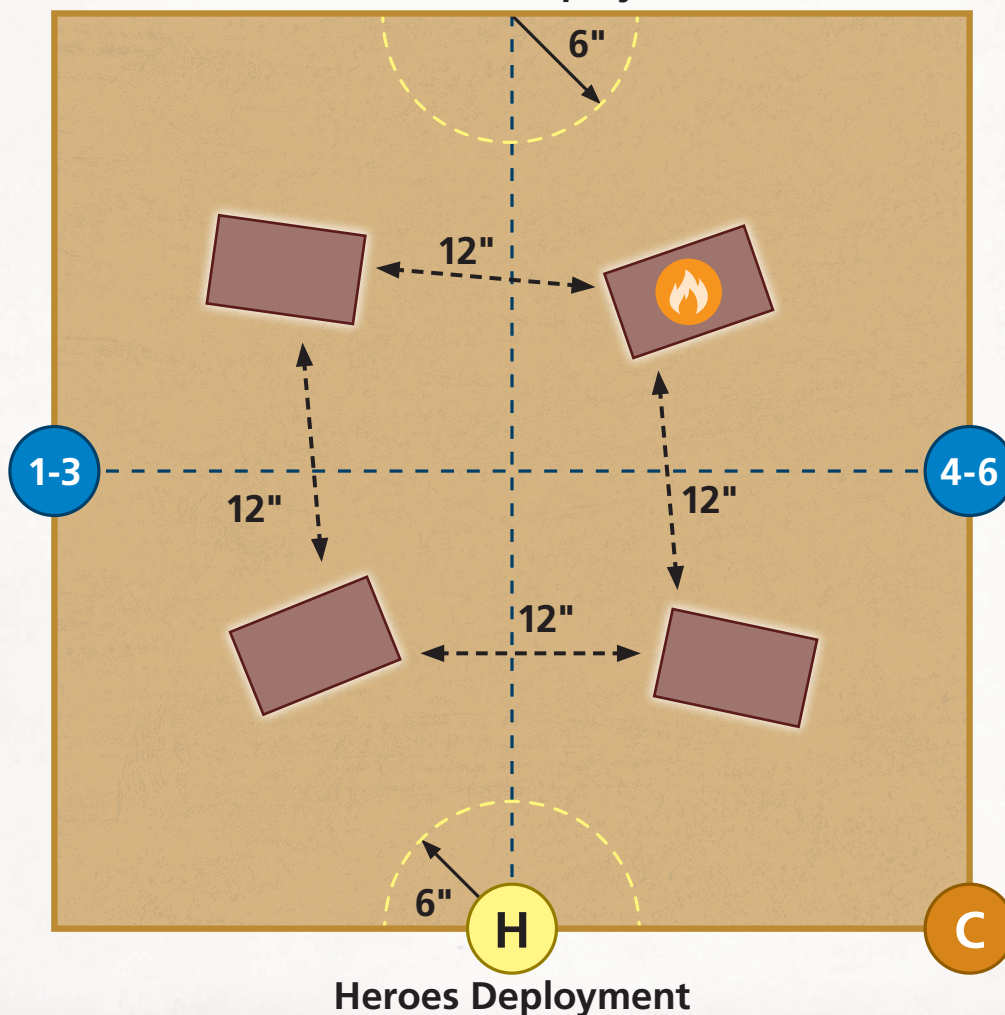
NARRATIVE

BESTIARY

APPENDIX

INDEX

Adversaries Deployment



Heroes Deployment



Settlement Adventure 2

ARENA

The Heroes—whether voluntarily or not—have found themselves thrown into a grotesque arena, where warriors fight at the behest of the baying crowd. Victory will secure the party’s freedom and, hopefully, a substantial payday...

Round Limit: 10

Environment: Settlement*

** You might wish to ensure the Civilians rule cannot be in play for this adventure. Or perhaps the lord of the arena likes to throw unwitting peasants into the fighting pit... It’s your choice!*

Setup

The Arena is unusual in that it doesn’t contain the usual types of settlement scenery. Indeed, scenery should be sparse for this adventure, with a few ruined walls, barricades, raised platforms, statues and pillars making up the majority of the terrain. Within 6" of each corner, as shown, place a trapdoor or similar portal. These are destructible Spawn Points, detailed later. Place two large doors or markers on opposite sides of the board, in the middle of the marked board edges.

Divide the Adversary force in half, with a roughly equal number of groups in each. Split the force between the two Adversary edges (place the first model from each group in contact with the board edge, and place the remainder of the group within 3" of the first model, as normal).

Finally, deploy the Party within 6" of the center of the gaming area.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Lurker** special rule.

ADVERSARY NUMBERS

Make a note of how many models are in the Adversary force at the start of the game (include the Lurker(s) in this count). This will be important for the victory conditions later.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Spawn Point. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example).

RELEASE THE BEAST!

The Lurker appears at the start of the Adversaries phase of Round 5 if it hasn’t already.

SPAWN POINTS

When the game begins, the six Spawn points marked with black circles are used for all Spawns. Points 1, 3, 4 and 6 are Trapdoors, leading to the Adversary Pits below the arena—these can be jammed shut during play. If a rolled Spawn point isn’t in play when an Adversary Spawns, use the doorway next to the corresponding red circle instead.

The Trapdoors: A Trapdoor can be jammed using the Destructible Scenery rules (page 39). When it is jammed, a Trapdoor is removed from play, and is no longer used as a Spawn point. Trapdoors have the following profile:

SCENERY	RESILIENCE	ARMOR	HEALTH
Trapdoor	3	-	4

Reduced Spawns: When all four Trapdoors are jammed, all Spawn rolls suffer a -1 penalty.

SPECIAL EVENTS

In the Adversaries phase, an Unexpected Event is triggered on a roll of a 1 or 2, rather than just a 1. In addition, when an Unexpected Event is triggered during this adventure, do not roll on the Settlement Events table. Instead, use the Arena Events table, below. Note that the first time an Arena Event is triggered during the game, the Lurker arrives in play as normal, if it hasn't done so already, but another Arena Event must be rolled in addition to the Lurker.

D6 ROLL	ARENA EVENT
1	Foul Play: <i>The slow-acting poison slipped into the Heroes' food before the fight starts to take effect...</i> Randomly determine one Hero. That model receives the Poisoned condition.
2-3	Deathtraps: <i>Deadly traps are concealed in the arena's hidden niches.</i> The Traps rule is in effect until the start of the next Adversaries phase. However, when a Trap is triggered, use the Dungeon Traps table (page 103) instead of the Settlement Traps, rerolling any result of Mimic .
4	Reinforcements: <i>It seems the battle has attracted some unwanted attention...</i> All Minions in the Reserve Pool immediately return to play. If there are no models in the Reserve Pool, one Elite Adversary slain earlier in the battle returns to play, following the Spawn rules. If there are still no eligible models, treat this result as 2-3: Deathtraps instead.
5	Flaming Arrows: <i>Enemy archers set light to their arrows, much to the crowd's delight.</i> All Adversaries add the Fire special rule to their Ranged Attacks this round.
6	Temptation: <i>The overseers try to lure the Heroes into combat, to thrill the crowd.</i> Randomly choose one unengaged Adversary (or Spawn point if there are no unengaged adversaries are in play). Place D3 Treasure chests within 3" of that model (no closer than 3" to each other, and not in contact with any Hero). The Treasure rules are now in play.

Ending the Game

The game ends at the end of Round 10. If the Party has removed at least half the starting number of Adversaries as casualties when this happens, you have **won**. Otherwise, you have **lost**.

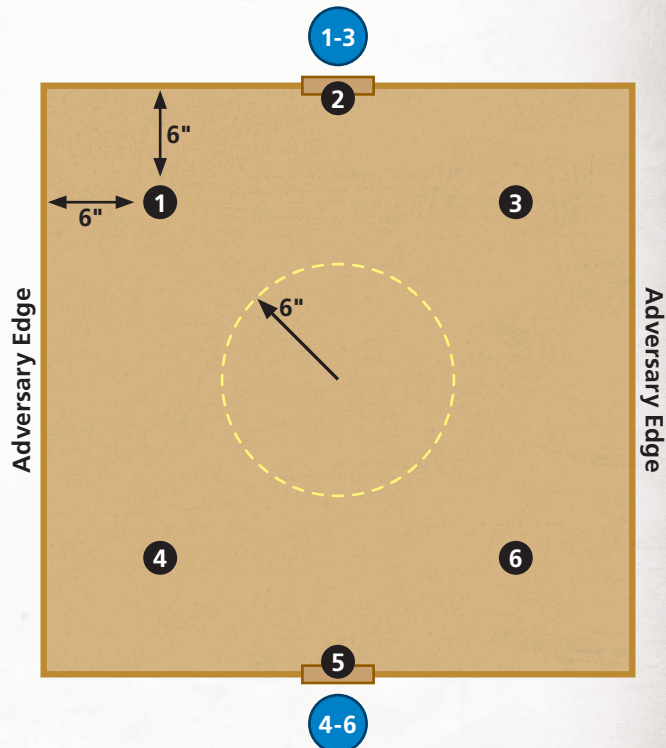
Alternatively, the game will end when either of the following conditions are met (in order of priority):

- At the end of any round when all Heroes are Out of Action (you have **lost**),
- At the end of any round when there are no Adversaries in play (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +1 XP per Hero if all four Trapdoors are jammed.
- **Gold:** Each Hero receives D6x5 Gold.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Settlement Adventure 3

VILLAGE OF DREAD

Weary after many days on the road, you are thankful to the gods when you see a village up ahead. The sun hangs low in the sky, and you hold out hope that you might find an inn, or at least some hospitable local to take you in. And yet, as you draw near, you realize something is amiss. The village appears deserted. And yet, you cannot shake the feeling that you're being watched...

Round Limit: Special

Environment: Settlement*

* Do not roll for Settlement special rules at the start of this adventure.

Setup

Divide the board into equal quarters. In the center of each quarter, place one significant village scenery piece—a building, barn, ruin, forge, marketplace, or other suitable feature (these can be solid structures, or even just rectangular pieces of card, measuring approximately 4" wide by 6" long). Place a spare token on each of these features, representing a Clue.

Place scatter terrain around the rest of the board as normal, focusing on typical village items such as barrels, crates, fences, etc.

If there are four or more Heroes in play, pick any two of the scenic scatter features no closer than 12" to the center of the gaming area, and place one further Clue token on each of them, for a total of six Clues.

Divide the Adversary force in half, with a roughly equal number of groups in each. One half begins the game in play—roll a D6 for each group, and deploy it at the corresponding Spawn Point (or as close as possible). The other half of the Adversary force is placed in the Reserve Pool. Elite Adversaries placed in the Reserve Pool Spawn on a roll of 4+, but once removed from play may not Spawn again.

Finally, the Party deploys within 6" of the center point, as shown.

Special Adventure Rules

In addition to the rules detailed here, this adventure uses the **Lurker** special rule, modified as described below (see **The Source of Evil**).

CLUES

A Hero in contact with a scenery piece marked by a Clue token may Interact with the scenery piece, using the INT characteristic. If there is more than one Hero in contact with the same scenery piece, this Test gains Advantage.

If the INT test is passed, the token is removed from the board and placed in the players' possession. However, whether or not the Test is passed, roll a D6 on the following table:

D6 ROLL	RESULT
1	Booby Trap: The Hero has triggered a Trap—roll on the Settlement Traps table to see what happens.
2-3	Attack: Randomly pick one model from the Reserve Pool (or the Graveyard if none are in the Reserve Pool). Place this model in contact with the Hero—it immediately activates, interrupting the sequence of play. If there are no models in the Spawn pool, ignore this result.
4	Survivors: Place D3 Civilians in contact with the target scenery piece. From now on, these tokens follow the Civilians special rule. There may be no more than 10 Civilians in play at any one time—once this number is reached, ignore this result.
5	Flaming Arrows: <i>Enemy archers set light to their arrows, much to the crowd's delight.</i> All Adversaries add the Fire special rule to their Ranged Attacks this round.
6	Jackpot: The Hero has found some abandoned treasure. Place a Treasure chest within 3" of the target scenery piece (not in contact with any Hero). The Treasure rules are now in play.

The Final Clue: When all Clue tokens are collected (4 if there are 2-3 Heroes, or 6 if there are 4-5 Heroes), the source of the village's misfortune is discovered. See **The Source of Evil**, below.

THE SOURCE OF EVIL

You'll need a spare token or scenic piece to represent the Source of Evil—this could be a grave, idol, poisoned well, or whatever you can think up. When the Source of Evil is discovered, place it anywhere on the gaming area within 10" of the point marked L, but no closer than 10" to any Hero if possible. Then, the Lurker immediately enters play at the point marked L. There is no other way for the Lurker to enter play.

When the Lurker enters play, all Adversary Minions immediately gain the Guard rule, targeting only the Lurker. This rule takes priority over any other rule that modifies an Adversary's behavior (such as Craven, for example).

From this point on, at the end of each round you must discard one of the Clue tokens you collected. **The game ends automatically when the last token is discarded**—the enemy overrun the village and drive you out!

To destroy the Source of Evil, a Hero may Interact with it by taking a WIL Test. **If the Darkness rule is not yet in effect, gain Advantage to the Test.**

- The Source of Evil has a number of Health points, equal to the starting number of Heroes +1.
- If the WIL Test is passed, the Source of Evil suffers D3 Damage. There is no other way to harm the Source of Evil. If the Source loses its last Health point, it is removed from play and the game ends in victory.
- However, if the WIL Test is failed, the model must choose to **either** lose a Fate point, **or** suffer D3 Damage (ignoring Armor).

WASTING LIGHT

At the end of round 7, night falls. The Darkness rules apply for the rest of the game.

- Discard any unclaimed Clue tokens.
- If the Source of Evil has not yet been revealed, it is automatically discovered (see above).

SPAWN POINTS

Adversaries in the Reserve Pool arrive as close as possible to a random Spawn point. Roll 1D6 for each spawning model and place it at the corresponding point (or as close as possible).

Ending the Game

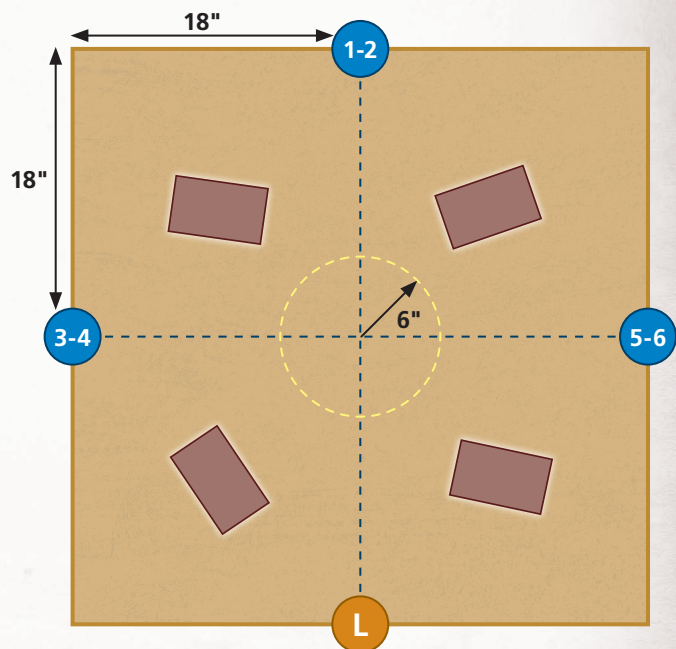
The game ends either:

- When the Source of Evil is consecrated (you have **won**);
- When the last Clue token is spent at the end of a round (you have **lost**);
- At the end of any round where there are no Heroes in play (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 3 XP per Hero, +2 XP per Hero if the Lurker was removed as a casualty.
- **Gold:** Each Hero receives D6 Gold, multiplied by the number of clue tokens remaining in the Party's possession when the game ended (to a minimum of 1D6).





Settlement Adventure 4

GAOLBREAK

A friend of the Heroes has found themselves thrown in gaol by a petty sheriff, on dubious charges. Despite the Heroes' pleas—and even offers of gold to settle the debt—the sheriff seems determined to hang the unfortunate prisoner. This time it's personal—the Heroes seek to break their friend free, whatever the consequences.

Round Limit: 12

Environment: Settlement*

* *The Civilians rule is automatically in effect in this adventure. Roll to see if the Night Falls rule is in play as normal.*

Setup

Bisect the board diagonally as shown, from corner to corner. In one half of the gaming area, within 12" of the corner, place a building to represent the Gaol. This building should have only a single door. The rest of the board can be set up however you like.

Adversaries are placed anywhere within the half of the board containing the Gaol. Civilians (see special rules) must be deployed in the opposite half.

Finally, deploy the Party within 6" of the marked corner.

A NOTE ON ADVERSARIES

This adventure is more thematic if the Adversary force comprises models such as Town Guard. However, if you don't have any suitable models, or prefer your enemies to be more monstrous, simply pick a regular Adversary force and consider the local sheriff to be in league with these dark forces...

Special Adventure Rules

This adventure uses the Civilians rule (deployment modified as described in the Setup guidelines above). However, **Adversaries will not target Civilians as enemies in this adventure**—the Civilians will move away from Adversaries as normal.

THE GAOL

The only way the Gaol can be compromised is via the Gaol Door. The door uses the **Destructible Scenery** rules (page 39), with the profile below. It may also be opened using the **Locks** rules (page 40), but with a -4 modifier to the Test instead of the usual -2 (Lockpicks reduce this modifier to -2).

SCENERY	RESILIENCE	ARMOR	HEALTH
Gaol Door	2	2	5

As soon as the Gaol Door is opened or destroyed, place the Prisoner is freed—place them in contact with the Gaol building.

THE PRISONER

Once the Prisoner is freed, they are represented by a spare token or Civilian marker, and are treated as a Civilian in all respects, but with the following profile:

CHARACTERISTICS							ATTRIBUTES
MEL	RNG	STR	AGI	DEF	INT	WIL	Health
1	0	1	2	3	3	3	3
Resistance						Armor Dice	
1						-	

Additionally, the Prisoner may only **escape** via the two marked board edges—they may not leave the gaming area via any other edge.

Optional Rule: At the start of the game, you may choose one model in the Party (Hero or follower) to be the Prisoner! That model takes no part in the game until the Gaol Door is opened, after which point they are controlled as a normal member of the Party.

SYMPATHIZERS

Some of the Civilians in this settlement sympathize with the prisoner's plight, and are protesting the tyrannical laws of the sheriff. A Hero in contact with a Civilian may spend an Action to question them. Roll a D6—on a 6, the Civilian offers some vital local knowledge—the Party gains +1 on any Test to hit or unlock the door. This rule is cumulative—the more Civilians are questioned, the easier the Test could become. Each Civilian may only be questioned once—remove the Civilian play once questioned.

TARGET PRIORITY

Once the Prisoner is released, when Adversaries activate, they must target the visible enemy closest to the Prisoner. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). If using the optional Prisoner rule below, Adversaries will prioritise the Prisoner (Hero) instead.

SPAWN POINTS

Adversaries in the Reserve Pool arrive as close as possible to a random Spawn point. Roll 1D6 for each spawning model and place it at the corresponding corner point (or as close as possible).

Ending the Game

The game ends automatically at the end of the 12th round. If the Prisoner is free and still in play when that happens, you have won. If not, you have lost. In addition, the game can end early when:

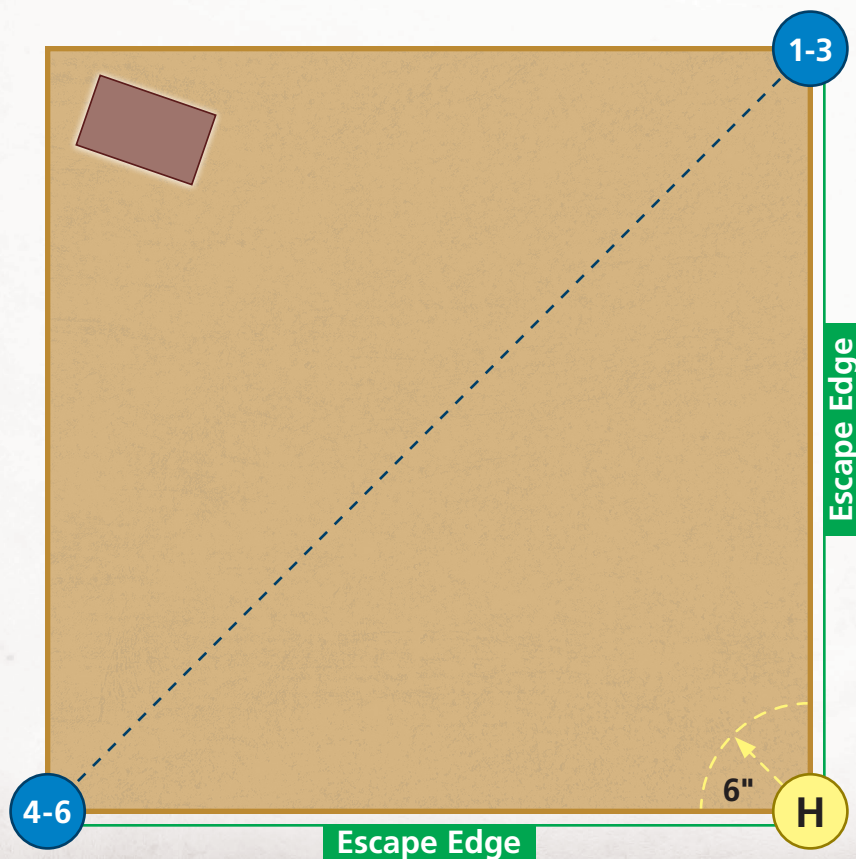
- The Prisoner **escapes** via a marked board edge (you have **won**);
- The Prisoner is slain by an enemy (you have **lost**);
- At the end of any round where there are no Heroes in play (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +1 XP for each Civilian removed through questioning.
- **Gold:** Each Hero receives D6 Gold, multiplied by the number of Civilians removed through questioning (to a minimum of 1D6).

If you lose this adventure, you must **reroll any result of No Event** you might roll on the Settlement Events table this campaign turn.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Settlement Adventure 5

A WARNING TO THE CURIOUS

A local scholar has let their thirst for knowledge cloud their better judgement, bringing magical mayhem down on town. The Heroes must locate the source of the arcane menace and shut it down before the town goes up in a mystical conflagration!

Round Limit: 12

Environment: Settlement*

** Don't roll for Settlement rules at the start of this adventure. Instead, the Civilians rule is automatically in play.*

Setup

Divide the board into equal quarters. In the center of each quarter, place one significant village scenery piece—a building, barn, ruin, forge, marketplace or other suitable feature (these can be solid structures, or even just rectangular pieces of card, measuring approximately 4" wide by 6" long). Place a spare token on each of these features, representing a Clue.

If there are 4 or more Heroes in play, pick any two of the scenic scatter features no closer than 12" to the center of the gaming area, and place one further Clue token on each of them, for a total of 6 Clues.

Place scatter terrain around the rest of the board as normal, focusing on typical village items such as barrels, crates, fences, etc.

Roll a D6 for each Adversary group, and deploy it at the corresponding Spawn Point (or as close as possible).

The Party deploys within 6" of the center point, as shown.

Finally, Civilians must be placed within 3" of any of the four significant terrain features, but no closer than 6" to a member of the Party.

Special Adventure Rules

In addition to the **Civilians** and **Lurker** rules, this adventure uses the special rules below.

THE ANTIQUARY

The Antiquary is a scholar who has researched the "wrong" sort of magic! This is a special Adversary, which uses the Rogue Wizard profile (page 229), and is added to the Adversary force in addition to all other groups. If you don't have a suitable model to represent the Antiquary, simply use a marker, and treat it as a human-sized model.

The Antiquary is not deployed at the start of the game, but instead appears when enough **Clues** have been found, as described later. When the Antiquary appears, they are initially non-hostile—both the Party and the Adversaries treat the Antiquary as friendly.

When the Antiquary is in play, the Party can choose to **reason with them**, or **attack them!**

- Any Hero can attempt to reason with the friendly Antiquary by spending an Action while within 3" and Line of Sight. Roll a D6 and add the Hero's WIL. Then, roll another D6 and add the Antiquary's WIL. Compare the two scores. If the Antiquary's score is higher, they immediately become **hostile**, and may no longer be reasoned with. If the Hero's score is higher, reduce the Antiquary's WIL value by 1. If the Antiquary's WIL is reduced to 1 in this way, they agree to help undo the damage they've wrought—the Antiquary becomes a normal **Civilian**, and no more Magical Anomalies are rolled this game.
- If the Party Attacks them, the Antiquary immediately becomes **hostile**.

A hostile Antiquary is treated exactly like an Adversary. In addition, while a hostile Antiquary is in play, *any* Critical Failure rolled by a Hero (not just a Miscast) triggers an Unexpected Event, in addition to the usual effects.

While the scholar is hostile, unengaged Adversaries prioritise the hero closest to him as their target.

CLUES

A Hero in contact with a scenery piece marked by a Clue token may spend an Action to collect the token and roll a D6. Add the current number of tokens in the Party's possession to the number rolled. On the score of 8+, the Antiquary appears within 3" of the target scenery piece, but not within 6" of any Hero if possible. (Note that you need at least 2 Clues to stand a chance of success). The Antiquary automatically appears when the last Clue has been collected, if they haven't already.

When the Antiquary appears, remove all remaining Clue tokens from play.

MAGICAL ANOMALIES

The magical energy unleashed by the Antiquary has a warping effect on reality! At the end of each round, roll a D6 to see what Magical Anomaly occurs this time.

D6 ROLL	ANOMALY
1	Storm of Magic: The Storm rules are in play until the end of the next round. In addition, while the Storm is in play, Heroes' Spells Miscast on a roll of 1 or 2 instead of just a 1.
2-3	Materialization: Randomly determine D3 models in the Reserve Pool. Those models Spawn immediately. If there are no models in the Reserve Pool, use the Graveyard instead. If there no models in the Spawn pool at all, treat this result as 1: <i>Storm of Magic</i> instead.
4	Pop: Randomly pick one Adversary in play—if the Antiquary is in play, it must be the Adversary closest to them. Roll one of the Spawn points, and immediately move the chosen Adversary 3D6" in a straight line towards that point, using the Teleport rule (page 47).
5	Bamph: Randomly pick one Hero in play—if the Antiquary is in play, it must be the Hero closest to them. Roll one of the Spawn points, and immediately move the chosen Hero 3D6" in a straight line towards that point, using the Teleport rule (page 47).
6	Spooky: The D6 models closest to the Antiquary (friend or foe) gain the Ethereal rule until the end of the following round. If the Antiquary is not in play, a growing sense of dread causing all members of the Party to take a Morale check instead.

SPAWN POINTS

Adversaries in the Reserve Pool arrive as close as possible to a random Spawn point. Roll 1D6 for each spawning model and place it at the corresponding point (or as close as possible). Roll for the Lurker's entry point in the same way.

Ending the Game

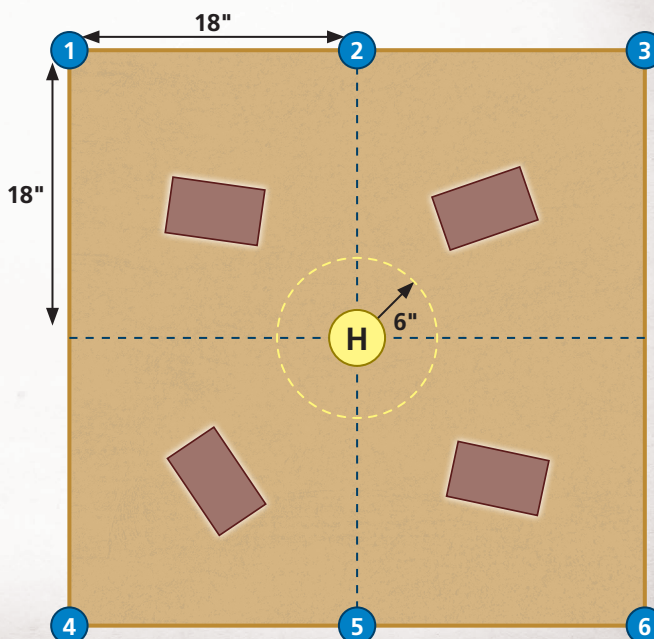
The game ends at the end of any round when one of the following conditions has been met, in order of priority:

- The Antiquary has escaped the board as a Civilian, or has been slain by a member of the Party (you have **won**)
- The Antiquary has been slain by an Adversary (you have **lost**)
- At the end of any round where there are no Heroes in play (you have **lost**)
- At the end of the 12th round (you have **lost**)

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 3 XP per Hero. Gain an additional 3 XP per Hero if the Antiquary was successfully reasoned with.
- **Gold:** Each Hero receives D6+2 Gold. If the Antiquary was slain by the Party, the local sheriff pays each Hero an additional 3D6 Gold (roll once, and apply the result to all Heroes).





Settlement Adventure 6

LIGHT THE BEACONS

The vanguard of raiding force has reached an isolated settlement, attacking the defenseless villagers before they could summon aid. Unluckily for the raiders, however, the Heroes arrive in the nick of time. But if the signal beacons are not lost, even they will be unable to stop the coming horde...

Round Limit: 8

Environment: Settlement

Setup

In addition to the usual settlement scenery, place a signal beacon 9" from one board edge and roughly centered as shown. Ideally, the beacon should be a raised platform that must be climbed. Any simple, square bit of scenery or even a card cutout can be used to represent this objective.

Now, divide the Adversary force into two halves, with a roughly equal number of groups in each. Deploy each half of the Adversary force in different Adversary Zones, as shown.

Models from the Party are then deployed in contact with the marked edge.

Special Adventure Rules

This adventure uses the rules listed below.

THE SIGNAL BEACON

The signal beacon is a **Special Objective (Control)**, which is also a piece of scenery, between 2 and 4 inches square. The Beacon should be an elevated platform, climbable in a single Move, with room for at least one model atop it.

Lighting the beacon is an involved process—first oil must be poured over the wood, then the kindling lit, and finally it must be protected so that the fire can get going. To light the beacon, the Party must **Control the Objective for two consecutive rounds**, with at least one Hero on the platform itself. If they lose Control of the beacon, they must begin the process again.

VANGUARD

From the Adversaries phase of Round 5 onwards, all Adversaries add +1 to their Spawn rolls.

SPAWN POINTS

Adversaries in the Reserve Pool arrive as close as possible to a random Spawn point. Roll 1D6 for each spawning model and place it at the corresponding corner point (or as close as possible).

Ending the Game

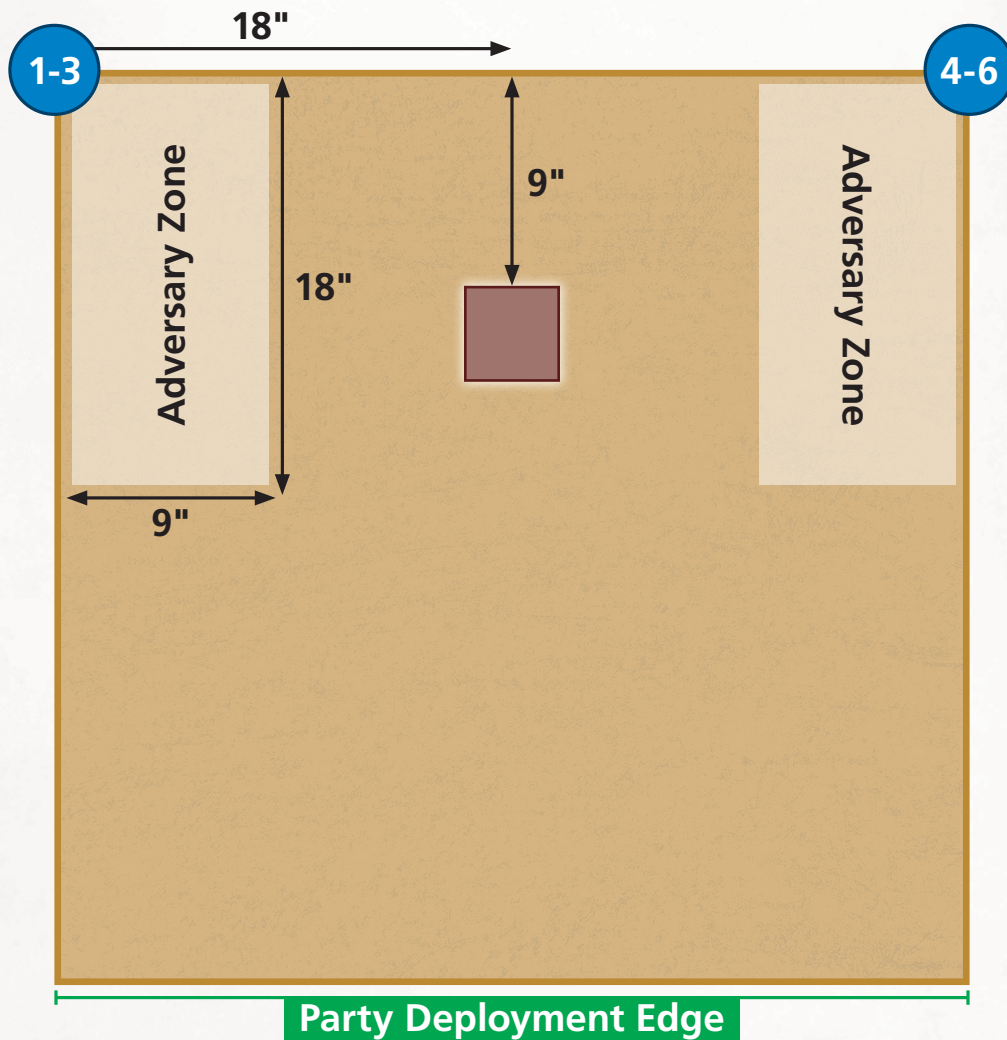
The game ends automatically at the end of the 8th round. If the Beacon is lit when this happens, you have **won**. If not, there is no time to summon aid before the enemy horde arrives, and you have **lost**. In addition, the game can end early when:

- The Beacon is lit (you have **won**);
- At the end of any round where there are no Heroes in play (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +1 XP per Hero if the Beacon is lit by the end of Round 6.
- **Gold:** Each Hero receives 3D6 Gold.





DUNGEON ENVIRONMENTS

The subterranean realms of Aetha encompass treacherous caves inhabited by carnivorous beasts, catacombs roamed by restless spirits, and trap-filled lairs that sprawl beneath the towers of mad sorcerers. Here, the rewards are great indeed for those bold enough to claim them.

Dungeon Adventures

To determine a random Adventure in this environment, roll a D6 and consult the table below.

D6 ROLL	ADVENTURE
1	Monster Lair (page 104)
2	The Cursed Idol (page 106)
3	Where Others Fear to Tread (page 108)
4	Tomb Raiders (page 110)
5	The Endless Catacomb (page 112)
6	The Ritual (page 114)

The Gaming Area

Dungeon adventures take place in vast caverns, marked by huge pillars, crumbling walls, sarcophagi, stalactites, forests of glowing mushrooms and crystals, underground rivers, and even lava flows. It's assumed that dungeons are large enough to accommodate huge monsters and flying creatures. Many players like to "section off" rooms and chambers with walls and rock-faces—just remember to leave gaps, openings, and archways that models in play can fit through.

Dungeon Special Rules

At the start of each Dungeon adventure, unless the adventure rules specify otherwise, roll a D6. On the result of a 1, the **Darkness** rules are in effect for the whole adventure. On the result of a 6, the **Traps** rules are in play.

CALLED TO THE UNDERWORLD

When Shadow fell upon Aetha, even some of the most resilient peoples succumbed to its corruptive powers. On the isle of Suthek, the orcs were born from the tribes folk that hunted those plains. In Xe'dann, where the worship of death guided both religion and politics, an undead empire grew underground. In the Shatterwood, gateways to the Abyss were ripped open, tainting the world with demonic blood.

All these changes left the world scarred above ground and decimated below. The crypts, ruins, and networked chambers in the depths of Aetha became lost to time and home to monsters that used to be people. Adventurers are drawn to these dungeons—as they became colloquially known—looking for thrilling tales and unfathomable fortunes.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX

Dungeon Unexpected Events

Whenever an Unexpected Event occurs in a Dungeon environment, roll on the table below. Some adventures contain Unexpected Events of their own—always defer to the adventure rules if this is the case.

D6 ROLL	EVENT
1	Swinging Flail: <i>A huge spiked ball on the end of a long chain swings out from the shadows. This is a Trap! Randomly determine one Hero as the target. That model must either spend a Fate Point or suffer D6 damage. If the model takes damage but is not removed as a casualty, it suffers the Staggered condition.</i>
2	Alone in the Dark: <i>The shadows shift, and scurrying sounds echo all around. The deep places of Noveth are scary places when you're alone... Every member of the Party not within 6" and Line of Sight of another friendly model must take a Morale check.</i>
3	Magic Drain: <i>Some fell power has interrupted the natural flow of magic from this place. No spellcaster may regenerate Power points this round.</i>
4	Tremors: <i>The ground quakes beneath your feet, as though the earth itself rejects your presence in this fell place. Every model within 12" of the center of the gaming area is Pushed D3" directly away from the center.</i>
5	Secret Passage: <i>With a rumbling sound, a long-forgotten passage opens up in a nearby wall. Pick a Hero at random. In its next activation, when that Hero would perform a Move, they may choose to Teleport instead. If this ability is not used by the end of the model's next activation, it is wasted.</i>
6	Trove: <i>Something glitters in the darkness—an unexpected treasure trove! Roll a D3, and place that many Treasure Chests in play. Place the chests at Spawn points (or as close as possible), following the adventure's Spawn rules.</i>



Dungeon Traps

Whenever a Trap is triggered in a Dungeon environment, roll a D6 on the following table to determine the type. Note that some traps become deadlier for higher-level Parties, as described on page 66.

D6 ROLL	TRAP
1	Poison Darts: <i>A flurry of tiny darts shoot out from minute holes in the walls and floor.</i> The target model must spend a Fate Point or suffer D6 damage. If the model takes damage but is not removed as a casualty, it suffers the Poisoned condition.
2	Pit Trap: <i>A yawning pit opens up beneath your feet!</i> Center a suitable marker of approximately 40mm diameter under the model to represent the pit (if the trap was triggered by searching a chest or objective, the pit should be in contact with that object). The target model, and any other model even partially touched by the pit, must take an AGI Test. If they pass, they are moved to the edge of the pit, and are safe. If they fail, they fall into the pit and suffer D6 damage, ignoring Armor. If they survive the fall, they are removed from the board, and are treated as trapped in the pit. A model trapped in the pit must use its entire Move next activation to climb out of the pit—place the model on the edge of the marker. The marker then stays in play, and is treated as a gap with a depth of 6".
3	Mimic: <i>What you thought was a treasure chest suddenly bursts to life—a chest-sized creature with a huge, tooth-lined maw...</i> If this Trap was triggered by searching a chest, replace the Treasure Chest with a Mimic (or suitable token)—see the Bestiary, page 232. Otherwise, simply place the Mimic in base contact with the Trap's target. The Mimic immediately performs a Melee Attack, targeting that Hero. Then, it remains in play, counting as an extra Adversary.
4	Acid Pool: <i>The floor slides away beneath your feet, revealing a pool of viscous green liquid!</i> Center a suitable marker of approximately 40mm diameter under the model to represent the pool (if the trap was triggered by searching a Chest or objective, the pool should be in contact with that object). The target model, and any other model even partially touched by the pool, must take an AGI Test. If they pass, they are moved to the edge of the pool, and are safe. If they fail, they fall into the pool and lose D3 points of Health, ignoring Resistance. The marker then stays in play, and is treated as Deadly Terrain.
5	Impaling Spears: <i>From hidden niches in the floor and ceiling, spears thrust at you like snapping fangs!</i> The target model must spend a Fate Point or suffer D6 damage. If the model takes damage but is not removed as a casualty, it suffers the Bleeding condition.
6	Rattlebones: <i>You rush blindly into strings of bones and skulls hanging from the roof of the cavern, alerting nearby enemies to your position.</i> If the target model had the Hidden condition, it is removed. Furthermore, every unengaged enemy within 12" of the target model immediately performs a free, out-of-sequence Move towards the model by the most direct route.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Dungeon Adventure 1

MONSTER LAIR

The peasants hereabout have been plagued by a ravenous beast, which some say is a monster of legend, come to devour the populace. Many bold knights have ridden out to prove their worth by hunting the beast. Most have come back empty-handed; some have not returned at all. Now the lord of this region has hired you to enter the supposed lair of the beast, and bring him its head!

Environment: Dungeon

Round Limit: Special

Setup

Bisect the board diagonally as shown on the map. One half is the Treasure Zone. When placing treasure chests, first place one in contact with each Spawn point, then place the others in the Treasure Zone following the usual placement rules.

In the dead center of the board, place the **Monster's Hoard**—this is a Special Objective (see below).

In this adventure, the three Spawn Points (the blue circles on the map) should be marked as physical objects—cave mouths, doorways, egg sacs, sarcophagi, etc.—pick something appropriate for your Adversary collection.

When deploying Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere in the Treasure Zone.

Finally, the Party deploys within 6" of the marked corner

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests (D3 + No. of Heroes)**.

THE GREAT BEAST

This Adversary is selected in addition to the Adversary force, following all the rules for choosing a **Lurker** (note that the Great Beast does not follow the usual Lurker rules during play). To represent its exceptional power, the Great Beast adds +2 MEL and RNG to its profile, and gains +3 Health and +1 Armor Dice.

The Great Beast is not deployed at the start of the game. Instead, the Beast automatically appears when *either* all three Spawn Points are destroyed, or when the Monster's Hoard is successfully interacted with for the first time. The Great Beast appears unexpectedly in its lair—randomly determine a model in the Party. The Great Beast spawns within 6" of that model, and immediately activates! If this activation interrupts the game sequence, mark the Great Beast as activated once its turn is over, then continue the sequence where you left off.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Spawn Point. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). When the Great Beast spawns, this rule is no longer in effect.

THE MONSTER'S HOARD

The Great Beast has been accumulating treasure for many years it seems, though it is hidden amongst piles of bones, rocks and dungeon detritus. The hoard can be a scenery piece, or a large marker of approximately 40mm diameter. It is a **Special Objective (Interact—WIL)**.

It takes time to rummage through the pile of junk and various unmentionables in order to find something good. When interacting with the Hoard, a roll of double-1 on the WIL Test will trigger a Dungeon Trap! Upon a success, however, roll 2D6 and consult the table below to see what happens.

2D6 ROLL	RESULT
2	Gain 2D6 Gold, but trigger an Unexpected Event!
3-5	Gain 3D6 Gold.
6-9	1D6 Gold, plus a Potion or Scroll (roll on the Potions & Scrolls table, page 118).
10-11	1D6 Gold, plus a Keyshard (see Keyshards, page 118).
12	1D6 Gold, plus a Magic Artifact (see Magic Artifacts, page 120).

SPAWN POINTS

Spawning Adversaries arrive from one of the marked corners (roll a D6 and place the model at the corresponding point). However, in this adventure, Spawn Points are treated as **Destructible Scenery** with the following profile:

SCENERY	RESILIENCE	ARMOR	HEALTH
Spawn	2	-	4

When a Spawn point is destroyed, subsequent Spawn rolls suffer a -1 penalty. A 6 always succeeds. Furthermore, the remaining points must be randomly determined the next time a model Spawns. For example, when one point is gone, the other two are nominated 1-3 and 4-6 for the purposes of Spawning. When only one remains, Spawning models automatically arrive at that point. When the final point is destroyed, Adversaries can no longer Spawn.

When all three Spawn Points are destroyed, the **Great Beast appears** if it hasn't already done so.

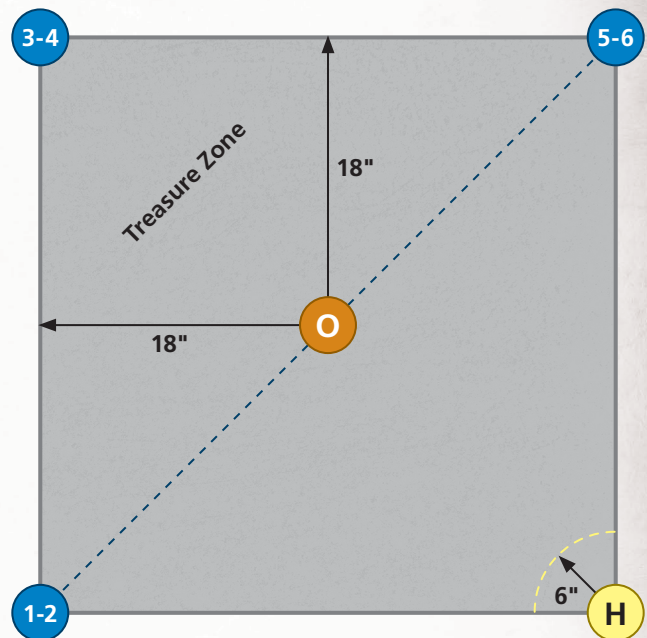
Ending the Game

The game ends either when the Great Beast is removed as a casualty (you have **won**), or at the end of any round when all Heroes are Out of Action (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero. In addition, if all of the Spawn points were destroyed during the adventure, add +2 bonus XP per Hero.
- **Gold:** 4D6 Gold per Hero as a reward for destroying the monstrous menace.





Dungeon Adventure 2

THE CURSED IDOL

For too long have the locals hereabouts been plagued by evil. The villagers tell in hushed tones of loved ones carried away in the night by foul creatures. They tell also of the thrice-cursed cave whence these creatures come, said to hold riches from days of yore, but from which no fortune-hunter has ever returned alive...

Environment: Dungeon

Round Limit: Special

Setup

Bisect the board diagonally as shown on the map. One half is the Treasure Zone—place the treasure chests in this zone. Place the Cursed Idol Special Objective in the marked corner.

When deploying Adversaries, the first model in each Adversary group must be placed in contact with a treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere in the Treasure Zone.

Finally, the Party deploys within 6" of the marked corner.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests (D3 + No. of Heroes)**, and **Lurker** special rules.

SPECIAL OBJECTIVE: THE CURSED IDOL

Hidden away in the gloom, you discover a strange idol, twisted and crude, and redolent with dark magic. The denizens of this foul place appear to hold the idol in great reverence—at its base are piled the bones of unfortunate villagers, perhaps dating back many decades...

The Cursed Idol Special Objective is **Terrifying** to members of the Party.

The Idol may be targeted by Melee Attacks as if it were an enemy model with MEL 1, Resistance 3 and 5 Health points. When the idol is reduced to 0 Health, it is destroyed! However, each time a member of the Party ends the round in contact with the Cursed Idol, they must pass a WIL Test or lose 1 Health point (ignoring Resistance).

The first time the Cursed Idol is damaged, use a spare dice to set a 6-round countdown. At the end of each subsequent round, reduce the countdown value by 1. If the countdown would reach 0, the Cursed Idol becomes a beacon of dark power, and its servants flood the caverns—the Heroes must flee! The game ends immediately.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Treasure token. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). If there are no Treasure tokens in play, the model reverts to the usual activation rules.

SPAWN POINTS

Spawning Adversaries arrive from the center of one of the marked board edges (roll a D6—one edge is marked 1-3, the other 4-6).

Special Events

The Old Gods are Angered: This rule is triggered when a 1 is rolled on the Unexpected Event table, replacing the Swinging Flail result. Roll a D6 for each Hero in play. On a 1, that Hero loses 1 Health. If the Hero has damaged the idol so far this game, they lose D3 Health instead. This damage is not adjusted for Resistance or Armor.

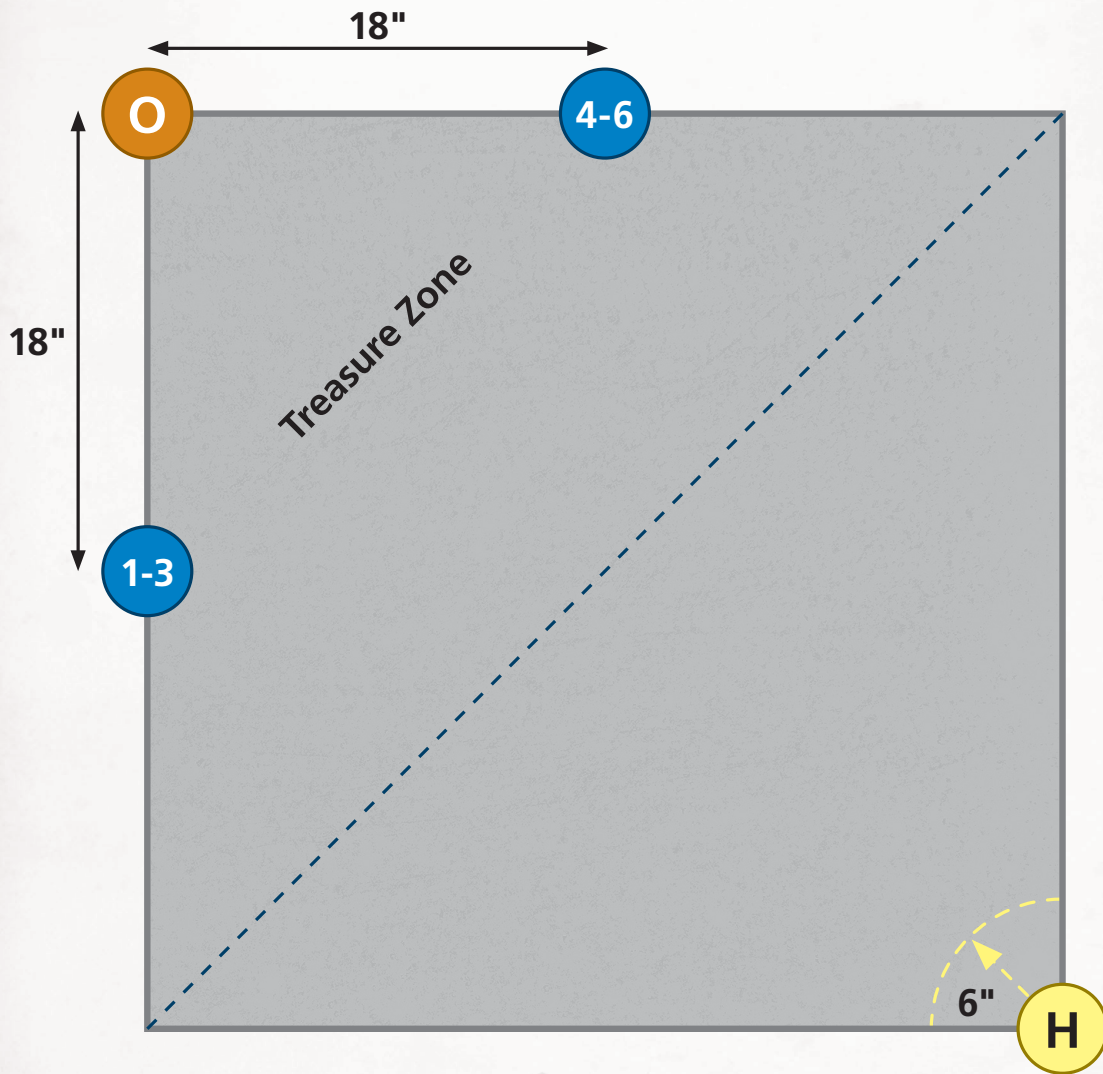
Ending the Game

The game ends either when the Cursed Idol is destroyed (you have **won**), or when the Cursed Idol, countdown reaches 0 (you have **lost**).

REWARDS

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero. In addition, if *all* of the Treasure Chests are searched during the adventure, add +1 bonus XP per Hero.
- **Gold:** D6x3 Gold per Hero as a reward from the grateful villagers.



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



Dungeon Adventure 3

WHERE OTHERS FEAR TO TREAD

The Heroes have been tasked with entering an ancient catacomb, recently uncovered by a band of would-be explorers from the nearby town. The explorers have not been seen since entering the dungeon, and their worried families beg the Heroes to find their kin, whether alive or dead.

Environment: Dungeon

Round Limit: 10

Setup

Bisect the board diagonally as shown on the map. One half is the Treasure Zone—place the treasure chests in this zone. Next, place the Captured Explorer markers anywhere in the Treasure Zone, no closer than 6" to each other (see special rules).

When deploying Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere in the Treasure Zone.

Finally, the Party deploys within 6" of the marked corner.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests** (D3 + No. of Heroes), and **Lurker** special rules.

SPECIAL OBJECTIVES: CAPTURED EXPLORERS

The Captured Explorers are Special Objectives, represented either by Civilian markers, or models laid on their sides. At the start of the game, there are a number of Captured Explorers in play equal to the number of Heroes +1. While the Explorers are Captured, Adversaries ignore them.

A Captured Explorer may be Interacted with, using STR. Upon a successful Test, the explorer is immediately released, and is replaced with a **Civilian** (following the usual rules on page 63). In this adventure, a Civilian is considered **Rescued** if either:

- It Moves into the Party deployment zone—remove the Civilian from play.
- It is still in play when the round limit is reached.

If a Civilian leaves the gaming area by any other means, it is considered Slain.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Treasure token. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). If there are no Treasure tokens in play, the model reverts to the usual activation rules.

SPAWN POINTS

Spawning Adversaries arrive from the marked corners of the board (roll a D6 for each returning model to see which corner it arrives at).

Ending the Game

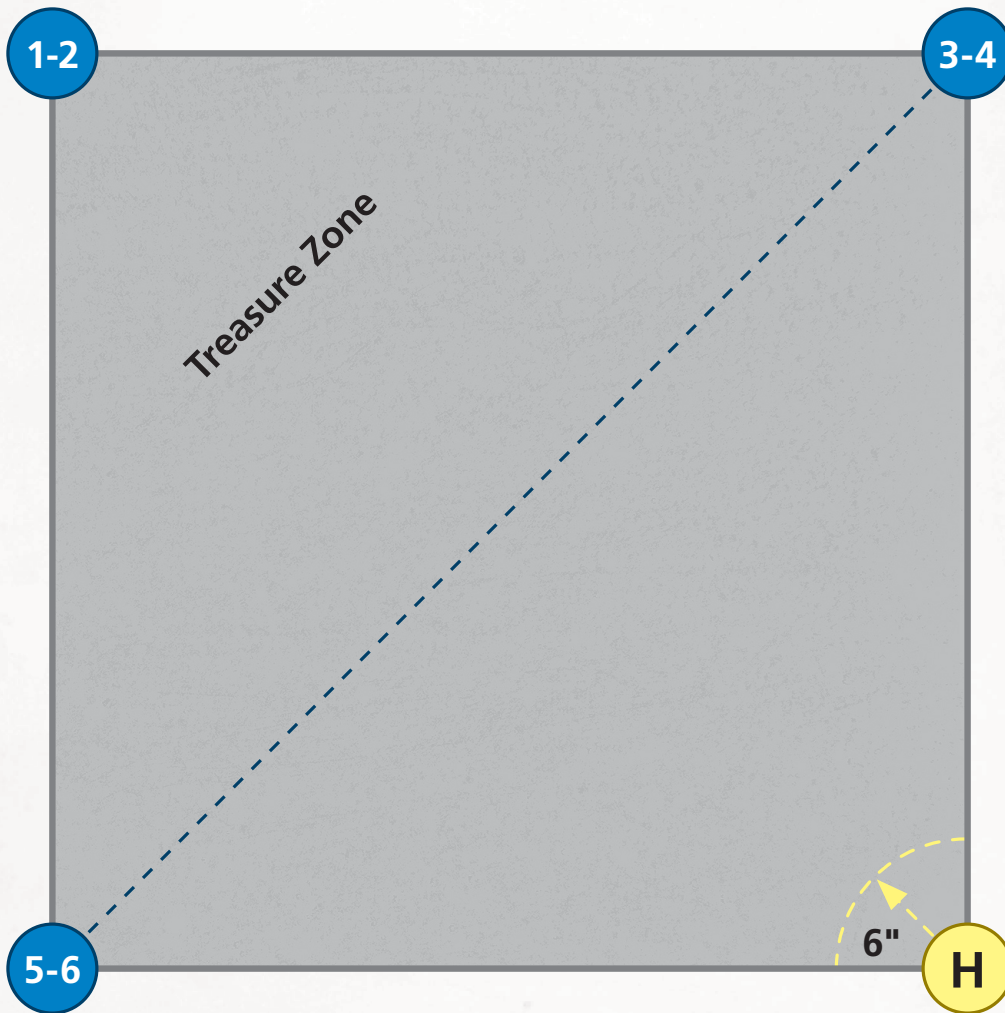
The game ends at the end of the 10th round. The Heroes win if at least half the Civilians (rounding up) are Rescued when this happens.

In addition, it will end automatically if all of the Civilians are Rescued (you have **won**), or when all of the Civilians are Slain (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero. In addition, if *all* of the Civilians are rescued, add +1 bonus XP per Hero.
- **Gold:** Each Hero receives D6 Gold per Civilian rescued by the Party.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Dungeon Adventure 4

TOMB RAIDERS

Legend tells of an ancient king from a lost civilization, who was buried nearby in a secret catacomb, with all the wealth of his glory days alongside him.

Environment: Dungeon

Round Limit: Special

Setup

In the center of the gaming area, set up a fully enclosed **Tomb Chamber**, approximately 8" square. One side should have a marked entrance, which is magically sealed (this could be a door, portal, or even a section of wall representing a secret passage). The rest of the board should be populated with dungeon-themed scenery as normal. No scenery or markers may be placed inside this chamber.

Place three Objective markers as shown on the map—use spare dice to number these markers 1, 2 and 3.

Next, place the Treasure chests outside the Tomb Chamber, no closer than 12" to the Party's Deployment Edge.

When deploying Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere on the board, but no closer than 12" to the Party's Deployment Edge.

Finally, models from the Party deploy in contact with the marked Deployment Edge.

Special Adventure Rules

In addition to the special rules below, this adventure uses the **Traps** and **Treasure Chests (D6+1)** rules.

PUZZLE LOCKS

There are three Puzzle Locks in this adventure, which are Special Objectives (Interact—AGI). If the Test to resolve the Puzzle Lock fails, a **Dungeon Trap** is triggered. If it is passed, the Puzzle Lock is resolved, and the objective token is removed. When all three Puzzle Locks are removed, the door to the Tomb Chamber is opened.

THE TOMB CHAMBER

The walls of the Tomb Chamber are solid and impassable. They stretch to the cavern roof so cannot be flown over. Furthermore, they are magically warded—they cannot be passed through by Ethereal creatures, or by any other means. The only way in is through the door, which only opens when all three Puzzle Locks have been solved.

As soon as the chamber is opened, place a Treasure chest in the center, and place the **Tomb Guardian** next to this chest (see below). The Tomb Guardian has the key to this chest—it cannot be opened until the Tomb Guardian is removed as a casualty. Once this happens, the Hero that searches the chest automatically receives a **Legendary Item**.



TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Objective or Special Objective. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). When the Tomb Chamber is opened, Adversaries revert to the usual activation rules.

THE TOMB GUARDIAN

This Adversary is selected in addition to the Adversary force, following all the rules for choosing a **Lurker**. To represent its exceptional power, the Tomb Guardian adds +1 MEL and +1 RNG to its profile, and gains +3 Health. It is particularly thematic—though not essential—if this model is Undead or a Vampire.

The Tomb Guardian is not deployed at the start of the game. Instead, the Tomb Guardian automatically appears when the Tomb Chamber is opened, as described above.

As soon as the Tomb Guardian appears, make a note of the round number. Beginning at the start of the next round, you have 4 rounds to search the Tomb Chamber chest and win the game before **time runs out**. If time runs out, the Tomb Guardian's awakening attracts a horde of evil through the dark tunnels, and the heroes are forced to flee.

SPAWN POINTS

Adversaries in the Spawn Pool arrive from the center of one of the marked board edges (roll a D6—the model is placed at the corresponding point).

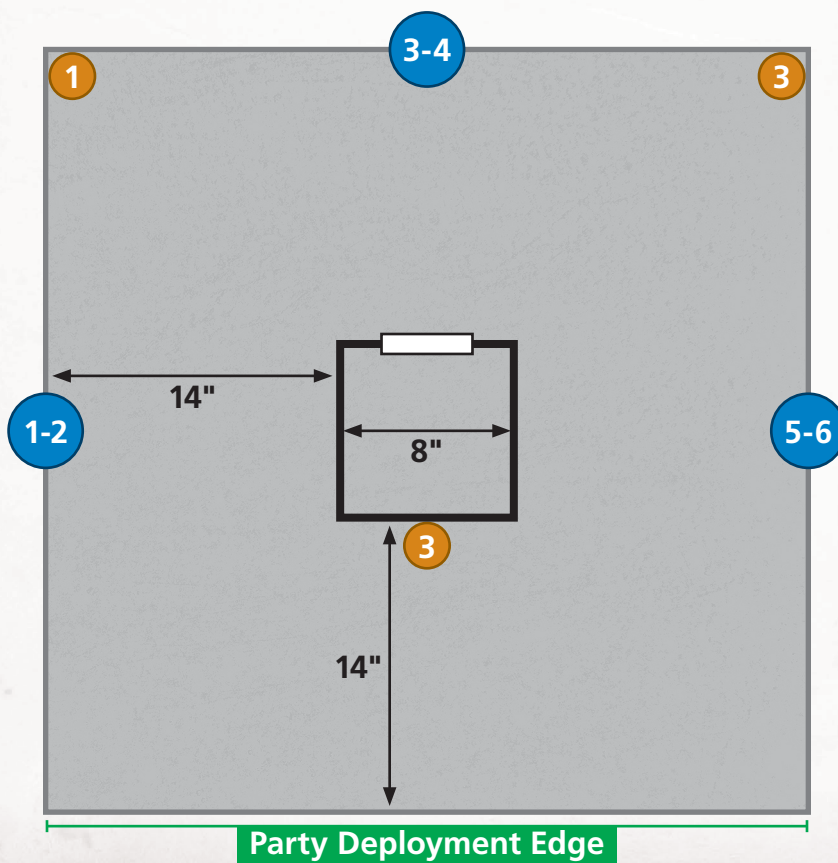
Ending the Game

The game ends either when the chest inside the Tomb Chamber has been searched (you have **won**), when the time runs out (you have **lost**), or at the end of any round when all Heroes are Out of Action (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero.
- **Gold:** D6+3 Gold per Hero.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Dungeon Adventure 5

THE ENDLESS CATACOMB

The heroes have ventured far into a dungeon controlled by a great sorcerer. Unfortunately, they stumbled into his maze, designed to disorientate and destroy his enemies! But the heroes are made of sterner stuff, and are determined to escape.

Environment: Dungeon*

Round Limit: Special

* Do not roll for Environment special rules in this adventure—the **Darkness** rules are automatically in play.

Setup

The precise setup of this adventure depends on your scenery collection—use the map as a guide, but as long as the objectives and deployment points are accurate, don't worry too much about scenery placement. As a rule of thumb, this adventure requires more impassable scenery than most—preferably linear obstacles such as high dungeon walls. The gaming area should resemble a series of passages and small rooms (using the usual guidelines on page 101 regarding passable gaps between solid terrain features). One half of the table contains the Grand Chamber, which should only be reachable through one of two large doors, portals or gates (big enough for at least a Large model to pass through), which are closed when the adventure begins. Place an exit marker on the outer wall of this chamber—this represents the stairs leading out of the labyrinth.

Place 3 Treasure chests inside the Grand Chamber, no closer than 6" to each other. All remaining chests are placed outside the Grand Chamber, but no closer than 12" to the Party's Deployment zone or to each other. When deploying Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Chests outside the Grand Chamber must be prioritized for this purpose. Any remaining groups are placed anywhere outside the Grand Chamber, but no closer than 12" to the Party's Deployment zone.

Finally, the Party deploys within 6" of the marked corner.

Special Adventure Rules

In addition to the special rules below, this adventure uses the **Darkness, Lurker, Traps, and Treasure Chests (D6+3)** rules.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Treasure token. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). When the Grand Chamber is opened, Adversaries revert to the usual activation rules.

THE GRAND CHAMBER

The walls of the Grand Chamber are solid and impassable. They stretch to the cavern roof so cannot be flown over. Furthermore, they are magically warded—they cannot be passed through by Ethereal creatures, or by any other means. The only way in is through one of the doors, which use the Locks rules (page 40). Alternatively, the doors can be destroyed using the Destructible Scenery rules—they have the following profile:

SCENERY	RESILIENCE	ARMOR	HEALTH
Chamber Door	2	2	5

Adversaries that begin the game inside the Grand Chamber cannot activate until one of the doors is opened. As soon as this happens, complete these steps in order:

1. The other door opens automatically.
2. The Darkness rules cease to apply, as torches magically light throughout the dungeon.
3. All Adversaries inside the Grand Chamber, and those within 12" of the open door, immediately activate, interrupting the game sequence (mark the Adversaries as activated once they've taken their turn, then continue the game sequence where you left off).
4. If the Lurker has not yet appeared, it will do so—place it in contact with the Exit stairs. It will activate in the Adversaries phase as normal.

TAKE THE STAIRS

Models from the Party may leave the gaming area at any time by moving into contact with the stairs. Remove the model from play—it can take no further part in the game, but is flagged as **Escaped**.

SPAWN POINTS

Spawning Adversaries arrive from the marked corners of the board (roll a D6 for each returning model to see which corner it arrives at). However, once the Grand Chamber is opened, the Spawn point marked 5-6 is move to the stairs.

Ending the Game

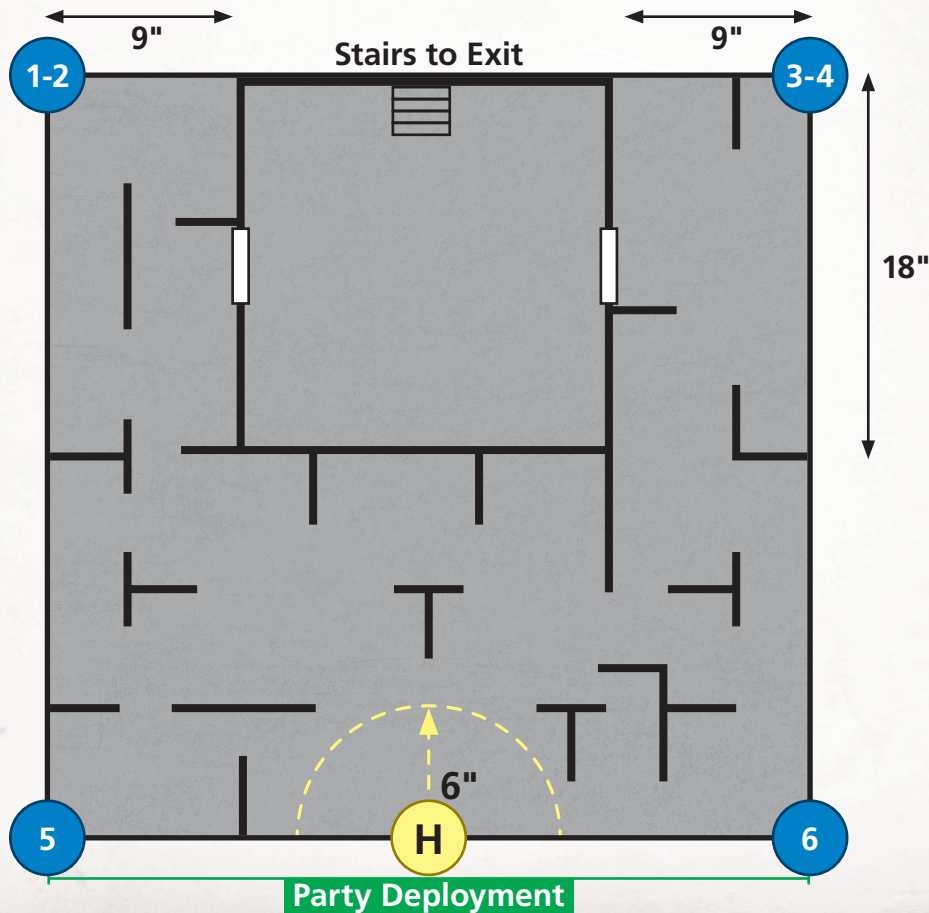
The game ends either when at least half the models in the Party (rounding up) have Escaped (you have **won**), or at the end of any round when all remaining Heroes in play are Out of Action (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 3 XP per Hero, +2 XP per Hero if more than half the starting number of Treasure chests were Searched.
- **Gold:** 2D6 Gold per Hero.

THE BASICS
THE RULES
THE PARTY
ADVENTURES
TREASURE
TALES
ADVANCEMENT
NARRATIVE
BESTIARY
APPENDIX
INDEX





Dungeon Adventure 6

THE RITUAL

In a vast, subterranean lair, a dark cabal prepares a ritual in honor of their ancient and terrible gods. Should this ritual be completed, it will usher in an age of darkness and untold misery for the good people of this land. Only the heroes stand in the way of the servants of evil...

Environment: Dungeon

Round Limit: 12

Setup

Split the gaming area into several zones, as shown on the map. In the center of the long outer edge of the Ritual Zone, place a marker to represent the Ritual Altar—this can be a scenic piece or a simple rectangular marker, measuring no more than 2" x 3". Populate the rest of the gaming area with dungeon scenery as you wish.

Place the Treasure chests in the Treasure Zone.

One Adversary is nominated as the Ritual Master (see below). That model must be placed in contact with the Ritual Altar. When deploying the remaining Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere in the Treasure and/or Ritual Zones.

Finally, models from the Party deploy in contact with the marked board edge.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests (D3 + No. of Heroes)**, and **Lurker** special rules.

THE RITUAL ALTAR

This is a Special Objective (Interact—WIL). The Altar must be removed from play by consecrating it—this can only be achieved by successfully Interacting with the Altar three times. However, when the Interact Test fails, the Hero performing it must immediately take a Morale check.

Unengaged Adversaries gain the Regenerate Health (1) rule while within 3" of the Altar.

If ever an Adversary has no target, it will first Move towards the Ritual Altar, and then continue its activation as normal.

THE RITUAL MASTER

One model in the Adversary force must be nominated the Ritual Master at the start of the game. This model should preferably be an Elite Adversary. If it is part of a group, you may separate it from the rest of the group upon deployment. This model uses the following extra rules:

- The Ritual Master adds +1 INT and WIL to their profile, and gains +1 Resistance.
- If the highest-level Hero in the Party is of a higher level than this model, the Ritual Master gains +1 Health point for every level difference (so if the Hero is Level 6, and the Ritual Master is Level 4, the model gains +2 Health).
- The Ritual Master will not voluntarily move further than 3" from the Altar. While within 3" of the Altar, the Ritual Master is protected by a shroud of evil, and always counts as being in Hard Cover (+2 Armor Dice vs Ranged Attacks).
- The Ritual Master never enters the Spawn pool, even if they're a Minion. However, their death does not stop the ritual from being completed!
- If the Ritual Master has a choice of targets to attack, they will always pick the enemy closest to the Ritual Altar.

If the Ritual Master is engaged, all Adversaries will pick the closest of the engaged enemies, ignoring all other eligible targets.

SPAWN POINTS

Spawning Adversaries arrive from the marked corners of the board (roll a D6 for each returning model to see which corner it arrives at). The Lurker arrives in the same manner.

Special Events

The Ritual Progresses: Each time an Unexpected Event is triggered, the Round Limit is immediately reduced by 1—if the Round Limit is equal to the current round number, the game ends prematurely!

Ending the Game

The adventure ends at the end of round 12 (or possibly sooner, due to the Special Event, above). The Party loses the game.

Alternatively, the game will end automatically when any of the following criteria are met, in order of priority:

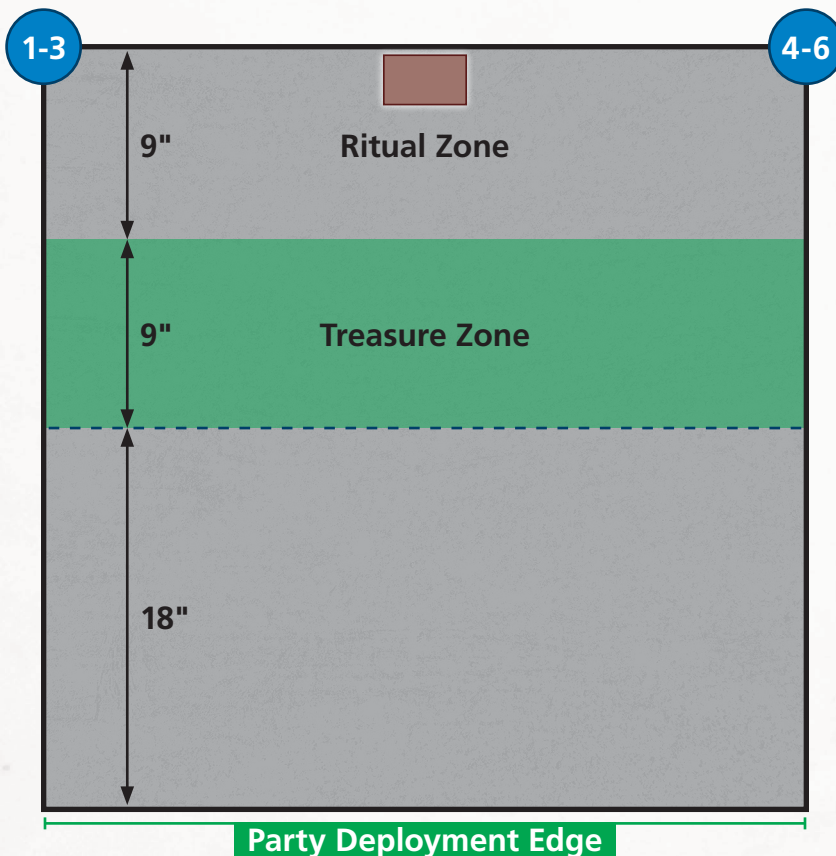
- The end of a round when there are no Heroes in play (you have **lost**).
- As soon as the Ritual Altar is destroyed (you have **won**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 4 XP per Hero, +2 XP per Hero if the Ritual Master was removed as a casualty.
- **Gold:** 2D6 Gold per Hero, plus an extra D6 Gold if the Ritual Master was removed as a casualty.

THE BASICS
 THE RULES
 THE PARTY
ADVENTURES
 TREASURE
 TALES
 ADVANCEMENT
 NARRATIVE
 BESTIARY
 APPENDIX
 INDEX



(Order #34276511)



5

TREASURE

Adventuring is a lucrative pursuit, as the lands are brimming with lost relics and treasure hidden in deep dark places. Gems and gold coins await discovery, as well as the mystical keyshards that hold ancient magic.

FORTUNES AWAIT

While most adventurers are keen to boast about noble causes and righteous quests, there is no denying that most fellowships of heroes are forged with one goal in mind—riches.

Fortunately, there is no shortness of treasure in the dark and dangerous places where heroes venture. Keyshards, legendary weapons, piles of priceless gems, and holy relics are just some of the rewards that await anyone courageous enough to seek them out.

TREASURE TYPES

The many treasures scattered throughout Aetha often draw adventurers and fortune-hunters into danger. Amongst the most sought-after relics are the keyshards, whose very existence have inspired legendary quests, and brought nations to the brink of war.

When an item is acquired from a Treasure Chest (or sometimes awarded by other means), its use will depend on the item's Type. These are detailed here.

Ammunition (Weapon Type)

These items may be fired using a Weapon of the specified type. You must declare the use of the special Ammunition before making the Attack roll. Add the Ammunition's effect to the normal Attack, then discard the Ammunition.

Amulet

An Amulet must be equipped in order to use. No more than one Amulet may be equipped by a model at the same time.

Armor

This item follows all of the rules for Armor, and must be equipped to use (replacing any currently equipped Armor if applicable).

Boots

Boots must be equipped in order to use. No more than one pair of Boots may be equipped by a model at the same time.

Cloak

A Cloak must be equipped in order to use. No more than one Cloak may be equipped by a model at the same time.

Gloves

Gloves (including magical gauntlets and vambraces) must be equipped in order to use. No more than one pair of Gloves may be equipped by a model at the same time.

Headgear

Headgear includes crowns, circlets, helmets, hoods and hats. Headgear must be equipped in order to use. No more than one piece of Headgear may be equipped by a model at the same time.

Keyshard

See page 118.

Shield

This item follows all of the rules for Armor, and must be equipped to use (replacing any currently equipped Armor if applicable).

Potion

A Potion does not need to be equipped to use—simply record the Potion in the Hero's Inventory. A Potion requires an Action to use, and is then immediately discarded.

Ring

A Ring must be equipped in order to use. No more than one Ring may be equipped by a model at the same time.

Scroll

Scrolls do not need to be equipped to use—simply record the Scroll in the Hero's Inventory. A Scroll contains a single Spell, which may be cast by the bearer as an Action, even if they aren't usually able to cast Spells. A Scroll requires no Power to Cast, and therefore no Boosts can be applied to the Spell. They follow all of the other rules for casting Spells. When a Scroll is used, the Hero must still roll a Critical die—a roll of 6 on this die has no effect, but a roll of 1 can trigger a Miscast (page 34). Once used, the Scroll is immediately discarded—the Spell consumes all the power contained within it.

Special

The item description will tell you how it is used.

Tome

A cumbersome book that must be equipped to use. A tome takes up one hand (taking the place of a second weapon or shield, and preventing any Two-Handed item from being equipped at the same time). A Tome requires an Action to use.

Weapon

This item follows all of the rules for a Weapon of the same type, and must be equipped to use (replacing a currently equipped Weapon if applicable). A Legendary Weapon usually has one or more weapon special rules.



TREASURE TABLES

The Treasure tables that follow are used to generate magical items that might be found scattered in the unexplored places of the world.

Potions & Scrolls

2D6	ITEM
2	Potion of Fortune: The model restores its Fate to its maximum value.
3	Poison: Choose one equipped weapon (any type) to apply the Poison to. For the duration of the next Attack, that weapon gains the Poison rule. If the attack misses, the Poison is wasted.
4	Potion of Resistance: Roll a D6 when this potion is acquired to determine a type of resistance it provides: 1-2) Resist Fire, 3) Resist Poison, 4) Resist Ice, 5-6) Resist Magical. Once used, the effect lasts until the start of the model's next activation.
5	Potion of Barkskin: The model gains +2 Armor Dice until the start of its next activation.
6	Potion of Invisibility: This model gains the Invisible condition until the start of its next activation.
7	Potion of Battle: The model gains +2 strikes until the start of its next activation.
8	Potion of Healing: The model restores D6 Health points.
9	Potion of Rejuvenation: The model restores its Health to maximum.
10	Potion of Strength: The model adds 2 points to its STR characteristic until the start of its next activation (remember to adjust the Strength Bonus).
11-12	Spell Scroll: Roll D6+2. Choose any Spell Table up to that Level, and roll once to see what Spell is contained on the Scroll.

Keyshards

There were once powerful relics rumored to have been used in overthrowing the gods and creating evil on Aetha—these relics were called Keys. The Keys were destroyed in binding the gods to the world, shattered into thousands of pieces and lost to time. The remnants of these Keys are known as keyshards, and hold powerful magics imbued in them by the fallen gods.

First of all, roll a D6. On a 1-4, you have found a **Lesser Keyshard**. On a 5 or 6, you have found a **Greater Keyshard**. Then, roll the Enchantment on the corresponding chart below.

D6 ROLL	ENCHANTMENT TYPE
1	Shield
2-3	Melee Weapon
4-5	Ranged Weapon
6	Armor

USING KEYSHARDS

- As an Action, a Hero may apply any number of Keyshards to non-magical items of the correct type in their possession. The item gains the listed enchantment immediately. Weapons enchanted in this way gain the Magical rule.
- If the Hero does not have an item of the correct type, or doesn't wish to use the Keyshard yet, it may be stored in their Inventory or even swapped with another Hero—Until they are used, Keyshards are items like any other. A saved Keyshard may be applied at the start of any adventure if you wish, rather than use an Action later.
- No more than three Keyshards may be applied to the same item at any one time, but you may not apply the same type of Keyshard to the same item.

LESSER KEYSHARDS

Once applied, the enchantment lasts for the duration of the adventure. When the adventure ends, the magic fades and the Keyshard's effect is removed. When there are no Keyshards remaining on Weapon, that Weapon loses the Magical rule.

GREATER KEYSHARDS

The enchantment is permanent. Note on the character sheet that the item is now enchanted.

SHIELD ENCHANTMENTS

D6	ENCHANTMENT
1	Shrieking Curse: While this Shield is equipped, the bearer reduces its WIL by -1, but gains the Fearsome special rule.
2	Mighty Bash: After a successful Shield Bash, the target is Pushed D6".
3	Castellan: This shield adds +2 Armor Dice against Melee Attacks, instead of the usual +1.
4	Arrow-Turning: This shield adds +2 Armor Dice against Ranged Attacks, instead of the usual +1.
5	Reflection: When this model is attacked in Melee, for every successful Armor Roll it makes the attacker suffers 1 point of damage, ignoring Resistance.
6	Spellbreaking: While this shield is equipped, the bearer gains the Resist (Magical) rule.

ARMOR ENCHANTMENTS

D6	ENCHANTMENT
1	Cursed Defender: The wearer gains +1 Armor die, but suffers -1 INT.
2-3	Resistance: Roll a D6 as soon as the Keyshard is applied to see what type of Resist rule it provides: 1-2) Fire, 3) Poison, 4) Chill, 5) Disease, 6) Magical.
4	Deflection: The wearer gains +1 Armor Dice vs Ranged Attacks.
5	Rebounding: When this model is attacked in Melee, for every successful Armor Roll it makes the attacker suffers 1 point of damage, ignoring Resistance.
6	Vigor: The wearer gains the Regenerate Health (1) rule.

MELEE WEAPON ENCHANTMENTS

2D6	ENCHANTMENT
2	Dizzying: If at least one point of damage is inflicted with this weapon, the target must pass a WIL Test or suffer the Staggered condition.
3	Debilitating: If at least one point of damage is inflicted with this weapon, the target reduces the Damage it inflicts with Melee Attacks by -1 until the end of the round.
4	Force: This weapon gains the Push (D6) special rule.
5	Cowardice: If at least one point of damage is inflicted with this weapon, the target must pass a WIL Test, or Flee (see Panic, page 33).
6	Ice: This weapon gains the Chill special rule.
7-8	Strength: This weapon adds +1 Damage to its Attacks.
9	Embers: This weapon gains the Fire special rule.
10	Swiftiness: This weapon gains the Extra Strike (+1) special rule.
11-12	Might: This weapon adds +1D3 Damage to its Attacks.

RANGED WEAPON ENCHANTMENTS

2D6	ENCHANTMENT
2	Pinion: This weapon gains the Pinning special rule.
3	Envenomed: This weapon gains the Poison special rule.
4-5	Seeking: Ranged Attacks performed by this weapon ignore Cover.
6	Cowardice: If at least one point of damage is inflicted with this weapon, the target must pass a WIL Test, or Flee (see Panic, page 33).
7	Ice: This weapon gains the Chill special rule.
8-9	Huntsman: Attacks from this weapon add +D3 Damage vs Large and Huge targets.
10	Embers: This weapon gains the Fire special rule.
11-12	True Flight: This weapon adds +6" to its maximum Range.



Magic Artifacts

The following table provides a range of common artifacts.

4D6 ROLL	ITEM
4	Boots of Dashing: Once per Adventure, when Running, the wearer may add an extra D6" to the result.
5	Boots of Leaping: This model treats Jump distances as half their actual distance.
6	Helm of Waterbreathing: This model gains the Amphibious rule.
7	Helm of Clearsight: The wearer adds +6" to the maximum Range of its ranged weapons (not Spells), and ignores the Darkness rule.
8	Amulet of Warding: The wearer gains the Resist (Magical) rule.
9	Amulet of Luck: The wearer restores one lost Fate point at the start of each activation.
10	Amulet of Insight: The wearer gains +1 INT.
11	Amulet of the Summoner: Add +6" to the range of any Summon Spells cast by this model.
12	Amulet of Mastery: Each time this model casts a Spell with Mastery, roll a D6. On a 5+, the model may cast another Spell immediately as a Free Action.
13	Ring of Minor Magic: Roll D3+1. Pick a Spell table up to that Level, and randomly roll one Spell (you may roll two dice, and pick your preferred result). Once per game, that Spell may be cast by the wearer of the ring, following the rules for Scrolls (the Ring is not discarded).
14	Ring of Might: The wearer gains +1 STR. Remember to adjust the model's Strength Bonus if necessary.
15	Ring of True Faith: The wearer gains Advantage to WIL Tests when performing Miracles.
16	Ring of Dueling: When attacking or being targeted in Melee, the wearer treats their MEL value as equal to their opponent's, unless it is already higher.
17	Cloak of Shadows: While subject to the Darkness rule, the wearer gains the Hidden condition, and cannot lose it.
18	Cloak of Dragonscale: The wearer gains the Resist (Fire) rule.
19	Boots of Sneaking: When the wearer Moves, they do not lose their Hidden condition.
20	Enchanted Rope: This model gains Advantage to its Climb Tests. If the model ever falls into a Pit Trap or Spiked Pit, it may discard this item to automatically ignore the effect.
21-22	Lucky Charm: Each time the wearer spends a Fate Point, roll a D6. On a 6, the Fate Point is not removed.
23	Eternal Lantern: While the Darkness rules are in play, this model may activate or deactivate the lantern as an Action. While activated, the model counts as a source of Light with a 6" radius. The bearer and all friendly models within the Eternal Lantern's Light gain Advantage to their Morale Checks.
24	Enchanted Blade: This is a Sword with the Magical rule. When performing a Melee Attack with this weapon, add +1 bonus Damage, but any natural roll of double-1 is a Fumble.

Legendary Items

These items are mighty treasures, long lost and scattered across Aetha.

Each of these treasures is unique. The party cannot contain more than one of each—if the same item is rolled again, you must reroll the result.

All Damage inflicted on an enemy by a Legendary Item is considered Magical.

When you acquire a Legendary Item, roll a **D66** and consult the result below:

11: GOLDEN LAMP OF TREGAR

This strange lamp has lit the way for many a bold party of adventurers.

(Special) Once per Adventure, as an Action, the bearer of the Lamp can summon a Djinn (page 242), which arrives in play automatically, following the rules for Summoned Creatures, and treating the bearer as the caster. When this model activates within 6" of the Djinn, it may choose one characteristic and increase it by 1 until the end of the round.

12: MASK OF THE ANCIENT ONE

This bronze mask resembles a many-tentacled sea-creature, and wearing it brings dread power from a source unknown.

(Headgear) While equipped, the wearer increases their STR and INT by 1 point each, but reduces their WIL and DEF by 1 point each (remember to adjust Strength Bonus and Resistance accordingly). As an Action, the wearer may roll a D6. On a 1, something goes wrong and the wearer is Exposed. On a 2+, for the rest of the round any enemy that begins its activation within 3" and Line of Sight of this model, or suffers any damage from this model's Attacks, must pass a WIL Test or Flee (see Panic, page 33).

13: BOOK OF GHASTLY CURSES

From afflictions of boils and buboes, to miniature rainclouds that follow your enemies around, this grimoire contains a curse for every occasion.

(Tome) While this item is equipped, the model may read from it as an Action. For the remainder of the round, enemies must lower all their characteristics by -1 while they are within 3" of this model.

14: BOW OF THE HEART GROVE

An elven bow of legendary power, grown into shape on a living Heartwood tree, and strung with hair from the mane of a unicorn.

(Ranged Weapon)

SHORT	LONG	DAMAGE	SPECIAL
12"	24"	1D6+2	Multiple Attacks (Ranged, +D3)—roll the number of extra Attacks at the start of each of this model's activations.

15: STAFF OF TRUE BALANCE

This silvered fighting staff seems to grow and flex as the user requires, allowing them to vault over objects and yawning crevasses with ease.

(Melee Weapon) This is a Staff (page 22) with the Extra Strikes (+1) rule. In addition, while this item is equipped, this model treats all Jump distances and drops as half their measured distance.

16: TROLLBANE AXE

Forged by the dwarves of Myrethold, and cooled in the blood of a mountain troll, this weapon turns the natural abilities of troll-kind against them.

(Melee Weapon) This is a One-Handed Weapon that inflicts D6+1 Damage against ordinary foes, but 2D6 Damage vs Trolls (of all kinds). While equipped, the wielder gains the Regenerate Health (D3) rule.

21: CROWN OF DIABOLUM

Said to have been carved from the bones of a vampire lord, this jagged crown thirsts for the life-essence of its enemies, and drives its wearer to ever more bloodthirsty deeds.

(Headgear) This model's Melee Attacks gain the Absorb Health rule. In addition, while this model is affected by the Darkness rule, it gains +1 Resistance. However, the infernal whisperings of the crown cause the model to reduce its INT and WIL by -1 each while equipped.



22: STAFF OF FELSPELL

Stolen many moons ago from the tower of a powerful ice mage, this staff contains a portion of its former owner's magic still.

(Melee Weapon) Models with the Spellcaster rule only. This is a Staff (page 22) with the Chill special rule. At the start of each game, roll a D6—this is the number of Power Points contained within the Staff in a special pool. When the Staff of Felspell is equipped, the wielder may use these Power Points instead of their own.

23: LIGHTNING BLADE

This blade is surrounded by coruscating blue energy, and seems to dance before the wielder with a life of its own.

(Melee Weapon) This is a One-Handed Weapon with the Lightning special rule, and Extra Strikes (+D3)—roll the number of strikes at the start of each of this model's Melee Attacks.

24: GAUNTLETS OF ABSORPTION

As the enemy rains down blows upon the wearer, these gauntlets resonate with increasing power, turning the foe's strength against them.

(Gloves) Each round, while these gauntlets are equipped, make a note of how many Damage points this model suffers. In the next round, this model adds that many bonus Damage points to its first Melee Strike.

25: BASILISK DAGGER

This strange dagger is made from the envenomed fang of a mighty basilisk, set into a jewel-encrusted hilt.

(Melee Weapon) This is a Dagger with the Petrify and Poison rules.

26: RIDDLING RING

The pernicious magic of this simple-looking band compels opponents to engage in battles of wits, and punishes those who come poorly equipped for such a challenge.

(Ring) As an Action, target one enemy within 6" and Line of Sight. The target must immediately take an INT Test. If the Test is failed, they are Exposed, and this model may immediately perform a Free Action.

31: BOOTS OF STUBBORNNESS

These mailshod boots allow the wearer to plant themselves like a tree, becoming an immovable object.

(Boots) The wearer gains +1 Armor die, and cannot be Pushed by any means.

32: MACE OF EARTHSHATTERING

Said to have been gifted to a hero of old by a cabal of Elementals, when this mace strikes, the ground trembles.

(Melee Weapon) This is a One-Handed Weapon that inflicts 2D6 Damage. Once per Adventure, as an Action, the wielder may pound the mace on the ground, creating an earthquake! Every model, friend or foe, within 3" of the wielder must pass an AGI Test or become Staggered.

33: RING OF NOX

This ring emits a beam of pure energy to disintegrate the wearer's foes, but its true power is only evident when night falls.

(Ring) The wearer may use the Ring of Nox as a Ranged Attack with the profile below.

RANGE	DAMAGE	SPECIAL
10"	D6+4	If the bearer is currently under the effect of Darkness, add D6 to the Damage roll.

34: ARMOR OF GLITTERING SCALES

This silvered scales of this polished armor seem to ripple constantly, reflecting light to dazzle and confuse the enemy.

(Armor) This is a suit of Heavy Armor (page 22). Enemies suffer a -1 penalty to their Attack Rolls against this model. However, this model may not Hide.

35: SCEPTER OF CHANNELING

This finely-balanced ash staff is carved with one thousand and one sigils of power.

(Melee Weapon) Models with the Spellcaster rule only. This is a Staff (page 22) with the Lightning rule. Each time this weapon successfully Shocks an enemy, the wielder restores D3 Power points.

36: BROOM OF TREGUNA

This simple wooden broomstick moves with a life of its own, and is able to carry its owner to the skies.

(Special): The model gains the Fly special rule.

41: SHIELD OF THE FAITHLESS KNIGHT

Said to have once belonged to an old Paladin who was too afraid to even draw his sword, the properties of this shield perhaps explain why he lived so long.

(Shield): This is a shield (page 22), which grants D3 Armor dice vs Ranged Attacks instead of the usual 1. If the bearer has the Hidden condition when they are targeted, this is increased to D6 Armor dice.

42: ROPE OF REVELATION

This snake-like rope lashes at foes of impure heart, compelling them to act honorably for once in their lives.

(Special) This item may be used as a Ranged Attack with the following profile.

RANGE	DAMAGE	SPECIAL
6"	-	This Attack causes no Damage, but the target must take a WIL Test. If the Test is passed, the target is Pinned. If the Test is failed, the target activates immediately, under the control of the player, interrupting the normal game sequence. Treat the target model as a friendly Follower. When the activation is complete, resume the game sequence where you left off.

43: THE HOLY AVENGER

This ancient sword still gleams like it was newly forged, the silver-chased runes upon its honed blade thrumming with power in the hands of the faithful.

(Melee Weapon). This is a Hand Weapon (page 22). However, when wielded by a Paladin, Attacks from this weapon inflict 2D6 Damage, or 3D6 Damage vs Undead and Demonic targets.

44: BOTTOMLESS BAG

This plain sack always looks empty, and yet its owner always seems able to delve inside to pull out whatever item they need.

(Special). A model with this item always treats Swap as a Free Action. In addition, each time this model rolls on any Treasure Table, they may reroll the result.

45: CRIMSON ARMOR

This ornate suit of plate armor is intricately carved to resemble the musculature of a flayed warrior...

(Armor) This is a suit of Full Plate Armor (page 22). The wearer gains Immunity (Bleed). In addition, while this model is affected by Darkness, it gains the Regenerate Health (1) rule.

46: PHIAL OF REFILLING

This crystal phial magically refills with whatever liquid is placed in it, until the bearer commands it to stop.

(Special) Once per Adventure, this character may fill the Phial with a single Potion in their possession. For the rest of the game, the Potion is not discarded when used. Discard the Potion at the end of the game. The Phial always begins the next game empty.

51: PELT OF ETERNAL WINTER

This cloak is made from the pelt of a huge, white dire wolf, and glitters as if forever encrusted with ice.

(Cloak) The wearer gains the Immunity (Chill) special rule. In addition, all of the wearer's Melee Attacks gain the Chill special rule.



52: CONJURER'S HAT

This unassuming, pointy hat seems too tatty for any self-respecting sorcerer to don. But its true power belies its threadbare appearance.

(Headgear) Models with the Spellcaster rule only. As an Action, the wearer may delve into the hat—roll a D6 to see what they find:

D6	RESULT
1	<i>Presto!</i> The Spellcaster produces a small, furry rodent from the hat, which immediately wriggles free and runs away. There is no effect.
2-3	<i>The hat comes to life, and offers words of warning...</i> The Spellcaster gains +D3 Resistance until the end of the round.
4-5	<i>A glowing sword of pure energy appears in the Wizard's hand.</i> This model gains a free Melee Attack this round, even if they've already performed an Attack. This Attack inflicts 2D6 Damage with the Magical keyword.
6	<i>Ultimate power!</i> The model may immediately cast any of their Spells, with no Power required. The casting roll automatically succeeds—do not roll the Critical die. The caster may use Power points to Boost the Spell if they wish.

53: SPEAR OF THE CYCLOPS

Imbued with the foresight of the cyclops who forged it, this spear seems almost to know the intentions of its target, and reacts accordingly.

(Melee Weapon). This is a Spear (page 22). The bearer of this weapon gains a +2 bonus to their Melee Attack Rolls. In addition, once per Adventure, the spear can be used as a Ranged Weapon with the profile below (it returns to the user's hand as soon as the Attack is resolved).

RANGE	DAMAGE	SPECIAL
8"	2D6	Ignores Cover.

54: SWORD OF ANCESTRAL HEROES

Legend has it that this enchanted blade has been passed down through the ages, with each bearer slowly taking on the characteristics of the original owner.

(Melee Weapon) This is a One-Handed Weapon that inflicts 2D6 Damage. While equipped, the Hero suffers -1 INT, but gains +1 WIL.

In addition, once per Adventure, the sword can discharge a powerful surge of energy as a Ranged Attack with the following profile:

RANGE	DAMAGE	SPECIAL
8"	D6+4	If the target is wounded but not removed as a casualty by this Attack, they must pass a DEF Test or become Stunned.

55: BLADE OF CRUEL TORMENT

This wickedly hooked and jagged blade inflicts untold agony upon its victims. But such cruelty can also take a toll on the torturer...

(Melee Weapon) This is a Hand Weapon (page 22) that inflicts 3D6 Damage. No Strength Bonus may be applied to Attacks from this weapon. However, if the target suffers even a single wound from this blade, they must pass a WIL Test or gain the Stupid rule for rest of game. Each time an enemy model suffers the Stupid rule in this way, the attacker must pass a WIL Test or become Shaken.

56: BOW OF THE CELESTIALS

This bow appears unstrung and harmless. But in the hands of a master archer, its ethereal string projects explosive arrows of pure celestial energy.

(Ranged Weapon)

SHORT	LONG	DAMAGE	SPECIAL
10"	20"	1D6+1	Blast (2"). This Bow can never use special Ammunition.

61: MIRROR-SHIELD OF RHUBARAQ

This mirror-polished shield is designed to blind and bedazzle enemy archers.

(Shield) Against Melee Attacks, this shield grants D3 Armor dice instead of the usual 1 (roll each time the model is attacked). In addition, as an Action, choose one enemy within 12" and Line of Sight. That model must pass an AGI Test or suffer the Dazzled condition. This ability may not be used when this model is under the effects of Darkness.

62: VORPAL GLAIVE

This exotic, spoked weapon seeks out foes with unerring accuracy before returning to the owner's hand.

(Ranged Weapon) The Vorpal Glaive uses the profile below.

RANGE	DAMAGE	SPECIAL
12"	D6+3	Chained Shot (D3+1), Hurl, Momentum.

63: RING OF SECOND CHANCES

If at first you don't succeed, try again. And again.

(Ring) Whenever the wearer rerolls a Test and still fails, they may reroll the Test **once** more. The result of this second reroll must be accepted. If the original reroll was taken due to spending a Fate point, you don't need to spend another point to take advantage of this rule.

64: LUPIN'S AMULET

Lycanthropy is a terrible affliction, but the wearer of this wolf-tooth amulet is somehow able to harness the power of the werewolf for a short period.

(Amulet) Once per Adventure, as a Free Action, this model may transform into a fierce, bestial form! For the rest of the round, the model gains the Fleet rule, +D3 Strength Bonus, and gains +2 Extra Strikes. It may not use any weapons, armor or equipment for the entire round, but suffers no Disadvantage for fighting Unarmed.

65: WAND OF RECKONING

This long, gnarled wand is knotted and knuckled like a dead man's finger, and bristles with the power of its illustrious former owners.

(Special) Models with the Spellcaster rule only. Cannot be used while a Two-Handed item is equipped. This model suffers no penalty when casting a Spell of higher Level than themselves. In addition, they achieve Mastery on a roll of 4+ on the Critical die, instead of a 6.

66: SHROUD OF RESURRECTION

Stolen millennia ago from a saint's shrine, this tattered shroud can mend dolorous wounds and even bring the dead back to life.

(Special) As an Action, target an Out of Action token within 3". The Out of Action Hero immediately returns to play as described in the Fate rules. Their Fate store is not reduced.



THE BASICS
 THE RULES
 THE PARTY
 ADVENTURES
TREASURE
 TALES
 ADVANCEMENT
 NARRATIVE
 BESTIARY
 APPENDIX
 INDEX



6

TALES

Playing adventures on their own is fun and rewarding, but Tales allow players to link their adventures together to create epic stories for their heroes

THE PARTY NAME

As the Party's reputation grows, they'll need a name that the bards can sing of when recording their mighty deeds! Players should get their heads together to think of a suitably evocative name for their band of adventurers, who may one day be as legendary as the likes of the Riven Fellowship, Lorgan's Lightbringers, or the 95th Vigilants.

CREATING A TALE

While it's great fun to play one-off adventures, playing as part of a Tale will really raise the stakes. The system that follows allows you to link a series of games, developing your Heroes from sword-slinging novices to legendary figures, worthy of their own lasting tales!

A Tale is simply a series of linked games, or "campaign," where the result of each game has an effect on the next. Between each adventure, Heroes use Experience Points (or XP) to increase their skills, while spending hard-earned Gold to purchase equipment or hire new Followers to their cause.

The idea of a Tale is to keep the same Heroes from game-to-game. Of course, sometimes the worst happens and a Hero may be slain, but for the most part Heroes will improve over time, accruing experience, skills and treasure, while facing ever more dangerous foes worthy of their combined might.

THE CAMPAIGN TURN

In a Tale, the game doesn't end with the completion of an adventure. The adventure is merely the first part of a Campaign Turn. After the adventure is complete, players should immediately go through the following steps in order:

1. **Play an Adventure:** Select and play an Adventure as described on page 62.
2. **Rewards:** Heroes calculate any rewards of Experience and Gold from the last adventure.
3. **Injuries:** Heroes that were Out of Action when the adventure ended (and followers that were removed as casualties in the game) check the extent of their injuries.
4. **Restore Attributes:** Heroes' Health, Fate, and Power recuperate (page 130).
5. **Level Up:** Heroes with sufficient Experience may progress to the next level.
6. **Pay Retainers:** If you wish to keep surviving Followers on your roster, you must pay their wages!
7. **Travel:** The Heroes may wish to move on to explore new environs. If their current Settlement has no adventures remaining, they must Travel. If there are adventures remaining and the Party wishes to stay, skip this step.
8. **Pay Living Expenses:** Heroes now pay for their food and lodgings in the settlement, as described on page 136.
9. **Settlement Actions and Events:** Heroes now perform a number of Settlement Actions, determined by the size of the current Settlement. Once all Heroes have performed their Action, the Party rolls for a Settlement Event. Repeat this step until all Actions have been performed.
10. **End Campaign Turn:** The Party rolls their next adventure.

Ending a Tale

At the end of this book you will find suggestions for a narrative Tale, which puts together all the rules and adventures presented so far, and takes the pre-generated characters from page 248 on a lengthy campaign! Conversely, you may wish to create a Party of your own using the rules on page 48, and use the rules in this section to randomly generate a unique Tale of your own.

Players are encouraged to come up with their own narratives for a Tale, with their own objectives and victory conditions. However, if you want a fixed goal, then **the Campaign ends when every Hero has completed at least one adventure while at Level 10.**



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



REWARDS

Rewards of XP and Gold are awarded at the end of most adventures (although often it depends on whether or not the Heroes won or lost).

Gold is always earned on an individual basis—a Hero that finds Gold in a Treasure chest (or an item of Treasure, for that matter) keeps it, and simply records it on their character sheet. Experience Points, however, are handled differently, as explained below.

Experience Points (XP)

XP is awarded primarily for removing Adversaries as casualties, and completing an adventure. Every time a Hero earns XP, make a note of the amount. Experience may be spent between adventures to Level Up (page 130), but is never spent during an adventure. There are two ways to distribute XP, and players must agree their preferred method at the start of a Tale:

1. **One for All, All for One! (Recommended):** During an adventure, all XP is recorded in a single pool for the Party, and is divided equally between all the Heroes at the end of the game. If there are any leftover points (because the number won't divide equally), leave them in the store, ready to distribute after the next adventure. This method means that all Heroes in the Party progress at roughly the same pace.
2. **Winner Takes All:** Designed for players who like to have a little friendly competition, this method means that XP is distributed in the same way as gold. A Hero that slays a monster keeps all the XP for that monster, and so on. If you're the kind of group that likes to have an overall 'winner' (and the rivalry caused by stealing someone else's kill with a last-minute backstab) then this method is for you!

INJURIES

The adventuring life is not for the faint-hearted, and Heroes often find themselves pushed to their physical limits, or badly wounded in desperate battles. Heroes and Followers are treated differently when it comes to rolling for injuries, representing the greater effect a Hero has on a Party compared to a mere hireling.

Hero Injuries

Any Hero that was **Out of Action** when the adventure ended sets their current Health to 1, and must roll 3D6 on the table below to see if they survive their ordeal—and what happens if they do!

Follower Injuries

Unlike Heroes, Followers rarely stick around after staring into the face of death. Roll a D6 for each Follower removed as a casualty during the game.

- On a 1-2, the Follower has either succumbed to their injuries, or has decided to give up the adventuring life—either way, remove them from the Party.
- On a 3+, the Follower recovers, and is available to fight with the Party again (see **Pay Retainers**, page 130).

FRIENDS IN NEED

At any point during the Campaign Turn, if a Hero is unable to pay the requisite amount of Gold for a service or event (such as paying Living Expenses, or a Retainer), the other Heroes may give Gold to their cash-strapped friend to cover the cost.

Whether or not this money is a gift or a loan is entirely up to the players...

3D6 ROLL	INJURY RESULT
3-4	Casualty: The Hero is dead, and their remains are consecrated according to the customs of their people. All of their weapons and equipment are lost. Remove the Hero from the Party. (see Starting Over below)
5	Multiple Injuries: Roll twice on this table, rerolling any results of Casualty, Multiple Injuries, Full Recovery, or Beat the Odds.
6	Lost an Eye: The Hero may never, under any circumstances, gain Advantage when performing Ranged Attacks. If the Hero ever rolls this result again, they retire and are treated as a Casualty.
7	Leg Wound: The Hero deducts 2" from their movement allowance when moving on foot, and cannot Run further than 3". If a Hero receives so many Leg Wounds that their movement allowance is reduced to 0, they retire and are treated as a Casualty.
8	Arm Wound: The Hero may not use any weapon with the Two-Handed rule, nor may they fire a Bow or Dual Wield. Reroll any further Arm Wound results in future. If this Hero has no Melee Weapon other than a Two-Handed Weapon, they may exchange it for a Dagger or Hand Weapon at no cost.
9	Grievous Wound: The Hero loses -1 Defense permanently. If the Hero's Defense is ever reduced to 0, they retire and are treated as a Casualty.
10	Trauma: Roll a D6: 1-2 = Unstable (the Hero begins the next adventure with the Shaken condition); 3-6 = Nervous Condition (for the duration of the next adventure, the Hero suffers Disadvantage on their Morale checks).
11	Lucky Escape: The Hero recovers, but counts themselves very lucky indeed. They are not affected by any Settlement Events this Campaign Turn. However, they only restore 1 Fate point at the Restore Attributes step of the Campaign Turn instead of the usual D3.
12	Prolonged Recovery: The Hero eventually recovers. They are not affected by any Settlement Events this Campaign Turn, but nor can they perform any Settlement Actions.
13-15	Full Recovery: The Hero managed to escape with only a small loss of dignity. There are no further effects.
16	Vendetta: Pick one Adversary group from the previous game. This Hero Hates all models of that type from now on.
17	Battle-Hardened: The Hero is immune to the Fearsome rule. If a hero that is already Battle-Hardened rolls this result, treat it as a Full Recovery instead.
18	Beat the Odds: Not only does the Hero make a full recovery, they also learn some valuable lessons from the ordeal. They return to the Party with +D3 Experience Points.

STARTING OVER

There are many situations where a player may wish to start over with a new Hero—perhaps the Hero is forced to retire due to injuries sustained, or has succumbed to the dangers of the adventuring life and has died. Perhaps the player simply wishes to try afresh with a different Race or Class. Or maybe a new player has joined an experienced group, and needs to create a Hero to join in the fun.

In all of these situations, you'll need to create a new Hero of sufficient experience that they won't get left behind straight away.

To do this, at the end of the Campaign Turn, before starting a new adventure, create a Hero as normal. Then, use the Level Up rules (page 168) to immediately generate a number of Level advances, until the new Hero is the same Level as the other Heroes in the Party. (If you're using the Winner Takes all method of XP distribution, the Heroes may not all be the same Level—in this case, take the average Level of the other Heroes in the Party as the new Hero's Level).

The new Hero won't have the gold and treasure that the other Heroes have, but they also won't be carrying injuries and other penalties accrued during the campaign.



RESTORE ATTRIBUTES

Now, Heroes restore their Attributes—these values can potentially fluctuate further as the Campaign turn unfolds. Badly wounded Heroes can choose to Rest later to recover more Health.

- **Health:** Restore D3 Health, up to the model's maximum.
- **Fate:** Restore D3 Fate, up to the model's maximum.
- **Power:** Spellcasters restore their Power to maximum.

Followers don't need to roll—their Attributes are always assumed to be at maximum at the start of the next adventure.

LEVEL UP

If, at this point in the Campaign Turn sequence, a Hero has sufficient XP, they can spend it to **Level Up**. Leveling up brings with it a range of benefits, from improved characteristics to new skills and Spells, depending on the Hero's Class. You'll find the full list of benefits beginning on page 168.

A Hero requires XP **equal to the next Level, x5** (so you need 10XP to advance from 1 to 2, or 20XP to advance from 3 to 4, etc). **A Hero can't progress more than one Level in a single Campaign Turn.** Discard the spent XP, but keep a note of any remainder.

PAY RETAINERS

Most Followers have a **Retainer**—a value in Gold that must be paid in order to retain their services from one game to the next. Heroes must pay the Retainer for each Follower in their service. If you are unwilling or unable to pay, the Follower leaves—remove them from the Party.

TRAVEL

At this stage of the Campaign Turn, the Party must choose whether to stay in their current settlement, or travel to a new one. **If this is the first Campaign Turn, they'll have no choice but to travel to a settlement.** When the maximum number of adventures is reached (see page 136), the Party will have no choice but to move on to a new settlement in search of further Adventure. Either that, or they decide to retire in the current settlement, and end their adventuring career—but where's the fun in that?

If the Heroes travel, roll on the **Journey Events** table a number of times as indicated by the chart below. Each roll affects the entire Party—nominate one player to take the roll each time (take it in turns).

Journey Events

Villages are commonplace, and can ordinarily be reached in a day or so, but larger settlements are more far-flung, and take longer to reach. To represent the perils of staying on the road for too long, when you decide to travel to a settlement, you must roll a number of Journey Events as determined on the chart below.

SETTLEMENT TYPE	JOURNEY EVENTS
Village	1
Town	D3
City	D3+1

Some Journey Events can trigger an adventure before reaching the settlement. When this happens, **the Campaign Turn ends immediately**, and you have no choice but to play the next adventure. At the end of that adventure, the Party is still on the road, and so they must travel before they can resolve any settlement activities, starting their journey over anew. If any Event relies on the Party reaching the next settlement (such as the Caravan, for example), it is disregarded if an adventure is triggered (in that example, the merchants cut their losses and abandon you, so you never receive your reward).

Some events require to begin a journey over again. When this happens, roll a fresh set of Journey Events exactly as described above. And start the journey over.

To generate Journey Events, roll a D66 and consult the result below. Resolve each Event fully before moving onto the next. Once all Events are resolved, the Heroes arrive at their destination and may move onto the next step: Settlement Actions.

11: AMBUSH

You are attacked on the road. The Campaign Turn ends and you must immediately play the Ambush adventure (page 76).

12: LOST

You seem to be going around in circles, and finally admit that you're hopelessly lost. Eventually, you stumble across a tiny Village, many leagues from the nearest city. You may stop at the village, or start a new Travel step.

13: NO EVENT

No event to resolve.

14: RANSACKED CAMP

You return to camp to find that someone has rifled through your possessions! Each Hero in the Party must roll a D6. On a score of 1, 2 or 3, they must randomly determine one item from their Inventory—that item has been stolen! The Party may choose to continue their journey, or attempt to track down the thieves. If they choose the latter option, the Campaign Turn ends and you must immediately play the Revenge adventure (page 164). If the Party wins the game, any stolen items are recovered.

15: PLAGUE

The Party passes by a plague camp, putting their journey—and their lives—in jeopardy! Each Hero must take a DEF Test. If the Test is passed, there is no ill effect. If the Test is failed, they must spend 1 Fate point or succumb to the plague. Any Hero with the plague will be forbidden entry to the next settlement—it is up to the Party whether to end the Campaign Turn now and go to the next adventure, or go to the settlement and leave the unfortunate victim outside.

A Hero with the plague must roll a D6. On a 1-2 they lose 1 Health point permanently! On a 3-4 they suffer -1 STR and DEF for the duration of the next Adventure. On a 5-6 they must begin the next Adventure with the Diseased condition.

16: ROADSIDE SHRINE

You pass a small shrine. Any Hero may make an offering of D3 Gold to pray to the gods. Roll a D6. On a 1-3 the prayers are ignored. On a 4-5 the Hero starts the next adventure with the Focused condition. On a 6, the Hero restores 1 Fate point.

21: RAGING STORM

The Party is stuck in a foul storm, which causes the river to burst its banks, lightning to sunder nearby trees, and mudslides threaten to sweep away the camp. The Hero(es) with the lowest Fate must each roll a D6: On a 1 or 2, they suffer serious injuries in the storm—when they reach the next settlement they must pay an extra 2D6 gold in Living Expenses for a physician. If they cannot pay, they must deduct one Weapon or Magic Item from their inventory instead to settle the balance. On a 3-5, the Hero must choose: Lose D6 Gold, or one Weapon in the deluge. On a 6, the Hero displays such tenacity and outrageous luck that they restore 1 Fate point.

22: THE DARK FOREST

The Party takes a forest road, and soon regrets the decision—something strange lurks in these benighted woods...

Roll a D6. On a 1-3, the Campaign Turn ends and you must immediately play the **No Leaf Unturned** adventure (page 162). On a 4-5, the Party becomes horribly lost, and must roll for two additional journey events during this travel step. On a 6, however, the Party is met by a friendly elf, who leads them out of the forest safely. One Hero may spend 2D6 Gold to recruit the **Wood Elf Wayfarer** as a temporary Follower in the next adventure.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



23: TRAP!

While out hunting for the night's meal, one of the Heroes triggers a trap perhaps left by brigands, or even careless hunters. Randomly select one Hero—that Hero must spend a Fate point or become injured by the trap. If a Hero is injured, the Party must roll for an additional journey event during this travel step to account for the additional journey time. When the next settlement is reached, the Hero must add +D6 Gold to their living expenses to pay for their treatment—if they cannot pay, and no one in the Party wishes to pay on their behalf, they must instead discard one Weapon or Magical Artifact to pay their way. If for any reason they still cannot pay, or if the next adventure begins before a settlement is reached, the Hero begins the next adventure with -1 Health point and the Exposed condition.

24: NO EVENT

No event to resolve.

25: MYSTERIOUS STRANGER

A stranger enters camp in the night, seeking the protection of the Party. He offers to pay each Hero 10 Gold if they let him accompany the Party as far as the next settlement. You may decline the offer for no effect, or agree. Take the gold, then roll a D6. On a 1, the stranger leads the Party into an ambush! The Campaign Turn ends immediately and you must play the **Ambush** adventure (page 76). On a 2-4, the stranger is as good as his word, and there is no further effect. On a 5-6, there is more to the stranger than meets the eye. When you reach the settlement he leaves you with a portentous warning that may yet save your lives, before vanishing into the crowd... Each Hero with less than their starting amount of Fate may restore 1 point.

26: HUNTER'S CAMP

You encounter a hunter in the wilds, who's on the lookout for a prize hunting falcon. You can either continue on your way with no effect, or you can offer to keep an eye out on your travels, and find him a good specimen. If you offer to help, the Campaign Turn ends and you must immediately play a randomly determined Wilderness adventure. Place D3+1 Falcons in play at the start of the game—these follow the rules for Civilians, except when they Move they Fly 2D6". Any Hero within 3" of a falcon may spend an Action to catch it—remove it from play and place it on the Hero's character sheet (if that Hero goes Out of Action, the Falcon is placed in contact with the Out of Action Hero token, and becomes a Civilian again). At the end of the game, roll a D6 and add the number of Falcons captured by the Party. If the score is 4 or more, you found a fine hunting bird! The Hunter rewards you with 2D6 gold per Hero.

31: SHORTCUT

You're sure there's a quicker way to town... Roll a D6. If there's a Ranger in the Party, add +1 to the roll. On a 1, The Campaign Turn ends and you must immediately play the **Ambush** Adventure (page 76). On a 2-3, you take a wrong turn and must roll 2 extra Journey Events. On a 4-5, there are no more Journey Events, but you've arrived at the wrong Settlement—you've found a Village. On a 6+, there are no more Journey Events—you've found your chosen Settlement.

32: FOREBODING CAVE

You come across a cave entrance, marked by swirling sigils and redolent with creeping dread... You may either ignore the cave, and continue on the journey as normal, or investigate. If you investigate, the Campaign Turn ends and you must immediately play **The Ritual** adventure (page 114). However, the Ritual Master starts the game with D6 bonus Health, and removing him from play awards an extra D3 XP.

33: BANDITS

You come across a group of terrified and half-starved townsfolk—a merchant and his family, robbed on the road by a gang of notorious bandits. You can **either** escort them to the nearest town (reduce the number of remaining Journey Events by 1 if you do so), or track down the bandits and try to retrieve what's left of the merchant's possessions. If you take the latter option, the campaign turn ends and you must immediately play the **Supply & Demand** adventure (page 75)—use Bandits as part of the Adversary force if possible.

34: GOOD DEED

You pass a band of peasants who have been dispossessed of their worldly goods. Any Hero may give the peasants some gold, that they might rebuild their lives. If they do so, they may roll a D6, adding +1 to the roll for every full 5 gold that they donate. On a score of 6, the Hero restores 1 Fate point.

35: TRAVELLING MINSTRELS

A troupe of minstrels offer to accompany the Party to the next settlement. If you allow it, roll a D6 when the settlement is reached. On a 1, the Minstrels are so bad that the townsfolk refuse to let any of you in! You may choose to travel to a different settlement (without the minstrels), or the Campaign Turn ends. On a 2-4, there is no effect. On a 5-6, the minstrels are so good that the townsfolk get swept along in the moment, and give each Hero D6x2 Gold—any Bards in the Party gain an extra D6 Gold for their contribution.

36: NO EVENT

No event to resolve.

41: TRAVELLING MERCHANT

A merchant from a far-off land invites you to take a look at the exotic wares on his caravan. Any Hero may spend D6x5 gold to roll once on the Magic Artifacts table (if the number rolled exceeds the Hero's current gold, then the purchase cannot be made). However, once the merchant has gone, each Hero who made a purchase must roll a D6—on a score of 1 or 2, the artifact is actually a very convincing fake! Remove the artifact from your inventory.

42: NO EVENT

No event to resolve.

43: PERFECT CONDITIONS

The sun is shining, the birds are singing, and before you know it you've reached your destination! Even if there were further Events to roll, this is the last—the settlement is reached. Furthermore, each Hero may roll a D6. On the score of a 6, they restore 1 Health point.

44: WITCH'S HUT

As night falls, you encounter a ramshackle hut, perched in a dark, twisted tree. As you draw near, a thin voice calls out to you, inviting you inside whereupon you might learn of your future...

Any Hero can spend D6+4 Gold to have their fortune told by the witch. Roll a D6. On a 1, the Hero offends the witch, and is cursed! They lose 1 Fate point. On a 2-3, the witch gives the Hero a trinket, which turns out to be worthless junk. On a 4+, however, the witch imparts invaluable advice. Once during the next adventure, upon suffering damage from an enemy Attack, the Hero may choose to disregard all damage from that Attack.

45: THE CARAVAN

You encounter a merchant caravan, and are offered the job of escorting it to the next settlement. If you refuse, there is no effect. If you accept, roll a D6. On a 1-2, the caravan comes under attack, and most of the merchants' goods are scattered during the fighting; the Campaign Turn ends immediately, and you must play the **Supply & Demand** Adventure (page 74). On a 3-5, when you arrive at the next settlement each Hero receives payment of D6+4 Gold. On a 6, not only does each Hero receive 2D6+3 Gold upon arrival at the next settlement, but they also gain a +2 bonus to any Test to find a Rare item in this Campaign Turn.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



46: TOLLHOUSE

You reach a wide stone bridge, upon which stands a tollhouse. There seems to be no way around, and the officious guards within demand a crossing tax of 8 Gold per Hero. Either everyone must pay, or none—you may exchange Gold freely between Heroes in order to cover the cost. Alternatively, a Hero may discard one Weapon or item of Treasure to pay the tax.

If the Heroes cannot or will not pay, they must take the long way around, resolving two additional journey events during this travel step.

51: THE FORBIDDEN POOL

Tired from your journey, you decide to rest beside a tranquil pool. Unaware of the pool's strange, mystical properties, you drink of the water. That night, you are haunted by strange dreams...

Each Hero must roll a D6. On a 1, the faeries who protect the pool curse the Hero with the Weakness (Magical) rule—this is a permanent addition to the Hero's character sheet. On a 2-3, the Hero loses 1 Fate point due to disturbingly real dreams showing the moment of their death. On a 4-5, the enchantment in the water proves highly beneficial, and the Hero restores their Health to maximum. On a 6, the Hero makes sense of the portents shown to them in the dream, and restores 1 Fate point.

52: NO EVENT

No event to resolve.

53: DANGEROUS CROSSING

The road has been destroyed by a recent earthquake, and now a great chasm has opened up, blocking your route. The Party must either begin this journey over again as they find an alternative route, or they may discard one Rope and Grapple or Elven Rope item in order to continue on their way.

54: RESCUE!

You are approached by a group of peasants, who complain that their lord is a tyrant, and has unjustly imprisoned one of their own. They ask that you rescue their friend before he is put to death on trumped-up charges.

If you refuse, word of your callousness reaches the next settlement, and you suffer a -2 penalty to **any** Test you take when trading or visiting special locations this Campaign Turn. If you accept, the Campaign Turn ends immediately, and you must play the **Gaolbreak** adventure (page 94). No member of the Party may be the Prisoner in this adventure.

55: STONE CIRCLE

You pass by a ring of standing stones—an ancient site of worship, some say, where blood rites were once practiced.

Any Hero may honor the old gods by deducting 1 Health point to roll a D6. On a 1-3, the gods ignore the Hero's prayers. On a 4-5, the Hero may reroll a single Test once during the next adventure. On a 6, the Hero restores 1 Fate point. Druids who choose to honor the gods add +1 to the roll.

56: STRANGE MANOR

Finding yourselves travelling at night during a storm, you spy a fortified manor house atop a nearby hill, and venture there to seek sanctuary. Though a little strange, the occupants are more than hospitable, and you spend a pleasant night in their company, before passing out, the worse for wine. When you awake, you are atop the hill, exposed to the elements, and the manor has gone!

Randomly pick one Hero in the Party—they find a strange item on their person: roll on the Magical Artifacts table to see what it is. Unfortunately, it seems to have come at a great cost, judging by the tiny bite marks on the Hero's body. That Hero loses 1 Health point permanently—reduce their Maximum Health score by 1 permanently.

61: HAPPY HUNTING

You encounter a group of hunters who are on the trail of an enormous beast. They offer to pay in exchange for the Party's help, for the creature is fearsome indeed. If you agree to help, roll a D6.

D6	RESULT
1	The beast is cornered but manages to escape after a vicious encounter. Each player must roll a D6 and add their current Fate. Any Hero scoring 4 or less loses D3 Health.
2	The hunt is fruitless—there is no further effect.
3-4	The hunting party is wiped out, and the Heroes swear revenge! The Campaign Turn ends, and you must play the Monster Lair adventure (page 104).
5-6	The hunt is successful, and each Hero is rewarded with 3D6 Gold for their individual efforts.

62: NO EVENT

No event to resolve.

63: FORGOTTEN HAMLET

You encounter a strange little hamlet, which seems almost lost in time—the inhabitants wear clothes curiously out of fashion, and seem to know nothing of modern affairs. You may decide to end your journey prematurely and stop here, treating it like a new Village, or continue on your way.

If you stop at the hamlet, roll a D6 once for the whole Party before starting the next adventure. On a 1, the hamlet vanishes almost as soon as you leave, and any items purchased are crossed off your Character sheets! The gold you spent, however, does not return... On a 4+, however, the mysterious encounter has left a strange mark on you. Each Hero may choose one: restore 1 Fate point, or gain the Resist (Magical) rule for the duration of the adventure.

64: PRISONER

While travelling along a backroad, you encounter a prisoner being led along in chains by his captors. The prisoner swears by the Light he's innocent, and begs for your help. The guards look wary of taking on a heavily armed party, but seem ready to fight...

If the Party ignores the prisoner's request, they go on their way as normal. However, if you roll the Guard Corruption Event in this Campaign Turn, you may ignore it. If you choose to help, the Campaign Turn ends and you must play the **Prisoner** adventure (page 166).

65: FEAST DAY

The Party happens across a tiny hamlet, where festivities are in full swing. The Heroes are swept along in the celebrations, each spending D6x2 gold in the process. Resolve one additional journey event during this travel step due to the delay. However, thanks to the famous hospitality of the villagers, the Heroes each restore D3 Health and 1 Fate point.

66: LUCKY FIND

Out in the wilds, you happen upon a cache of treasure, perhaps hidden by bandits long ago. There's no sign of the owners—you may choose to rifle through the stash, or leave it be.

If you raid the cache, any Hero may perform a Search. Decide which Heroes are searching before any of them roll the dice. If a Trap is triggered, the effects apply to all searching Heroes (ignore any effect that isn't Health damage—Health can only be reduced to a minimum of 1). No further Traps can be triggered—simply reroll further results.

After searching, roll a D6. On a 1, in the next adventure all Elite Adversaries gain Advantage when performing Melee Attacks vs the Heroes who searched the cache, as revenge for plundering their loot!

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



A DAY OF REST

Jalani awoke to agonizing pain. She grit her teeth as she rolled over—the cushy bed was more comfortable than anything she remembered laying on since leaving her woodland home, but it did little to ease her misery.

“What say we stay in bed today, elf?”

Squinting against the incoming sunlight, Jalani looked to her dwarven companion who hadn’t even yet managed to move. “The Eldercrowns are expecting us to return with the talisman within the season, Herga.” Jalani bit back curses as she shifted her feet to the ground. “We do not have the time.”

“What’s rest without recuperation?” the dwarf grunted in response. “How am I supposed to protect ye if I can’t raise me axe?”

Ignoring the protest, Jalani reached over to her belongings and produced a bulging pouch. She emptied it onto the pillowy bed, gold coins rattling softly.

“I saw an alchemist shop when we came in,” Jalani explained. “Let’s go shopping.”

The dwarf moaned and threw her blankets over her head. “Have fun. Before you hobble out of the common room, have that portly halfling barkeep bring me some ale.”

SETTLEMENTS

The towns and cities of Noveth might appear safe havens at first, but they are teeming with life of every stripe, and the unwary might find their purse a little lighter if they’re lucky, or end up facedown in the river if not. Settlement Events represent not just the hidden dangers of urban life, but opportunities, too.

Living Expenses

Before proceeding further, each Hero must pay their **Living Expenses**, listed on the Settlement chart below. If they are unable or unwilling to pay, they are kicked out of their accommodation, and end up camping outside the settlement walls. Their Campaign Turn ends here—they take no part in any settlement activities or Events, instead rejoining the Party at the start of the next adventure.

SETTLEMENT TYPE	LIVING EXPENSES	MAX ADVENTURES	SETTLEMENT ACTIONS
Village	D3 Gold	1	1*
Town	D6 Gold	D3	2
City	D6+3	D6	3

* No Settlement Event is triggered in a village.

Maximum Adventures

Every settlement has a maximum number of possible adventures as detailed above, depending on its size. If that number is a random roll, roll once when you first reach the settlement. Once the adventures are exhausted, the Party must Travel to a new settlement.

SETTLEMENT ACTIONS

Each Hero may perform a number of Settlement Actions, depending on the size of the Settlement. If the Party is in a Town or City, then after all the Heroes have completed one Action, nominate one player to roll for the Party’s Settlement Event. **No Settlement Events are triggered in a Village.** Repeat this process until all Settlement Events have been exhausted (so, in a City, each Hero will spend a total of 3 Actions, while the Party will experience 3 Settlement Events).

Note: Some Settlement Events bring the Campaign Turn to a premature end—see the Events table for more information.

Settlement Actions List

A Hero may choose from the following list when performing a Settlement Action. **Actions marked with an asterisk (*) may only be performed once per Campaign Turn.**

- Recruit*
- Rest*
- Retrain*
- Trade
- Visit Special Location

Recruit

Any Hero may search the settlement in an attempt to hire a Follower.

- Followers have a **Rarity Rating**, just like items (see page 138)—this represents how easy or hard it is to find a Follower of the desired type in the current settlement. A Hero may only attempt to recruit one Follower per Campaign Turn (any Followers found as a result of Events are considered additions to this number, although their total Levels must still be taken into account).
- A Hero must be able to pay the recruitment fee (in Gold) when hiring a Follower. If they are unable to pay, their Recruit action is wasted.

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Archer	D6+10	Rare (+0)
Guard	D6+8	Common
Scout	D6+12	Rare (-2)

FINDING FOLLOWERS AT SPECIAL LOCATIONS

Some Special Location (see page 139) allow a Hero to search for specialist Followers instead of the more common types listed above.

Rest

A Hero may choose to rest up, perhaps paying for more luxurious lodgings, partaking of good food and relaxing pursuits. The Hero pays D6 Gold, and restores their Health to maximum.

Retrain

As a Hero progresses through Levels, it's possible that they find themselves with skills that they no longer favor, and a desire to change their career path. In these instances, a Hero may retrain.

The Hero spends a Settlement Action to practice their skills, or to seek out knowledgeable trainers to impart some knowledge in exchange for gold.

To retrain, the Hero must spend Gold equal to **D6 x their current level**. If they do so, they immediately remove one Skill from their character sheet, and choose a new Skill to replace it. The new Skill may be either a Class Skill (from the Hero's own Class table) or a Universal Skill. See Level Up (page 168).



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



WHERE ARE ALL THE WEAPONS?

Heroes start a campaign with the signature weapons they've trained with their entire adventuring career—unless they find some magnificent magical weapon, they will very rarely stray from the equipment they know and love. Some special situations may cause a Hero to lose or break one of their weapons—in this case only, they may buy a Replacement Signature Weapon from the chart below, which will always be of the same type as the one they lost (without any acquired enchantments from Keyshards, of course), and counts as a signature weapon in all respects.

Trade

Heroes use the Trade Action to visit common shops and trading establishments, purchasing items and services to help them in future adventures.

The more readily available items of equipment may be purchased from the chart below, deducting the cost from your Hero's Gold total.

RARE ITEMS

While any Hero can purchase a Common item as long as they have the requisite Gold to spend, Rare items are a little harder to come by.

- A Hero may only search for one Rare item per Campaign Turn.
- Rare Items cannot be found in villages.

Rare items have a Rarity modifier in parentheses. When a Hero wishes to purchase such an item, they must first pass an INT Test, modifying the Test by the Rarity value.

Searching for a Rare item uses the Hero's Action even if unsuccessful. Note, however, that the cost in Gold is only paid if the item is found.

PRICE LISTS

Below you will find prices for equipment that's available at a settlement, including price and rarity, and the Stock level (how many of the item can be purchased by the same Hero per Campaign Turn).

WEAPONS			
ITEM	COST (GOLD)	STOCK	RARITY
Replacement Signature Weapon	D6	1	Common
ARMOR			
ITEM	COST (GOLD)	STOCK	RARITY
Light Armor	8	1	Common
Heavy Armor	12	1	Rare (+0)
Full Plate Armor	20	1	Rare (-2)
Buckler	3	1	Rare (+0)
Shield	5	1	Common
MISCELLANEOUS EQUIPMENT			
ITEM	COST (GOLD)	STOCK	RARITY
Bandages	2	3	Common
Map	18	1	Rare (+0)
Rope and Grapple	6	1	Rare (+1)
Spyglass	6	1	Rare (-2)
Survival Gear	10	1	Rare (+0)
Torch	2	1	Common

BANDAGES

When performing the Aid Action, a model with Bandages may choose to remove the Bleed condition from themselves or the target friendly model.

MAP

Once per Campaign Turn, the Party may ignore one Journey Event, treating the rolled result as No Event instead.

ROPE AND GRAPPLE

This model gains Advantage to its Climb Tests. If the model ever falls into a Pit Trap or Spiked Pit, it may discard this item to automatically ignore the effect.

SPYGLASS

As an Action, this model may nominate a single enemy model within Line of Sight. For the remainder of the round, friendly models gain Advantage to Ranged attack rolls vs the nominated target.

SURVIVAL GEAR

Once per Campaign Turn, the Party may reroll one Journey Event.

TORCH

For the duration of the next adventure, this model may light or extinguish the Torch as an Action. A model with a Torch is a Light Source with a 3" radius while it is lit. A Torch takes up one hand (taking the place of a second weapon or shield, and preventing any two-Handed item from being equipped at the same time).

Visit Special Location

Any Hero may visit a Special Location, to search for exotic equipment, or to request some service that might give them an edge in the battles to come. A Hero may not visit the same Special Location twice in the same Campaign turn. The locations available are often dependent on the type of settlement the Party is in, and some locations may only be visited by a particular race or class.

(Abbreviations: V = Village; T = Town; C = City)

- Apothecary Shop (T, C)
- Bard's College (T, C) (Bard Only)
- Bathhouse (C)
- Counting House (T, C)
- Dwarven Quarter (C) (Dwarf Only)
- Elven Quarter (C) (Elf Only)
- Monastery (V) (Monk Only)
- Sacred Grove (V, T) (Druid Only)
- Tavern (V, T, C)
- Templar Hall (C) (Paladin Only)
- Fighting Pit (C) (Barbarian or Fighter Only)
- Fletcher (V, T, C)
- Fortune Teller (V, T, C)
- Gambling Den (T, C)
- Halfling Cookhouse (T, C) (Halfling Only)
- Into the Wilds (V, T, C) (Ranger Only)
- Temple (V, T, C)
- Thieves' Guild (C) (Rogue Only)
- Training Grounds (C) (Fighter Only)
- Wizards Guild (C) (Wizard Only)

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Apothecary Shop

A Hero visiting the Apothecary Shop may attempt one of three activities:

- Seek treatment for an injury
- Try to purchase Healing Tinctures
- Recruit an Apothecary as a Follower

TREATMENT

A Hero with one of the following Injuries can visit the Apothecary for treatment:

- Arm Wound
- Leg Wound
- Grievous Wound
- Trauma: Nervous Condition

Only one Injury can be treated per visit. The Hero must pay the Apothecary D6x5 gold, and roll on the following table:

D6	RESULT
1	Quack: The Apothecary can't help you this time.
2-4	Special Remedies: The Hero removes one of the listed Injuries from their character sheet, but they suffer a -1 penalty to their Agility for the duration of the next adventure.
5-6	Remarkable Recovery: Remove one of the listed Injuries from the Hero's character sheet.

HEALING TINCTURES

A Hero may search for the following Rare item (see table on page 141).

RECRUITING AN APOTHECARY

Attempt to persuade the Apothecary, or one of their assistants, to join your Party!

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Apothecary	3D6+6	Rare (-3)

Bard's College

Any Hero may visit the Bard's College and attempt to recruit a Minstrel Follower.

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Minstrel	2D6+8	Rare (-2)

Alternatively, a Hero of the Bard Class may visit the Bard's college to **train their skill in the Bardic Tradition, or to buy special Bard equipment.**

TRAIN IN THE BARDIC TRADITION

The Bard seeks an audience with the settlement's Circle of Harmony—the most senior bards in the region—and asks them to impart some of their knowledge. The Bard must donate D6x5 Gold to the college, then rolls a D6:

D6	RESULT
1	Failure: Despite the Bard's best efforts, the members of the Circle shake their heads in disappointment—clearly the Bard is not yet ready for their teachings. Leave the guild empty-handed.
2	Song of Resolve: (Bardic Song) The Bard may perform this song as an Action during the next adventure. For the rest of the round, the Bard and any friendly model within 6" automatically pass any Morale check they are required to take.
3	Benevolent Chronicler: During the next adventure, any Hero within 3" of the Bard may use the Bard's Fate store as if it were their own (if the Bard allows it). Each time this happens, the Bard gains the Focused condition.
4-5	Font of Inspiration: During the next adventure, each time the Bard performs a Bardic Song, they may spend a Fate point to treat the song as a Free Action (effectively gaining a bonus Action).
6	Song of Puissance: (Bardic Song.) The Bard may perform this song as an Action during the next adventure. The Bard and all friendly models within 3" gain advantage to all Attack Rolls until the end of the round.

APOTHECARY SHOP				
ITEM	COST (GOLD)	STOCK	RARITY	RULES
Healing Tincture	D6+2	2	Rare (-2)	Potion. Restore D3+1 Health points.
SPECIAL BARD EQUIPMENT				
ITEM	COST (GOLD)	STOCK	RARITY	RULES
Bardic Scroll of Legend	4D6	1	Rare (-3)	<i>Bard Only.</i> One Use Only. As an Action, remove the Scroll to perform this special Bardic Song. The Bard and all friendly models within 3" may remove one condition.
Fine Instrument	2D6	1	Rare (-1)	<i>Bard Only.</i> Increase the range of Bardic Songs by +3".

Bathhouse

A Hero may pay D6+2 Gold to leave themselves feeling refreshed and confident on the eve of adventure. They gain one free Move or Action in the first round of the next adventure (choose which when the Hero activates for the first time).

Counting House

A Hero visiting the Counting House may either Invest or Withdraw from their savings. A Hero may invest up to half of their current Gold in a single visit to the Counting House. Make a separate total on your character sheet, headed "Savings." Savings cannot be used until they are Withdrawn (so if you need them to pay a retainer, for example, you're straight out of luck!). A Hero can withdraw Gold from the Savings total by visiting the Counting House again in a subsequent Campaign Turn.

At the start of the next Settlement Actions and Events step, roll a D6 and consult the following table:

D6	RESULT
1	Poor Investments: Lose D6 Gold from your Savings (reducing them to a minimum of 1).
2-3	Business is Slow: There's no change in the Savings total.
4-5	Steady Interest: Add D6 Gold to your Savings.
6	Canny Investment: Add D6x3 Gold to your Savings.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



DWARVES

Most of what the world knows about dwarves is pulled from songs and stories from the eldest descendants of Myrethold. The vast dwarven archives of that legendary mountain keep were lost during the Nether War. Legends exist of the final dwarven thane, Vurn Krownen, leading the last of his sentinels into the burning depths of the Abyss to fight the usurping forces of the Nethering. The surviving dwarves of that tragedy fled into Vale, where they were welcomed and protected by the forces of Light.

Since the great fall of their home, the dwarves of Myrethold have carved out their own new society above ground all across Vale, with many also seeking out rural lives in Westerra. Fewer dwarves made their homes in the lands of Eastlund, where the close-minded human lords did not take well to their kind.

New Hold is the closest thing to a homeland that the dwarves have now, which is a collection of Vale's richest mines—a gift to the dwarven refugees from King Aberheim II, who proclaimed them Vale's most important allies in defeating the forces of the Nethering.

Dwarven Quarter

Some cities contain areas almost wholly populated by dwarves. The streets ring with the sound of smithing and forging, and the market stalls are stocked with the finest armor, jewelry and weapons. **Dwarf Heroes** may visit the Dwarven Quarter to purchase special items or services offered only to their kind.

DWARVEN EQUIPMENT			
ITEM	COST (GOLD)	STOCK	RARITY
Dwarven Ale	2D6	1	Common
Fire Flask	D3x10	D3	Rare (-2)
Heavy Dwarven Armor	4D6+6	1	Rare (-3)
Luck Rune	2D6+6	1	Rare (-2)
Master-Crafted Weapon	D6x5	1	Rare (-1)

DWARVEN ALE

One Use Only. As an Action, a Dwarf Hero may consume one ration of Dwarven Ale. For the remainder of the round, the dwarf adds +1 to both their Strength Bonus and Resistance, and gains Advantage to all Morale checks, but must halve their AGI and INT (rounding fractions down).

FIRE FLASK

This clay pot contains an alchemical mix of elements known only to the master weapon-smiths of the dwarf holds. When thrown, the flask explodes in a fiery conflagration! A Fire Flask is a Ranged Weapon with the following profile:

WEAPON	RANGE	DAMAGE	SPECIAL
Fire Flask	4+STR	D6+1	<i>Dwarves Only.</i> Blast (2"), Fire, One Use Only.

HEAVY DWARVEN ARMOR

This suit of bronze-hued armor is too heavy for the likes of humans and elves to don, but for the broad-shouldered dwarves is barely a burden. Heavy Dwarven Armor is treated as Heavy Armor for all rules purposes.

TYPE	ARMOR DICE	SPECIAL
Heavy Dwarven Armor	+3	<i>Dwarves Only</i>

LUCK RUNE

This small pebble is engraved with a powerful dwarf rune. When a Dwarf Hero takes a Test, they may discard the Luck Rune to convert one die that scored a 1 into a 6 (this may be the Critical die, if applicable).

MASTER-CRAFTED WEAPON

The dwarf may submit one of their Signature Weapons to be reforged by a master smith. This service may only be purchased once per weapon. From now on, that weapon adds +1 to the Attack Roll. Even a weapon with a Keyshard applied may be submitted for Master-Crafting.

Elven Quarter

The largest cities contain Elven Quarters—places of music and magic, where the streets are entwined with root and branch, and lit by glowing sprites. Here, elven ambassadors reside, always ready to greet their kin. **Elf Heroes** may visit the Elven Quarter to purchase special equipment unique to their people.

ELVEN EQUIPMENT			
ITEM	COST (GOLD)	STOCK	RARITY
Arrows of the Woodland Realms	D6+6	1	Rare (+0)
Elf Bow	2D6+12	1	Rare (-1)
Elven Armor	3D6+8	1	Rare (-2)
Elven Bread	D6+1	1	Common
Elven Cloak	2D6+4	1	Rare (-2)
Elven Rope	2D6	1	Rare (+0)

ARROWS OF THE WOODLAND REALMS

Elf Only. Requires a Bow to use. Attacks with this weapon add 6" to their maximum Range. There are enough arrows for the duration of the next adventure.

ELF BOW

An elf with a Bow Signature Weapon may replace it with an Elf Bow—the Elf Bow becomes the new signature weapon, and the old Bow is discarded. An Elf Bow is treated as a Bow for all rules purposes. It is a ranged weapon with the following profile:

WEAPON	SHORT	LONG	DAMAGE	SPECIAL
Elf Bow	12	24	D6+1	<i>Elves Only.</i>

ELVEN ARMOR

This suit of silvered armor is incredibly light, yet strong as thrice-folded steel. Elven Armor is treated as Light Armor for all rules purposes.

TYPE	ARMOR DICE	SPECIAL
Elven Armor	+2	<i>Elves Only</i>

ELVEN BREAD

Elf Only. When performing a Take a Breath Action, this model restores D3 Health instead of 1. If a 1 is rolled, the bread runs out and is discarded. An elf may not have more than one batch of Elven Bread at a time.

ELVEN CLOAK

Elf Only. Enemy Ranged Attacks that target this model suffer Disadvantage.

ELVEN ROPE

Elf Only. This model gains Advantage to its Climb Tests.

ELVES

Any scholar who claims to know the true history of the elves is either naive or blatantly dishonest. There are countless theories about where the elves came from and the nature of their remarkable agility, artistry, and general aloofness, but no one can truly separate fact from fiction—not even the elves themselves, who are prone to capriciousness and evasive in regards to their peoples' history.

One thing that is certain is that the majority of Aetha's elven population resides in far Laustreal, in the lush and dangerous jungles. It may be for this reason that so little is known of the elves, because very few outsiders who venture into Laustreal ever return. Between the savage predators that lurk within those wilds and the dark, ancient power that corrupts the jungle's inhabitants, no real inroads have been made in terms of civilizing the elven homeland.

Aside from the dwellers of the distant jungles, elves are more commonly known as the forest kin on Noveth. Less common are the dark elves—that some inaccurately call Shadow elves—from the cursed lands of Caim. Regardless of their lineage, all elves are spiritually tied to the fey domain.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Fighting Pit

A Barbarian or Fighter Hero may attempt to earn extra coin or notoriety by fighting in the local pits. Of course, there are better ways to earn a living, but for some Heroes, a frisson of danger makes life worth living...

Deduct up to 25 Gold from your model's total to represent your stake (you must stake at least 1 Gold). Now perform three consecutive Melee Attack Rolls. Use any Melee bonuses your Hero normally possesses (but you may only perform three rolls, no matter how many strikes the Hero may possess). Note how many of the rolls were successful, and consult the chart below.

SUCCESSSES	RESULT
0	The Hero loses badly. You lose your entire stake, and the Hero reduces their DEF by -1 (to a minimum of 1) for the duration of the next adventure.
1	The match is bloody, and ends in a draw. You get your stake back, but nothing more.
2	The Hero wins, but only just. You get your stake back, plus D6 Gold.
3	The Hero is triumphant, and doubles your stake! In addition, the Hero restores 1 Fate point.

Fletcher

A Hero may visit the Fletcher to purchase special ammunition for the next adventure. Ammunition purchased at the Fletcher's lasts for the duration of the next adventure, and is then lost. A Hero must have the correct type of weapon in order to use these items.

Remember that, if visiting a Fletcher in a Village, you cannot search for Rare items.

ASHWOOD QUARRELS

Requires a Crossbow or Crossbow Pistol to use. Attacks with this weapon add D6 Damage vs models with the Undead or Vampire keywords.

BARBED ARROWS

Requires a Bow to use. Attacks with this weapon gain the Bleed special rule.

BLACKFLIGHT ARROWS

Requires a Bow to use. Attacks with this weapon add 3" to their maximum Range.

FIRE ARROWS

Requires a Bow to use. Attacks with this weapon gain the Fire special rule. In addition, the weapon may fire Indirectly, providing Light with a 2" radius of the target point until the end of the round.

HEAVY QUARRELS

Requires a Crossbow or Crossbow Pistol to use. Attacks with this weapon reduce their maximum Range by 3", but add +1 Damage.

FLETCHER EQUIPMENT

ITEM	COST (GOLD)	STOCK	RARITY
Ashwood Quarrels	D6+6	1	Rare (-2)
Barbed Arrows	D6+6	1	Common
Blackflight Arrows	D6+4	1	Common
Fire Arrows	D6+4	1	Common
Heavy Quarrels	D6+2	1	Rare (-1)

Gambling Den

Though it is a fool's game, any Hero may visit the Gambling House to partake in a game of Black Knuckle, Hangman's Wheel, or Poke the Packhorse.

The Hero must wager an amount of Gold (the "stake"), from 1 to 50, then roll a D6.

D6	RESULT
1	Whether the Hero is unlucky, or the game is rigged, the result is the same. The Hero loses their stake, plus another 3D6 Gold. If they cannot (or will not) pay, the Hero is beaten senseless and ejected from the settlement. They may do nothing else this Campaign Turn, and must begin the next adventure with -D3 Health.
2-4	The game is a pleasurable distraction, and nothing more. The Hero breaks even, getting their stake back.
5	The Hero has a good day. They get their stake back, and win half as much again (rounding fractions down).
6	Luck smiles on the Hero indeed! In addition to getting their stake back, they win D3x the original stake.

Halfling Cookhouse

The halflings center their culture—and even some of their religions—around gastronomy, and thus the Cookhouse is not just a place to purchase delicacies of the small-folk, but also to gather, exchange news from the halfling homeland of the Acreage, and learn age-old arts from the halfling elders that might otherwise be lost.

Any Halfling Hero may visit the Halfling Cookhouse. There, they may recruit a Halfling Cook, or try to glean the wisdom of the elders.



WISDOM OF THE ELDERS

The halfling sits at the feast-table of the elders, eating and drinking, while trying desperately to keep up with the many rambling conversations of the wise old heads around them. Deduct D6+3 Gold and roll on the table below.

D6	RESULT
1	Celebratory Feast: The Hero overindulges, so much so that they don't quite recover in time for the next adventure. They begin the next adventure with the Slowed condition.
2	Don't Forget to Pack Extra Rations: The Hero receives D3 Halfling Tarts. During an adventure, a Hero may consume a Halfling Tart as an Action to restore D3 Health.
3	In Our Day, There Weren't No Wizards...: The Hero gains the Resist (Magical) rule for the duration of the next adventure.
4	Stoop for a Stone, and yer Foe'll be Gone!: Once, during the next adventure, the Hero may perform a Ranged Attack with a range of 8", gaining Advantage on the Attack Roll. This special Attack inflicts D6 damage. If the target suffers any damage but is not removed as casualty, they must pass a DEF Test or become Stunned.
5	He Who Sleeps Longest, Fights Last: The Hero does not deploy at the start of the next adventure, instead arriving in contact with a board edge within the Hero Deployment zone at the start of the second round. However, the Hero's Attacks inflict +1 Damage for the duration of the adventure.
6	A Fellow Can't Hit what he Can't See: For the duration of the next adventure, the Hero treats Hide as a Free Action.

RECRUITING A HALFLING COOK

Alternatively, a Halfling may attempt to recruit a Halfling Cook as a Follower.

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Halfling Cook	2D6+4	Rare (-2)

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



NOVETH

There are many untamed places throughout Aetha, but the lands of Noveth have a particularly varied collection of wildlands. From the sprawling elven domain of Lohkrest Woods to the accursed swamplands of Guyen, there are many dangerous places to explore.

Founded by the First Mothers before the Reckoning, the lands of Noveth are now the seat of the Joined Realms. The old kingdoms of Eastlund thrived throughout the First and Second Ages, with castles rising and falling as the predominantly human factions clashed for power in what many at the time believed to be a never-ending war. However, the verdant baronies of Westerra offered a sanctuary from the Seven Crown Wars of Eastlund, and many rulers fled there to avoid perishing in the continuous clash of arms.

The rural pastures of Westerra—especially the halfling farms of the Acreage—quickly saw the young realm develop into a flourishing empire of trade. The Mire Lords of Guyen soon aligned with the Western Alliance, and no longer were all the people of Noveth purely dependent on the quarrelling high lords and ladies of Eastlund.

Into the Wilds

Rangers often spend their time beyond the limits of a settlement, honing their skills and surviving on their wits away from the hustle and bustle of civilization.

A Ranger may choose to go Into the Wilds. If they do, they gain D3 Gold in recouped living expenses, and may now choose to either **Explore** (roll a D6 on the table below), or practice their **Beastlore**.

EXPLORE TABLE

D6	RESULT
1	Unhappy Camper: Due to bad weather, hostile beasts, and general misfortune, the Ranger spends a miserable few nights in the wilds, and returns to the Party somewhat bedraggled for the experience. The Ranger loses 1 Health point (to a minimum of 1).
2	Happy Hunting: The Ranger returns to the settlement with pelts and meat, which they sell for D6 Gold.
3	Whittling Away the Hours: The Ranger spends their time making a batch of arrows (or quarrels), perfecting their designs. For the duration of the next adventure, the Ranger's Ranged Attacks with either bows or crossbows add +1 Damage.
4-5	Scouting Mission: The Ranger sets out alone to scout the source of local rumors. After rolling the Environment for the next adventure, the Party may choose the adventure instead of rolling randomly. In addition, when the Ranger performs their free Move using the Pathfinder ability, up to two other Heroes within 6" may also perform a free Move in the same way (the Ranger chooses which Heroes may Move).
6	Wisdom of the Wild: The Ranger encounters a mysterious stranger, who passes on some of their survival skills. Roll another D6: On a 1-3, the stranger passes on local lore, and the Party reduces the number of Journey Events by 1 the next time they travel (to a minimum of 1). On a 4-5, the stranger shares their herb-craft—the Ranger gains D3 Healing Tinctures (see page 141). On a 6, the stranger imparts advice about the weaknesses of the monsters that dwell hereabouts—the Ranger gains Advantage to all Attacks vs Adversaries of the Monster type in the next adventure.

BEASTLORE

The Ranger spends their time in the wilds studying beasts, attuning themselves to one type of creature until they form a kinship. The Ranger must take a WIL Test—if the Test is failed, there is no effect and this Settlement Action is wasted. If the Test is passed, however, the Ranger records the Animal Ken Skill on their character sheet. This skill can only be gained once per Tale.

Animal Ken: This model gains an Animal Companion (see page 246). In addition, enemies of the Beast type cannot target this model with an Attack unless they first pass a WIL Test—if the Test is failed, they must pick another target, or end their activation.

Monastery

Most monasteries are built in the remote corners of Noveth, though usually within walking distance of a village for the mutual benefit both of the monks and the villagers who trade with them. Some monasteries are very old, their thick walls and towers built long ago, when the rulers of the ancient kingdoms invested much gold in the spiritual wellbeing of their people. Now, monasteries tend to be simple, often ruinous affairs, with scant comforts within—for what does a monk truly need, save purity of soul and a space to meditate?

A Monk Hero may donate D6 Gold to the monastery and spend time meditating in the presence of the masters. Roll a D6 and consult the following table:

D6	RESULT
1	Much Still to Learn...: The Monk's mind is troubled by something, distracting them from their meditations. They are not ready for the masters' teachings this time.
2-3	Ki Healing: The Monk gleans something of the ability to knit wounds with the power of the mind. Once during the next adventure, as an Action the Monk may spend a Fate Point to restore their Health to maximum.
4-5	Astral Form: Once during the next adventure, at the start of the Monk's activation, spend a Fate point to pick a spot on the gaming area that the Monk can see. Place a temporary marker or spare model on this spot. The Monk may take their entire activation as if they were the marker. In addition to all the Monk's usual rules, the Marker is Ethereal. At the end of the activation, remove the marker.
6	Restoration through Force: For the duration of the next adventure, the Monk scores Mighty Blows with unarmed melee strikes on a roll of 4+ on the Critical die, rather than just a 6.

Sacred Grove

The sacred places of the Druids are innocuous, easily missed by the uninitiated. Any Druid may give 3D3 Gold in offerings to partake of a meditational ritual and roll on the following table:

D6	RESULT
1	No Effect: The Great Spirits do not speak to the Druid this time.
2-3	Nature's Blessing: The Druid restores 1 Fate point. If they were already at their maximum, they have a bonus Fate point at the start of the next adventure, which is automatically lost when the adventure ends if it isn't used.
4	The Great Spirits Answer: This Hero gains Advantage to all their Morale checks for the duration of the next adventure.
5	Nature's Gift: The Druid immediately gains a random Animal Companion (page 246) for the duration of the next adventure. This can result in the Druid temporarily having more than one Animal Companion.
6	The Spirit is With You: The Druid immediately picks a second Druidic Tradition (page 60). Both Traditions apply to the Druid from now on. This result may only ever be rolled once—further rolls of The Spirit is With You are treated as Nature's Blessing instead.



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



Tavern

Any hero visiting the Tavern may **Make Merry**. In a Town or City, the Hero may choose to have **A Night on the Town** instead.

A NIGHT ON THE TOWN

Sometimes, after weeks on the road facing down endless perils, Heroes just need to let off steam. This Hero—and any other member of the Party who wishes to join in—must pay D6x3 Gold, plus an extra D3 Gold for each Follower in their employ. At least one other Hero must contribute to the cost—a legendary night out cannot be had alone! Additional Heroes can join in even if they have already visited a Special Location this turn.

Any Hero who takes part in a Night on the Town can do nothing further this Campaign Turn. They begin the next adventure with the Focused condition, and gain Advantage to all Morale checks for the duration of the Adventure. However, they suffer Disadvantage to any AGI or DEF Tests taken in the first round of the Adventure.

MAKE MERRY

The finest alehouses all proudly provide a list of popular services, namely drinking, gambling, devouring food of dubious origin, and brawling with the locals. Roll 2D6 to see what the Hero gets up to during their merrymaking.

2D6 ROLL	EVENT
2	Ooh... My Head: After a night of fruitless carousing, during which legends were forged about the Hero's boundless capacity for strong ale, the Hero pays the price for their overindulgence. The Hero loses D6+4 Gold, and suffers Disadvantage on all their Tests for the first round of the next adventure.
3-4	Wait, Where's my Gold?: The Hero gets very drunk, and their purse is considerably lighter than it was before. Whether they were robbed or just really spendthrift may never be known! Lose D6x3 Gold.
5-6	Fresh Halfling Tarts: After a night of carousing that costs the Hero 2D6+2 Gold, the Hero wakes up earlier than everyone else, just as the morning deliveries are being made. The Hero helps themselves to D6 delicious Halfling tarts from the kitchen. During an adventure, a Hero may consume a Halfling Tart as an Action to restore D3 Health.
7-8	Juicy Rumors: At the cost of an ale or three for the locals, and a few slurred words for the barkeep, the Hero attempts to glean rumors of adventure and fortune nearby. The Hero must pay 2D6 Gold. If they do so, the Party may choose their next Adventure, instead of rolling it randomly. Furthermore, if the Party wins, each Hero gains an extra D6 Gold and +1 XP when gaining Rewards.
9	Misdirection: A toothless old sot tells the Hero a tale of a nearby stash. The Hero immediately sets off in a stupor to find the stash, getting a bit lost along the way. They do not deploy at the start of the next adventure, instead arriving in contact with a board edge within the Hero Deployment zone at the start of the second round. However, they may take one roll on the Magic Artifacts table to see what they found in the stash.
10	Unlikely Companion: The Hero spends 2D6 Gold as they regale the enraptured patrons of the tavern with tales of their mighty deeds. The innkeeper, a burly former adventurer, casts doubt on the Hero's claims, and a drunken deal is struck—the Innkeeper joins the Hero as a Temporary Follower on the next adventure, to see these heroic deeds for himself.
11	Fleeting Dalliance: Romance can be found in the unlikeliest of places—even dank and dingy alehouses. Though the tryst is but fleeting, the Hero sets forth with a whistle on their lips and a heart for adventure! The Hero gains 1 Fate point, which may take them above their usual maximum (this does not, however, alter the Hero's maximum Fate).
12	Mysterious Stranger: An aging warrior from a far-off land teaches the Hero an exotic fighting technique. Though the Hero is a little too drunk to fully remember the details, it still comes in handy from time to time... From now on, once per adventure, the Hero may gain an extra strike for a single activation.

Templar Hall

Most major cities contain a Templar Hall—the sacred temple and training ground where Paladins fortify their will and pledge their oaths. A Paladin may visit the Templar Hall to select a new Oath—for what is a Paladin if they have no solemn duty to perform?

Choose an Oath from the list below (or, for more of a challenge, roll a D6 and determine the Oath randomly)—it lasts for the duration of the next adventure. If, when the adventure ends, the Oath is completed, the Paladin gains the bonus Experience listed beside the Oath. However, if the Paladin fails to complete the Oath, they lose 1 XP instead.

OATHS

D6 ROLL	OATH	CONDITIONS	BONUS XP
1	The Crusader	The Paladin must remove more Adversaries from play than any other Hero.	4
2	The Selfless	The Paladin gains the Bodyguard rule for the duration of the next adventure, targeting all other Heroes. Using this rule, they must suffer damage intended for another Hero at least twice during the Adventure.	3
3	The Penitent	The Paladin must receive no healing in the next game—they must not restore Health by any means except for Taking a Breath.	3
4	The Bold	The Paladin must not fail a Morale check during the next adventure.	2
5	The Vanquisher	The Paladin must remove the highest-level Adversary from play with a Melee Attack. This Oath includes the Lurker, if applicable. If there are several models tied for highest level, pick one before the game starts.	4
6	The Seeker	The Paladin will perform more Search and Interact Actions (combined) than any other single Hero.	3

Temple

Any Hero may visit a Temple and make a donation of D6 Gold to the poor-box to receive a blessing. Roll a D6 on the following table—Clerics and Paladins may reroll the die, but must accept the second result even if it's worse:

BLESSINGS

D6	RESULT
1	No-One's Listening: No effect.
2	Did it Work?: If the Hero is Out of Action at the end of the next game, they may roll 4D6 when rolling for Injuries, and choose their preferred three dice.
3-4	Vessel of the Word: For the duration of the next adventure, the Hero may perform one of their Prayers each round as a Free Action.
5	Holy Warrior: For the duration of the next adventure, each time the Hero uses a Prayer, roll a D6. On a 4+, they gain the Focused condition.
6	Guardian Angel: If the Hero is Out of Action at the end of the next game, do not roll on the Injury Table—they automatically make a full recovery.

Alternatively, any model with the Priest rule may purchase a phial of Holy Water at a Temple.

ITEM	COST (GOLD)	STOCK	RARITY
Holy Water	D6+4	1	Common

HOLY WATER

Priest only. One Use Only. Discard this item after successfully hitting any Undead or Demonic creature with a Melee Attack. Add +D6 Damage to the Attack.



Thieves' Guild

Following a trail of hidden markers, a **Rogue Hero** may find the local Thieves' Guild. Here, they can purchase the tools of their shadowy trade.

ITEM	COST (GOLD)	STOCK	RARITY
Blade-Poison	D6+3	1	Rare (-1)
Caltrops	D6+4	1	Rare (+0)
Concealed Blade	2D6	1	Rare (-1)
Lockpicks	D6+2	1	Common

BLADE-POISON

As an Action, the Rogue may choose one equipped Melee Weapon to apply the Poison to. For the duration of the next Attack, that weapon gains the Poison rule. If the attack misses, the Poison is wasted.

CALTROPS

Each purchase of Caltrops provides enough for a single use. As an Action, a Hero may target one enemy model within 3" and Line of Sight. That enemy becomes **Slowed**.

CONCEALED BLADE

A Hero may not own more than one Concealed Blade. Once per Adventure, after a successful Melee Attack Roll, the Hero gains one Extra Strike with the Concealed Blade. This weapon may be used in addition to any other equipped item, and inflicts D3 Damage.

LOCKPICKS

For the duration of the next adventure, this Hero treats Search as a Free Action when the target is a Treasure Chest. In addition, when using the rules for Locks (page 40), this Hero gains a +2 bonus to Tests to open them.

RECRUITING A FOOTPAD

Alternatively, a Rogue may attempt to recruit a Footpad as a Follower.

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Footpad	2D6+6	Rare (-1)

Training Grounds

A **Fighter** may visit the Training Grounds to prepare themselves for the next battle. The Fighter may either **Train with an instructor**, or attempt to find a **specialist Follower** from those listed below:

FOLLOWER TYPE	RECRUITMENT FEE (GOLD)	RARITY
Crossbowman	2D6+10	Rare (+0)
Man-at-Arms	2D6+6	Rare (+0)
Sargent-at-Arms	3D6+4	Rare (-2)
Squire*	2D6	Rare (-1)

*Only a Fighter of Level 6 or higher may attempt to recruit a Squire.

TRAIN WITH AN INSTRUCTOR

The Fighter must pay D6x3 Gold, and roll a D6 to see if the training has an effect:

D6	RESULT
1	No effect: The instructors have nothing new to teach the fighter this time.
2-3	Cut and Thrust: For the duration of the next adventure, if the Fighter uses a Focused condition to gain Advantage to an Attack Roll, that Attack gains the Pierce (2) rule.
4-5	Heavy Strike: Once during the next adventure, when performing a Melee Attack (before taking the Attack Roll), the Fighter may attempt a heavy strike. The fighter suffers a -2 penalty to the Attack Roll, but if they hit, they add +D6 Damage.
6	Masterstroke: The Fighter may choose one Signature Weapon. From now on, they gain a +1 bonus to Attack Rolls made with that weapon.





MAGIC

All those that have witnessed incredible phenomena or held wondrous artifacts are quick to explain the inexplicable with a single word—magic.

Mysterious and ancient, magic is a power that has always existed in Aetha. The old gods infused the world with their own individual aspects of Creation, and that energy permeates through everything, ready to be harnessed by those with the discipline and mental fortitude necessary to channel such celestial power.

Before the Unthroning, even the most powerful wizards were unable to truly understand the depths and potential of the magic they wielded. However, when the old gods were ripped from their heavenly domains, their power was drawn into the Keys that dethroned them. Those Keys were shattered during the Unthroning, thrown across all of Aetha in the form of keyshards.

Now, keyshards allow anyone—from peasants to kings—to wield magic, for better or worse. However, keyshards are valuable treasures that are hoarded and fought over, and, as lesser keyshards can become drained of their power, those that have them often fear to even use them.

Fortune Teller

Cross the old crone's palm with D6+3 Gold, then roll a D6 and consult the following chart:

D6	RESULT
1	Doom and Despair: The Hero is so scared by what they hear, they suffer Disadvantage on all their Morale checks for the duration of the next adventure!
2	Charlatan: There's nothing to learn—lose your money, and come away empty handed.
3-4	Strange Coincidence...: Once during the next adventure, the Hero may either gain Advantage to one of their own Tests, or force an enemy to suffer Disadvantage to one of theirs. Declare the use of this ability before the dice are rolled.
5-6	Strength of Belief: The Hero starts the next adventure with one extra Fate Point (this does not affect the Hero's normal maximum Fate).

Wizards Guild

Wizards Guildhouses vary from place to place. Some are elaborate towers sanctioned by the Arcania, whose pinnacles crackle with magical energy. Others are little more than humble shopfronts or hovels, hiding an impossibly labyrinthine hall behind their innocuous facades.

A Wizard may choose to either: **Consult with the Inner Circle, Exchange Spells,** or purchase a **Power Stone.**

CONSULT WITH THE INNER CIRCLE

It is no mean feat to gain an audience with the grandmasters of the Inner Circle. The Wizard must pay a handsome bribe to the Guild of D6x5 Gold for the privilege. Then roll a D6:

D6	RESULT
1	Snubbed: Despite waiting for hours for an audience, the grandmasters take one look at you and decide you aren't worthy of their attention. You leave the guild empty-handed.
2	Guided Destiny: In the next adventure, each time the Wizard removes an Adversary as a casualty, they restore 1 Power point.
3	Warding Aura: From now on, at any point during their activations, the Wizard may spend any number of Power points to gain that number of Armor Dice for the round.
4	Untapped Potential: The Wizard starts the next adventure with D3 bonus Power points. Note that the Wizard still cannot restore Power past their maximum value, so their Power cannot be restored until these excess points are used.
5	Magical Potency: For the duration of the next adventure, the Wizard scores Mastery if the Critical die scores a 5+, rather than the usual 6.
6	Magical Vigor: Roll a D3. The Wizard adds this many points to their Health attribute permanently!

EXCHANGE SPELLS

A Wizard's mind can only memorize so many Spells, the number and complexity increasing gradually as the Wizard's power grows. By training with the senior mages of the guild, the Wizard may attempt to remove one or more Spells from memory, and replace them with new ones.

The Wizard must pay 4D6 Gold to roll a D6 on the table below.

D6	RESULT
1-2	The attempt fails—the recalcitrant Spells refuse to budge from the Wizard's mind. The Wizard may not try to remove any more Spells this Campaign Turn.
3-4	The Wizard may remove one single Spell from their memory, and immediately roll a replacement from any Spell table up to the Wizard's own Level. Reroll any Spells the Wizard already possesses as normal (including the one you just erased).
5-6	The Wizard may remove up to three Spells from their memory, and immediately rolls one replacement per Spell from any Spell table up to the Wizard's own Level. Reroll any Spells the Wizard already possesses as normal (including the ones you just erased).

POWER STONE

While at the Wizards Guild, a Wizard may purchase a **Power Stone** for 3D6 Gold. A Wizard may not carry more than one Power Stone at a time. The Power Stone has the following rules:

One Use Only. Discard this item to automatically cast one of the Wizard's Spells. No Power points are expended—the stone provides all of the Power needed. Any Boosts must be paid for as normal from the Wizard's Power store.



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES**
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



SETTLEMENT EVENTS

After All Heroes in the Party have completed an Action in a Town or City, roll to see what Settlement Event befalls the Party.

Some Settlement Events can trigger an adventure. When this happens, **the Campaign Turn ends immediately**, and you have no choice but to play the next adventure. At the end of that adventure, the Party is still in the settlement. The extra adventure does not count towards the maximum for that settlement.

To generate Settlement Events, roll a D66 and consult the result below. Resolve each Event fully before moving onto the next. Once all Events are resolved, the Heroes move onto the next step: Spending gold.

11: ASSASSIN'S BLADE

A member of the Party has attracted a powerful enemy, who has hired an assassin to rid themselves of the meddling Hero. Randomly pick one Hero as the assassin's target. That Hero must roll a D6 and add their current Fate.

TOTAL	RESULT
1-3	The Hero is laid low by a dagger to the back. Roll on the Injuries table again (page 129), rerolling results of Full Recovery and Vendetta.
4-6	The Hero is wounded, but it could have been much worse! The Hero must spend 10 Gold to have the wound treated, or they must otherwise lose D3 Health (to a minimum of 1).
7+	The Hero bests the would-be assassin, and manages to learn who hired them before handing the assassin over to the militia. Once, at the start of any future adventure, the Hero may nominate a single Elite Adversary of an equal or greater Level as themselves as their Nemesis (this model may not be a Beast or Monster). The Nemesis and this Hero each gain Advantage to their Attack Rolls when targeting each other.

12: THE SEER'S CURSE

You are approached in the street by a gnarly-faced old woman, who asks you to cross her palm with silver in exchange for her blessing. Any Hero that does not give the woman D6 Gold must roll a D6: On a 1-3, the Hero reduces their Fate by 1 point; on a 4-5, the Hero suffers Disadvantage on all their Tests for the first round of the next adventure; on a 6, the old woman's words are hollow, and there is no effect.

13: PICKPOCKET

After walking through a crowded marketplace, one of the Heroes (picked at random) notices their coin purse is somewhat lighter! That Hero loses 2D6 Gold.

14: HARD TIMES

Times are tough in this region, and demand for even the most basic goods has driven prices high. For the rest of this Campaign Turn, Living Expenses and the price purchased items are doubled (roll the usual amount of Gold, then double it).

15: NIGHT IN THE CELLS

One Hero, picked at random, is wrongly accused of a crime and thrown into prison. When they are eventually released, they lose 1 Health point and suffer a -2 penalty on any Tests made in the settlement this Campaign Turn. Alternatively, if the Party is willing to stump up D6x10 gold between them, they can bail out the Hero for no adverse effects.

16: NO EVENT

No event to resolve.

21: STREET BRAWL

You happen upon a brawl, which appears to have started when a gang of ruffians set upon an elderly priest. You may ignore the fight, or intervene. If you intervene, pick one Hero at random—that Hero loses D3 Health (to a minimum of 1), but distinguishes themselves by rescuing the priest. That Hero may receive 2D6 Gold as a reward or, if they refuse the reward, they restore 1 Fate instead.

22: PROTECTION RACKET

You inadvertently interrupt a shakedown by local thugs targeting a street vendor of exotic goods. You can turn a blind eye to the protection racket and ignore this event, or come to the aid of the vendor. If you help the vendor, roll a D6: On a 1, a Hero picked at random loses D3 Health (to a minimum of 1). On a 2-3, the thugs escape, with no further effect. On a 4-5, the thugs are scared away, and the grateful vendor rewards each Hero with an item rolled at random from the Potions & Scrolls table (page 118). On a 6, the Street Vendor is so indebted to you that they join the Party as a Temporary Follower.

23: HERDING CATS

A sweet old lady begs you to find her lost cat, which she swears has been stolen by a notorious cat-burglar. In the next adventure, place D3+2 Cats in play at the start of the game, which follow the rules for Civilians. Any Hero within 3" of a cat may spend an Action to catch it—remove it from play and place it on the Hero's character sheet (if that Hero Out of Action, the Cat is placed in contact with the Out of Action Hero token, and becomes a Civilian again). At the end of the game, roll a D6 and add the number of Cats captured by the Party. If the score is 5 or more, you found the correct kitty! The old lady is delighted—roll twice on the Scrolls & Potions table, and distribute the items however you like. If you score less than 5, the old lady turns out to be a witch, who places a curse on you! Randomly pick one Hero—that model suffers Disadvantage on all Tests it is required to take during the next Campaign turn.

24: NO EVENT

No event to resolve.

25-26: GUARD CORRUPTION

A group of guards approach, demanding money in return for their protection from alleged bandits. The Party must hand over D6 x the number of Heroes in Gold. If they cannot, or will not pay, the Heroes are kicked out of the settlement! The Campaign Turn ends immediately. After the next adventure, the Party must travel to a new settlement.

31: SPECIAL ASSIGNMENT

A local burgomeister offers the Party a quest to retrieve a rare gem, long thought lost in a monster-infested cave network. If you accept, the next adventure you play must be Tomb Raiders (page 110). You are assigned two **Guard** Allies. When setting up the adventure, add an extra Treasure Chest, and increase the Adversary Force by D6+2 Levels. Each time you Search a Treasure Chest, after resolving the Action, roll a D6, adding +1 to the score for each searched chest after the first (so after searching the fourth Chest of the game, the Heroes add +3 to the roll). On a score of 6, the gemstone has been found! This is a **Special Objective (Claim)**. If the gemstone is in the Heroes' possession when the game ends, each Hero adds 2D6 Gold to their adventure Reward.

32: BEGGARS

Pick one Hero at random. That Hero is accosted by a particularly persistent beggar—the Hero suffers a -2 penalty to all Tests in the settlement this Campaign Turn unless they give the beggar D3 Gold. However, if they pay, roll a D6—on a 1 or 2, 2D6 more beggars immediately flock to the Hero. Each must be given 2 Gold, or the Test penalty persists.

33: INVESTMENT OPPORTUNITY

The Party is approached by a smooth-talking noble, who says he has a hot tip regarding an unmissable investment. Any Hero may give the noble D6 Gold to hear his advice and roll a D6: on a 1-2, the advice is terrible, and the Hero loses their money. On a 3+, the Hero adds +1 to their next roll at the Counting House.

34: NO EVENT

No event to resolve.

35: RIOT!

The peasants are revolting against the oppressive new Doorway Tax, and the crowd turns ugly. You may side with the rioters (each Hero gains 1XP each for seeing justice done, but leave the settlement immediately, ending the campaign turn), or you can help quell the riots (a Constable joins you in the next game as a Temporary Follower).



36: STRAY DOG

Pick one Hero at random. That Hero is followed around the settlement by a stray dog. The Hero can adopt the dog as their own, or shoo it away. If they adopt the dog, they gain the Dog Animal Companion (page 246).

41: WHAT'S IN THE BOX?

A courier arrives, with a parcel for one Hero (picked at random). Apparently it's from a secret benefactor, for that Hero's eyes only...

Admittedly, it's a bit suspicious, and the Hero can simply decline the package and send the courier away. Alternatively, the Hero can open the package. Roll a D6:

D6	RESULT
1	The package contains a large pile of unpaid debts, and the Hero must pay 4D6 Gold immediately or be thrown into a cell as a debtor (treat this result as Night in the Cells).
2-3	The package contains the decaying head of one of the Hero's past victims—a dire warning, perhaps, that the Hero has made a powerful foe. At the start of the next adventure, pick one Elite Adversary group at random—that group gains Advantage on their rolls to Attack this Hero.
4+	Roll as per a Search Action. The benefactor may not be all they seem, so this roll can trigger a Trap (roll on the Dungeon Traps table, only applying Damage, ignoring other effects). If the Hero rolls a Legendary Item, then their benefactor is influential indeed! The next time the Party rolls any Settlement Event that results in them being thrown out of the settlement, you may reroll the result.

42: REPLACEMENT WEAPON

Pick one Hero at random—that Hero realizes their signature weapon (or a random one, if they have several) has been damaged beyond repair. Remove it from the Character sheet.

43: RESTLESS SPIRITS

The Heroes are approached by a flint-haired man of middle age, who tells them his daughter—an adventurer, like the Heroes themselves—was recently slain in battle. He has heard that her spirit still roams the catacombs where she fell, and implores the Heroes to help lay her spirit to rest.

If the Heroes accept, the next adventure you play must be **The Endless Catacomb** (page 112). At the start of the game, place a Civilian model or marker on the board, outside the Grand Chamber, and no closer than 24" to any Hero. This is the Ghost—it follows the Civilian rules, but it is Ethereal, and cannot leave the gaming area by any means. To lay the Ghost a Hero must spend an Action while within 3" of the marker, and pass a WIL Test—Clerics and Paladins gain Advantage on the roll. If the Party wins the adventure and the Ghost is laid to rest, each Hero receives an extra 2D6 Gold as a reward.

44: BAD PIES

After buying hot pies from a halfling vendor, one of the Heroes (picked at random) bites down on some gristly meat, which appears to be a half-orc's thumb. The Hero loses D3 Health (to a minimum of 1) due to the retching that follows. The halfling is nowhere to be found...

45: TRIBUTE

The settlement's ruler has heard that the Party is in possession of considerable wealth, and demands tribute! The Party must surrender either one Legendary Item, two Magical Artifacts, or 6D6 Gold. If they have none of these, they are thrown out of the settlement. The Campaign Turn ends immediately. After the next adventure, the Party must travel to a new settlement.

46: NO EVENT

No event to resolve.

51: SECRET SOCIETY

The Party is invited to join an elite society, whose members seem to belong to a strange cult. If you accept, then from now when visiting a City your living expenses are increased by D6 Gold in the form of a tithe to the cult, but once per Campaign Turn you may reroll any Test while trading or visiting a special location, to represent your new-found influence. If you refuse to join, the Party is set upon by cultists, and each Hero loses 1 Health point (to a minimum of 1). Note that either all of the Heroes must join, or none of them.

52: PARDON

The Party learns of a poor, lovelorn man who was forced to flee the settlement on the eve of his wedding, due to accusations that he had committed a terrible crime. He's out there, alone in the wilderness, unaware that his betrothed has since cleared his name. She begs you to find him, and deliver word of his pardon.

If the Heroes accept, then at the start of the next adventure you must place a special Civilian marker or model representing the Pardoned Man anywhere on the board, but no closer than 18" to a Hero. This marker cannot be interacted with by either side, and cannot Move, until a Hero moves within 3" and spends an Action to report the news of the Pardon. At this point, the Pardoned Man is treated like a normal Civilian. If the Pardoned Man escapes the board, the Heroes earn an extra D6 gold reward if they win the game.

53: DUEL

A stranger challenges a member of the Party to a duel as a result of an unknown slight. Either one Hero accepts the duel, or the stranger spreads word throughout the town of your cowardice, and each hero loses 1 Fate.

The Hero who accepts the duel must take three MEL Tests to see how they fare, comparing each roll to their opponent's MEL Test (the opponent has a MEL of 4). In each of the three rounds, the duelist who scores highest wins, and the duelist who wins the most rounds out of three is the overall winner of the Duel. Before the Duel begins, each other Hero may bet up 5 gold on who will win the duel. Those who bet on the winner gain the amount of gold they bet x3. In the case of a draw, everyone receives the stake back.

If the Hero wins the Duel, they restore 1 Fate. If they lose, they lose D3 Health, to a minimum of 1.

54: THE WATCH

The Party is approached by the captain of the guard, who offers the Heroes a shift on the watch for a week. Any Hero who accepts receives D6x5 Gold as payment, but cannot do any Trading or visit a Special Location this Campaign Turn.

55: NO EVENT

No event to resolve.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



56: OUTNUMBERED

Passing an alleyway in a less-than-salubrious district, you hear signs of a commotion, and see a large gang setting upon an ogre! The ogre seemingly refuses to fight back, and is taking a beating...

The Party can leave the ogre to its fate, or intervene. If you intervene, roll a D6. On a 1 or 2, the fight turns out to be a brutal one, and the guards arrive to break it up. Each Hero must pay D6 gold in fines or be kicked out of the settlement, and the Hero(es) with the lowest Fate loses 1 Health point. On a 3+, you discover that the ogre is a bodyguard, who was hired by a corrupt merchant to protect his caravan, but was left to take a beating on his master's behalf when the merchant fled the settlement with his ill-gotten gains. The ogre Bodyguard agrees to join the Party as a Temporary Follower—decide who his patron will be. If the Patron is of a high enough Level, the ogre can be retained as a normal Follower after the next adventure.

61: MARRIAGE OF INCONVENIENCE

After a heavy night of carousing, one Hero (picked at random) wakes to find that they've accidentally become betrothed to an eligible member of the settlement's most notorious criminal fraternity. If they agree to go through with the wedding, they must increase their Living Expenses by 2D6 Gold hereafter to provide for their new dependent. If they refuse, then they must leave the settlement immediately. The rest of the Party can stay, but this Hero cannot take part in recruitment, trading, or visiting special locations. Furthermore, once the next adventure is complete, the Party must journey to a new settlement.

62: DOOMSAYER

You pass by a doom-mongering prophet, who seems to be regaling a small crowd with uncanny predictions about how each will meet their end! You stay and listen for a while, not entirely convinced of the prophet's powers, until your turn comes. Any Hero may give the prophet D6 Gold to learn the manner of their doom. If they do, roll a D6:

D6	DOOM!
1	The Hero is so shaken by the vivid description of their gruesome demise that they suffer Disadvantage to all their Morale checks in the next adventure.
2-3	The prophet cooks up some cock-and-bull story about drowning in a pig-trough, or being suffocated by kittens, and the Hero walks away scornfully.
4-5	The prediction seems credible. Once during the next adventure, after suffering Damage from any source, the Hero may take an INT Test. If the Test is passed, no Damage is taken.
6	The Hero is so forewarned by the prophet's prediction that they almost feel invincible. They restore 1 Fate point.

63: THE WIZARD'S TOWER

The locals tell a legend of a sinister sorcerer who resides in a nearby tower. The sorcerer is, by all accounts, fabulously wealthy, having hoarded stolen treasures for many a year. The citizens believe the sorcerer to be evil—they say he has an army of monsters at his beck and call—and they beseech you to slay him! If you decide to help the locals and take down the sorcerer, complete the Campaign Turn as normal, and then immediately play **The Tower of the Sorcerer** adventure (page 160). Alternatively, you may approach the sorcerer for work—after all, he's wealthy and powerful! If you do this, if you win your next adventure, each Hero receives a Magical Artifact as a reward—but you must journey to a new settlement, as you are no longer welcome here...

64: NO EVENT

No event to resolve.

65: UNDER ATTACK!

The settlement is attacked! The Campaign turn ends immediately, and you must play the **Pillagers** adventure (page 88).

66: AUDIENCE AT COURT

The settlement's ruler summons the Party for an audience. It transpires that a much-feared tyrant has kidnapped the ruler's niece, and intends to force her to marry against her will. The Heroes are told to rescue her for a handsome reward. If the Party accepts, the next adventure you play must be **Gaolbreak** (page 94)—the prisoner cannot be a Hero in this instance. In addition, the Adversary Force is increased by +D6 Levels. If the Party wins, then not only does each Hero receive an extra 2D6 Gold in rewards, but they may each make a single roll on the Search table (page 24), rerolling any Trap result, to see what reward they gain from the treasury.

If the Party loses, or refused to help, they are immediately thrown out of the settlement. The Campaign Turn ends immediately. After the next adventure, the Party must travel to a new settlement.

Allies

Some Events (and other special circumstances in the rules that follow) grant "Allies"—these are temporary followers who join the Party like any other Follower, but only for the duration of the next adventure. They cost no gold to recruit, nor can they be retained later. Treat the Hero with the highest WIL as the Follower's Patron, choosing or randomizing if scores are tied.

A Hero may be the Patron of an Ally **even if that Follower's Level is higher than their own.** However, in this instance the Hero may not take any other Followers—they must choose either the Temporary Follower, or their existing Follower(s). If existing Followers are left behind, they must still have their Retainer paid next Campaign Turn, even though they didn't fight.

Health and Fate

As part of certain Events, Health and Fate can fluctuate up and down, which affects how much of each attribute a Hero has at the start of the next adventure. No matter how much you lose, however, Health and Fate cannot be reduced to less than 1 point each outside of an adventure. Similarly, they cannot be increased above their usual maximum unless the Event specifies otherwise.

END OF CAMPAIGN TURN

Once all of the Campaign Turn steps are complete, update your character sheets—if you wish to exchange any items between the Party's Heroes, you may do that now as long as the players controlling each Hero are agreeable (but you can't ever swap signature weapons).

The Campaign Turn now ends—roll your next adventure as described on page 62, and continue your Tale!

EVENT ADVENTURES

There are four special adventures that are generated as part of either Journey or Settlement Events. These follow all of the usual rules for Adventures (see page 62), and they are played as the first step in a new Campaign Turn.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Event Adventure

THE TOWER OF THE SORCERER

In an ancient stone tower, thrumming with magic, a wicked sorcerer builds a horde of minions to terrorize the local populace. The sorcerer's lair is reputedly protected by powerful wards, which misdirect the unwary and confound intruders...

Environment: Dungeon*

Round Limit: Special

* Any Dungeon Environment Special Rules rolled for this adventure do not apply in the **Sorcerer's Lair** board section.

Setup

Divide the board into four equal quarters, each 18" square. The dividing lines are impassable, and considered to be solid walls of infinite height. The square diagonally opposite the Party's starting zone is the **Sorcerer's Lair**, and should be furnished accordingly. Place an Objective marker (M) in the inner corner of each square—these are Magic Portals. Then place Objective markers representing Power Orbs in three of the sections as shown. Two of the squares contain Treasure markers (see map)—divide the markers as equally as possible between these two Treasure Zones.

The Sorcerer begins the game in the marked board corner. Next, pick two Adversary groups at random—these are deployed in the Heroes' board section, one group within 3" of the Magic Portal, and one within 3" of the Objective. All other Adversary groups (including Elites) start the game in the Reserve Pool.

Finally, the Party deploys in contact with the marked edge.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Treasure Chests (D3 + No. of Heroes)**.

THE SORCERER

In addition to the normal Adversary force, you must select an extra model to represent the Sorcerer. This model uses the Rogue Wizard Adversary profile (page 229), but gains +3 Resistance. If the highest-level Hero in the Party is of a higher level than this model, the Sorcerer gains +2 Health points for every level difference (so if the Hero is Level 7, the Sorcerer gains +6 Health).

The Sorcerer does not activate until the Heroes enter the Sorcerer's Lair. Note that, if the Sorcerer Teleports during the game, he may enter a different board quarter – this is the only way that the Sorcerer can leave his lair.

MAGIC PORTALS

A Magic Portal is a Special Objective, which must be controlled to activate. After the Adversaries Activate step of the Adversaries phase (but before checking Spawns), if there are more models from the Party within 3" of a Portal than there are Adversaries, the Party gains 1 XP, then immediately rolls a D3. The Party is magically transported to a new board quarter, counting clockwise a number of board sections equal to the roll (so a roll of 1 transports the Party to the adjacent clockwise square, for example). A Hero may spend a Fate point to reroll the D3, but as always the die may not be rerolled more than once. Then, resume the sequence of play as normal, beginning with Check Spawns.

When this happens, all models in the Party are transported to the same square. They may be placed anywhere in that square that is:

- Within 4" of a Magic Portal
- Not in contact with any Adversary or Treasure marker.

Adversaries in the vacated zone are immediately removed from play (they are not casualties), and are returned to the Reserve Pool. When they Spawn later, they are treated as fresh Adversaries of the same type.

POWER ORBS

These three Special Objectives must be Interacted with using a STR Test. Once successful, remove the Orb and reduce the Sorcerer's Resistance by 1 point. If a Spellcaster removes an Orb, they restore 1 Power point immediately.

While an Orb is in play, all Adversaries in that board section have the **Defensive** special rule, treating the Orb as their target.

SPAWNS

Spawning Adversaries must spawn within the currently occupied board section, as close as possible to the Spawn Point (SP). Unusually, you must begin rolling for Spawning Adversaries in the first round (requiring a Spawn value of 6).

If the Party is in the same square as the Sorcerer, the first Adversary to Spawn in each round treats the Sorcerer model as its Spawn point.

Ending the Game

The game ends either when the Sorcerer is removed as a casualty (you have **won**), or if the Heroes are defeated or choose to Retreat (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +2 XP per Hero for each Power Orb destroyed.
- **Gold:** D6x5 Gold per Hero. In addition, each Hero that was not Out of Action when the game ended may roll a D6. On a 6, they find a Legendary Item (see page 121).

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

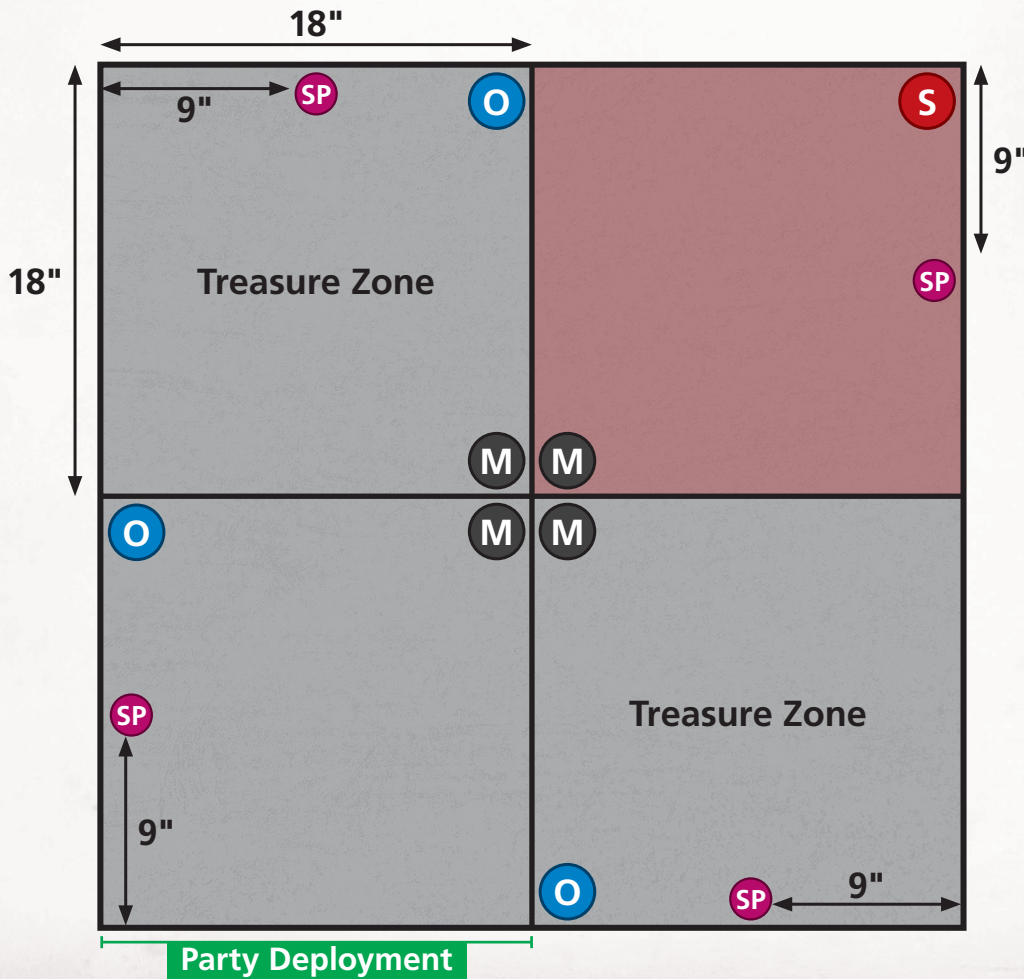
ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



(Order #34276511)



Event Adventure

NO LEAF UNTURNED

The Heroes have accidentally strayed deep into the heart of an ancient forest, where hundreds of pairs of gleaming eyes peer at them from benighted eaves. Just as the Heroes think they've found a way back to the road, the forest groans in protest at their intrusion, and comes alive to repel them!

Environment: Wilderness*

Round Limit: Special

* Do not roll for Wilderness special rules at the start of this adventure.

Setup

The board should be populated by numerous pieces of Woodland Terrain, with a clearing in the center approximately 12" in diameter. Place four Objective tokens, one in the center of each board edge as shown. These do not represent physical objects, but rather vantage points from where the Party must try to pick up the road out of the forest.

The first model from each Adversary group must be placed in contact with an Objective, until all four Objectives have at least one Adversary group assigned. Leftover groups are deployed anywhere outside the center clearing.

Finally, deploy the Heroes within the clearing.

RECOMMENDED PARTICIPANTS

If possible, at least half the Adversary groups in this adventure should be chosen from the Beasts and Forces of Nature sections of the Bestiary (see page 214).

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Lurker** special rule.

VANTAGE POINTS

The four Vantage Points are Special Objectives. At the end of any round where the Party controls a Vantage Point, roll a D6 and add the number of Vantage Point markers in the Party's possession to the roll. On a 1-6, remove the marker and place it in the Party's possession—you haven't found the way out yet, but you're getting closer! On a 7+, the Party has found a way out of the forest! (Note that the first search cannot succeed). If the way out is not found sooner, it is automatically found when the Party controls the last Vantage Point in play.

As soon as the way out is found, the board edge that in contact with the marker becomes the Escape Edge. Models from the Party can Escape via this edge by Moving of the board (they must have enough movement allowance to carry them fully off the edge of the gaming area). This is the only way a model may leave the gaming area voluntarily.

TARGET PRIORITY

In this Adventure, when Adversaries activate, they must target the visible enemy closest to the nearest Objective or Special Objective. This rule supersedes any targeting special rules the Adversary may possess (such as Guard, for example). If there are no Objectives in play, the model reverts to the usual activation rules.

SPAWN POINTS

Spawning Adversaries arrive from the one of the four marked points (blue circles)—roll a D6 for each returning model to see which point it arrives at. On a roll of 1 or 6, you may choose the point.

Special Events

Deep, Dark Forest...: This rule is triggered when a 1 is rolled on the Unexpected Event table, replacing the Freak Weather result. The Darkness rule is now in effect. If this result is rolled again, the unnatural darkness lifts as quickly as it appeared, and the Darkness rule ceases to be in effect. In this adventure, **when the Darkness rules are in play, add +1 to Spawn values.**

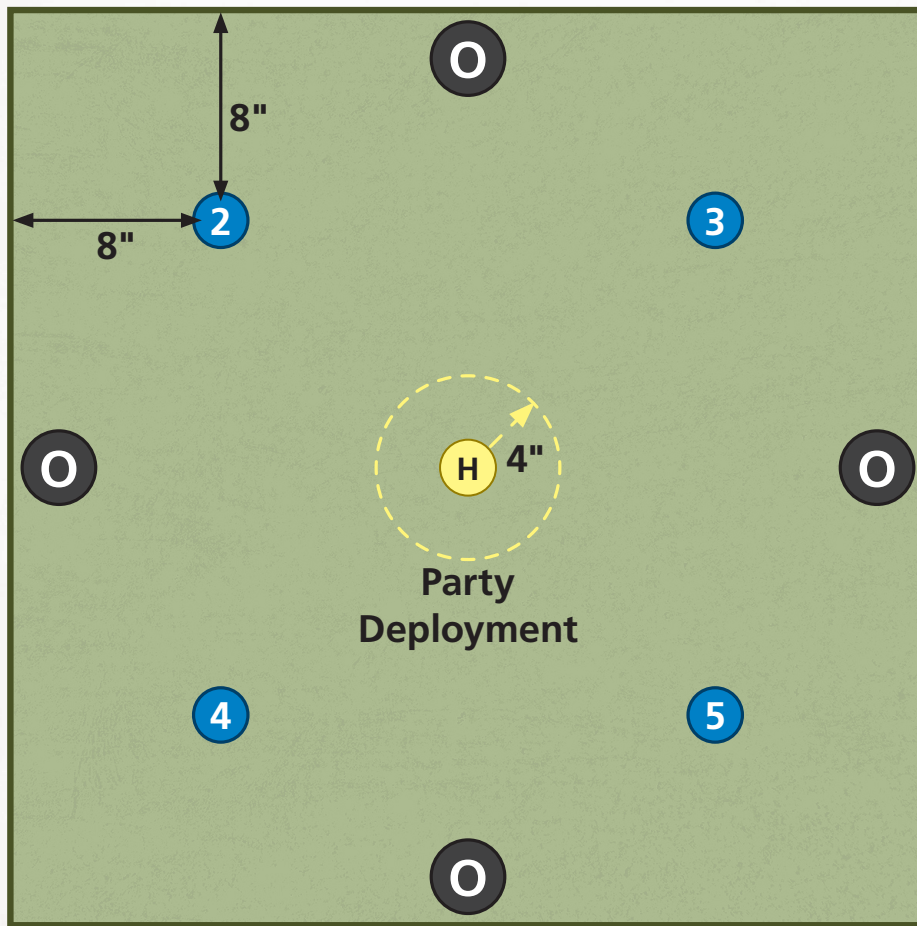
Ending the Game

The game ends as soon as all Heroes in the Party are either Out of Action or Escaped. When this happens, the Party **wins** if the majority of Heroes have Escaped (rounding fractions up), otherwise the Party has **lost**.

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 6 XP per Hero, +1 bonus XP per Hero for those that Escaped.
- **Gold:** Each Hero receives D3+3 Gold from local mapmakers eager to hear how they found the way out!



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Event Adventure

REVENGE!

The Heroes track down the bandits who robbed them, determined to exact their revenge by bringing the thieves to justice. Unfortunately, these are no mere brigands, but an organized group of hard-bitten adversaries, whose hideout is a large subterranean lair full of traps. Vengeance isn't always easy...

Environment: Dungeon*

Round Limit: Special

* Do not roll for Dungeon special rules at the start of this adventure. Instead, the Darkness rule is automatically in play.

Setup

The board should contain lots of scatter terrain to block or obscure Line of Sight, especially in the area between the Deployment edge and the Patrol Zone (see map). As befits a bandit hideout, some raised platforms and walkways are also recommended as vantage points for lookouts. Most importantly, place a line of barricades at the edge of the Treasure Zone, as shown on the map. It doesn't matter how tall these are, but they should provide cover.

Place Treasure chests in the marked Treasure Zone, following the usual rules.

Divide the Adversary force into three contingents, with a roughly equal-sized number of Adversary Groups in each. These are the Patrol, the Bodyguard, and the Reinforcements. The Patrol contingent cannot contain more groups than the number of Heroes in the Party—if it does, the excess must be placed in the Reinforcements group instead.

- The Patrol contingent is deployed anywhere in the Patrol Zone. No Adversary group may be placed within 6" of another unless there is no other choice.

- The Bodyguard contingent is deployed in the Treasure Zone. The first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere in the Treasure Zone.
- All Adversary groups in the Reinforcements contingent are placed in the Reserve Pool.

Finally, deploy the Party in contact with the marked Deployment Edge. Any model in the Party that deploys out of Line of Sight of an enemy may start the game Hidden.

Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Darkness** and **Treasure Chests (D3 + No. of Heroes)** rules.

BANDIT TRAPS

The Traps rule is in effect in this adventure, but only whilst within the two neutral areas (the two areas of the map outside the Treasure and Patrol Zones).

BANDIT CAPTAIN

The leader of the bandits is a special Adversary, added to the Adversary force in addition to all other groups. If you have an appropriate model, this Adversary uses the Bandit Captain profile (page 228). Alternatively, pick any elite, Humanoid Adversary of the same Level.

In addition to its usual rules, this model gains +1 **Armor Die** and the **Loot** Special rule (assuming the chosen model doesn't already have this rule). Furthermore, if the highest-level Hero in the Party is of a higher level than this model, the Bandit Captain gains +1 Health point for every level difference (so if the Hero is Level 6, the Bandit Captain gains +3 Health).

The Bandit Captain and his Entourage are deployed in the Treasure Zone at the start of the game, within 3" of one of the Spawn points (roll a D6 to determine which). These models do not activate until **either** one of them is targeted by an Attack or Spell, **or** a member of the Party enters the Treasure Zone—whichever comes first.

LAIR

The Adversary Limit rules are ignored for this adventure.

PATROL

Before play begins, nominate three of the models in the Patrol Zone—these models all carry Torches (page 139)—mark them as a reminder.

Until the Party is Spotted, Adversaries outside the Patrol Zone will not activate. Adversaries within the Patrol Zone use the rules below. As soon as the Party is Spotted, the sequence of play returns to normal.

- In the Adversaries phase, roll a D6 for each model from the Patrol contingent. On a 1 or 2, it will not activate at all. On a 3-5, it will perform a Move, but only to a maximum of 3". On a 6, it will perform a full activation as normal.
- Models from the Patrol contingent cannot leave the Patrol Zone until the Party is Spotted.

The Party will be Spotted if any of the following criteria are met:

- An Adversary is hit by an Attack but not removed as a casualty before the end of that Heroes phase.
- An Adversary is at any point within 3" and clear Line of Sight of a member of the Party.
- A member of the Party enters the Treasure Zone.
- A member of the Party triggers a Trap while within 6" of an enemy.

When the Party is Spotted, the round countdown begins—the Party now has a maximum of 8 rounds (including the current round) to complete the adventure, after which point the bandit numbers grow so overwhelming that the Party must flee.

SPAWN POINTS

Do not roll for Spawns until the Party has been Spotted. From that point on, models add +1 to their Spawn rolls. Spawning Adversaries arrive from the one of the three marked points—roll a D6 for each returning model to see which point it arrives at.

SOUNDS OFF

As a Special Action, any Hero may place a temporary marker within 6". Before the Party is Spotted, when a member of the Patrol contingent activates, they treat these temporary markers as an enemy in Line of Sight. The Adversary will Move towards it if it is the closest target. As soon as the Adversary comes within 3" and Line of Sight of the enemy, however, the distraction is ruined and the marker is removed. All Sounds Off markers are removed at the end of the round, but multiple markers can be in play at the same time.

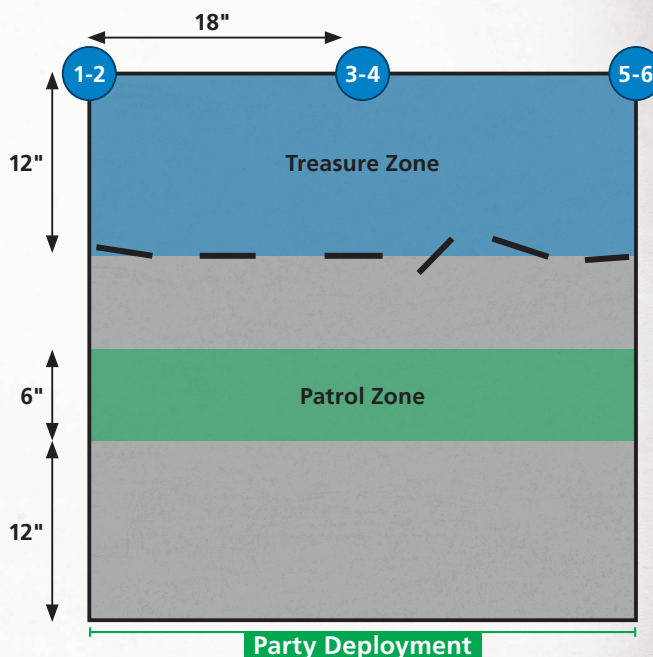
Ending the Game

The game ends when the Bandit Captain is removed as a casualty (you have **won**), or the 8-round countdown ends before this happens (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +1 bonus XP per Hero if the game ends within 4 rounds of the countdown beginning.
- **Gold:** Each Hero gains D3 gold x the number of Adversaries they remove from play as a bounty from the local sheriffs.





Event Adventure

THE PRISONER

The Party has taken the decision to help a prisoner escape his captors—this is a dangerous course of action. If the prisoner is who he says he is, then the rewards will be great. If not, the Heroes will find themselves on the wrong side of the law. Their most pressing concern now, however, is surviving the fight against the angry guards heading their way...

Round Limit: 12

Environment: Wilderness

Setup

Populate the gaming area with wilderness terrain as normal. Optionally, you might wish to mark a road or winding trail leading from the Prisoner's start point to the Escape Edge.

The Prisoner (P) is represented by a Civilian token or model—place it as shown on the map. Next, deploy **half** the Adversary groups in the Guard Zone, and **place the rest in the Reserve Pool**.

Finally, deploy the Party in the marked zone.

RECOMMENDED PARTICIPANTS

This adventure works best if the Adversary force comprises mainly Town Guards and Guard Captains.

Special Adventure Rules

This adventure uses the following special rules.

THE PRISONER

The Prisoner is treated as a Civilian in all respects. The Prisoner may only Escape by moving off the marked Escape Edge.

The Adversaries want the Prisoner alive—they will not target the Prisoner with Attacks of any kind. However, if there is no Adversary within 3" of the Prisoner when an unengaged Adversary activates, that Adversary will attempt to move as close as possible to the Prisoner.

When the Prisoner Moves, first check the number of models within 6" of him. If there are more friendly models than enemies within range, you may choose the direction of Movement. If there are more enemies within range, the Prisoner must move towards one of the Spawn Points (roll a D6) by the most direct route possible.





7 ADVANCEMENT

As your heroes complete adventures, they will acquire XP. After earning enough XP, heroes can level up and grow in power, gaining access to new skills and abilities.

XP Table

LEVEL	XP NEEDED
2	10
3	15
4	20
5	25
6	30
7	35
8	40
9	45
10	50

LEVEL UP

In order to increase in Level, a Hero requires XP equal to the next Level x5 (so you need 10 XP to advance from 1 to 2, or 20 XP to advance from 3 to 4, etc). Most benefits of Leveling Up depend on a Hero's Class. However, *all* characters receive the following:

- **Increase maximum Health by +D3 points**
- **Restore Health and Fate to maximum.**
- **Wizards increase their maximum Power by +1 point, and gain one new Spell.** Pick one of the Spell tables equal to or lower than their own (new Level—roll a D6 to see what Spell the Hero receives (see page 175).
- Clerics generate **one new Miracle**, using the rules on page 181.
- Finally, **roll a D6 on the Level-Up Table.**

CHOOSING SKILLS

After rolling a new Skill, Spell, or Miracle on the tables that follow, it is possible that you might wish to change the result. Roll a D6—if you can spend a number of XP equal to the result, you may disregard the rolled skill, Spell, or Miracle, and choose one from the same table instead.

Level-Up Table

D6	BONUS
1	New Skill: Randomly roll a Universal Skill .*
2	Characteristic Increase: Choose either +1 MEL or +1 RNG
3	Characteristic Increase: Choose either +1 STR or +1 DEF
4	Characteristic Increase: Choose either +1 AGI, +1 INT, or +1 WIL
5-6	New Skill: Randomly roll a Class Skill .*

* Clerics may randomly roll a new Miracle instead using the rules on page 181. Wizards may randomly roll a new Spell instead if the maximum has not been reached, choosing a Spell table equal to or lower than their new Level.

NOTES ON LEVELING

- Characteristics may never increase beyond 7. If you roll a characteristic increase, but all the characteristics on that row are already at 7, roll again until you get a different result.
- If you are required to roll a Skill, Spell, or Miracle, and you generate one you already have, you may choose one from that same table instead (there's no need to roll).

Extra Strikes

You'll notice that Strikes don't increase in the same way as other characteristics. **Instead, all Heroes receive +1 Strike at Levels 3, 6 and 9.**

Universal Skills

2D6	SKILL
2	Lucky: Increase this Hero's maximum Fate by 1 point.
3	Strongarm: This model gains an extra +1 Strength Bonus to their Melee Attacks, and reduces the penalty incurred from the Cumbersome rule to -1.
4	Sprint: This model may reroll its Run distances.
5	Strategist: This model may skip its turn in the Heroes Phase. Instead, as soon as an enemy model completes an activation within 6" and Line of Sight, this model may interrupt the sequence of play and immediately perform a free, out-of-sequence Move or Action.
6	Mercantile: When purchasing items in the Spending Gold Campaign sub-phase, this model reduces the cost by D3 Gold, to a minimum of 1.
7	Tough: This model adds +1 to their Injury rolls in the Campaign sequence (rolling 3D6+1), to a maximum of 18.
8	Tactical Insight: As an Action, choose one: Give the Hero or a friendly models within 3" the Focused condition, or give one enemy within 3" the Exposed condition.
9	Savvy Trader: When searching for Rare Items, this model gains Advantage on the Test.
10	Recruiter: When searching for Rare Followers, this model gains Advantage on the Test.
11	Influential: This Hero gains one free Settlement Action in each Campaign Turn (no Settlement Event is required after this Action is taken). They may take this Action even if suffering from the Prolonged Recovery Injury result. If the Campaign turn ever ends early due to a Settlement Event, this Hero may always take their Free Action before the next adventure begins.
12	Second Wind: This model treats Take a Breath as a Free Action.



CLASS SKILLS

Fighter Skills

D6	CLASS SKILL
1	Perfect Strike: When performing a Melee Attack, this model scores a Mighty Blow on the roll of a 5 or 6 on the Critical die, rather than just a 6.
2	Champion: This model may Command Followers up to 12" away, and their Followers may act freely within that range, instead of the usual 6".
3	Coup de Grâce (Special Combat Option): The fighter may spend their Action when performing a Melee Attack. The first strike of the Attack ignores the target's Armor. If the target takes Damage but is not removed from play, it is Exposed.
4	Parry: This model may spend a Focused condition when targeted by an enemy Melee Attack. The Attack automatically misses.
5	Web of Steel: Once per Adventure, before performing a Melee Attack, this model may gain +D3 Strikes.
6	Weapon Master: Choose any weapon from the list on page 22. Add this weapon to the model's Hero Sheet, and record it as a Signature Weapon.

Barbarian Skills

D6	CLASS SKILL
1	Frenzied Charge: If the Barbarian engages an enemy after moving more than 6", they may choose to gain an extra +D3 Strength Bonus to their Melee Attack this activation. However, once the Attack is complete, the Barbarian suffers the Exposed Condition.
2	Relentless (Special combat option): The Barbarian may spend their Action when resolving a Melee Attack. If the Barbarian ends this Melee Attack with no enemies in contact, they may roll a D6, and move that many inches towards the closest enemy by the shortest possible route. If this move brings the Barbarian into contact with an enemy, they immediately gain a free Melee Attack. If they successfully remove all enemies in contact with this and subsequent attack, the Barbarian can benefit from this rule several times in the same round.
3	Battle Cry: When the Barbarian is engaged with one or more enemies, they may spend an Action to Intimidate them. Each enemy in contact must immediately pass a WIL Test or receive the Exposed Condition.
4	Barge Aside: When the Barbarian is engaged with one or more enemies, they may spend an Action to barge them aside. Each enemy in contact must immediately pass a STR Test or be Pushed D3".
5	Danger Sense: As an Action, the Barbarian becomes acutely aware of their surroundings. They gain +1 Resistance until the end of the round. If the Barbarian is wearing Heavy or Full Plate Armor, this Skill cannot be used.
6	Force of Will: As an Action, the Barbarian may remove one of their Conditions.

Rogue Skills

D6	CLASS SKILL
1	Nimble: This model never counts as being Surrounded. In addition, whenever an enemy targets this model with a Melee Attack, this model may take an AGI Test (reducing their AGI by -1 for each enemy in contact after the first). If the Test is passed, immediately move 1" out of contact with all enemies, by the shortest route. This special move may not be used to engage another enemy. If the Test is failed, the enemy Attack gains Advantage.
2	Acrobat: This model gains a +2 modifier to all Climb and Jump Tests, and halves the physical distance of any Fall. If the model is wearing Heavy Armor or Full Plate, this Skill cannot be used.
3	Treasure Hunter: Whenever this model finds searches a Treasure Chest, they gain D3 Gold in addition to anything else listed, even if the chest is trapped!
4	Backstab: Before this model performs an Attack (any type), they may discard either the Hidden or Invisible Condition to increase the Damage of the Attack by +D6.
5	Trap Sense: Each time this model, or a friendly model within 3", triggers a Trap, take an AGI Test. If the Test is passed, the Trap is ignored (if the source of the Trap was a marker, such as a Treasure Chest, the marker is removed from play).
6	Lightning Reflexes: When this model is successfully hit by an enemy Ranged Attack, it may take an AGI Test. If the Test is Passed, this model gains +1 Resistance vs that Attack.

Ranger Skills

D6	CLASS SKILL
1	Trick Shot: When this model performs a Ranged Attack against a target in Cover, roll a D3—this is the number of obstacles (terrain or enemy models) the shot can ignore. If there are any obstacles remaining in the way of the target, the target still claims Cover.
2	Rapid Fire: Once per round, when this model performs a successful Ranged Attack with a Bow or Thrown Weapon (regardless of whether any damage was caused), then once the Attack is complete it may immediately perform another, free Ranged Attack.
3	Power Shot: This model's Ranged Attacks gain the Push (D6") rule.
4	Big Game Hunter: This model's Ranged Attacks vs Large and Huge targets add an extra D3 Damage.
5	Fire on the Move: The Ranger may perform Ranged Attacks in the same activation that they Run.
6	Snares: The Ranger begins each adventure with D3 snares—roll after deployment to see how many they have this adventure. As an Action, the Ranger may place a Snares marker (of up to 1" diameter) within 6" of their position. The first time an enemy Moves to within 3" of the marker, it receives the Exposed condition. The model must pass an AGI Test or suffer the Slowed condition too. The Adversary may continue its Move if possible. Then, remove the marker.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Wizard Skills

D6	CLASS SKILL
1	Familiar: The Wizard attracts a magical familiar, which forms an almost symbiotic relationship with the Wizard's power. See Familiars on page 247.
2	Mastery (Type): The Wizard gains a +2 bonus to their Casting rolls when casting Spells of the specified Type. Roll another D6 to see which Type: 1) Aura, 2) Charm, 3) Conjure, 4) Curse, 5) Direct Damage, 6) Summon. Mastery can be gained multiple times: if you roll multiple Mastery results, reroll until you get a different Type.
3	Second Sight: The Wizard has developed an uncanny knack of avoiding death—a handy skill in their line of work. Whenever the Wizard would receive sufficient Damage to make them a casualty, roll a D6. The Wizard may spend any of their current Power points before the roll, adding +1 to the dice roll for each point spent. On a score of 6+, the Wizard does not become a casualty, and instead remains in play with a single Health point left.
4	Spell Slinger: Once per adventure, the Wizard may cast two Spells in the same round, treating the second as a Free Action.
5	Arcane Ward: As an Action, the Wizard may spend any of their Power points to increase their Resistance for the rest of the round, at a rate of +1 Resistance per Power point spent.
6	Prodigy: The Wizard ignores the -2 casting penalty when casting Spells of a higher Level than themselves.

Bard Skills

D6	CLASS SKILL
1	Battle Saga: <i>Bardic Song.</i> As an Action, the Bard may perform this song. The Bard and all friendly models within 3" gain +1 MEL until the end of the round.
2	Soothing Song: <i>Bardic Song.</i> As an Action, the Bard may perform this song. The Bard and all friendly models within 3" restore 1 Health.
3	Inspiring Song: <i>Bardic Song.</i> As an Action, the Bard may perform this song. The Bard and all friendly models yet to activate within 3" gain a Free Action (any type) this round.
4	Repartee: The Bard's wit is sharper than any rapier. Any model targeting the Bard with a Melee Attack must pass an INT Test or suffer Disadvantage on the Attack Roll.
5	Lullaby: <i>Bardic Song.</i> As an Action, the Bard may perform this song. All enemy models within 3" must pass a WIL Test or become Slowed.
6	Trickster: The Bard may use Cantrips as though they were a Spellcaster. Randomly roll one Cantrip (page 175). Repeated results of Trickster permit the Bard to learn multiple Cantrips.

Cleric Skills

D6	CLASS SKILL
1	Divine Intervention: Once per adventure, when the Cleric or a friendly model within 3" suffers Damage for any reason, the Damage is ignored.
2	Anathema: <i>Prayer.</i> As an Action, the Cleric creates an aura of sanctity. All enemy models with the Undead or Demonic keywords within 3" must pass a WIL Test or be Pushed D6" away from the Cleric.
3	Battle Prayer: <i>Prayer.</i> As an Action, the Cleric gains +D3 Extra Strikes until the end of the round.
4	Take Heart: <i>Prayer.</i> As an Action, the Cleric removes the Shaken condition from all friendly models within 3".
5	Arcane Physician: Each time the Cleric restores one or more Health points to a friendly model by means of a Miracle or Prayer, heal +1 Health point.
6	Divine Vessel: Once per adventure, the Cleric automatically passes the Test to perform a Miracle. Declare the use of this ability before the dice are rolled. Do not roll the Favor & Failure die.

Paladin Skills

D6	CLASS SKILL
1	Ironclad: While the Paladin has Heavy or Full Plate Armor equipped, they gain Advantage to any STR or DEF Tests they're required to take.
2	Priest: The Paladin may use the Commune Action to perform Miracles. When this Skill is rolled, randomly roll one Lesser Miracle. From now on, when the Paladin levels up, they may opt to gain Miracles when rolling on the Level Up table, as if they were a Cleric. They do not automatically gain Miracles each time they Level.
3	Lightbringer: As an Action, the Paladin creates an aura of Light with a 3" radius, which lasts until the end of the round. Any model with the Undead or Demonic keyword within the aura when it is created must pass a WIL Test or be Pushed outside this aura.
4	Puritan: The Paladin gains the Resist (Magical) and Hate (Sorcerer) special rules.
5	Turn Undead: The Paladin may perform this Action to force all Undead models within 3" to take a WIL Test. Each model that fails the Test suffers D3 Damage, ignoring Resistance.
6	Lay on Hands: As an Action, the Paladin may restore D3 Health to a friendly model in contact.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Monk Skills

D6	CLASS SKILL
1	Spirit Flight: The Monk may spend a Fate point to triple the distance they can Climb or Jump, or to take no Damage from a Fall. The distance jumped or climbed this round is not deducted from the Monk's movement allowance.
2	Ki Focus: As an Action, the Monk may remove any number of Health points and restore their Fate by the same number. Then roll a D6—on a 1 or 2, the Monk suffers the Exposed condition, but on a 6 they gain the Focused condition.
3	Still Mind: During their activation, the Monk may spend a Fate point to remove one of their Conditions.
4	Ki Projection: The Monk may spend a Fate point to perform a Ranged Attack, with the profile below. This takes up their Attack for the round as normal.
5	Ki Shield: During their activation, the Monk may spend a Fate point to gain 3 Armor Dice until the end of the round.
6	Dragon Punch: Once per round, when the Monk makes a successful Melee Attack roll, they may spend a Fate point to roll an extra D6 Damage.

KI PROJECTION

RANGE	DAMAGE	SPECIAL
8"	D6	Push (D6")

Druid Skills

D6	CLASS SKILL
1	Fey Trickery: The Druid may use Cantrips as though they were a Spellcaster. Randomly roll one Cantrip (page 175). Repeated results of Fey Trickery permit the Druid to learn multiple Cantrips.
2	Beastfriend: As an Action, the Druid may pick one enemy Beast within 6" and Line of Sight. The target model must take a WIL Test. If the Test is failed, the chosen Beast is treated as a friendly Follower of the Druid for the rest of the round.
3	Nature's Wrath: As an Action, pick one enemy model in contact with a piece of Woodland or Water terrain anywhere on the board. Resolve a Melee Attack against the chosen model, using the Druid's MEL, which inflicts D6+1 Damage.
4	Conduit of Nature: While they are at least partially within Woodland terrain, the Druid gains the Regenerate Health (D3) rule.
5	Tangleroot: As an Action, pick one enemy model in contact with a piece of Woodland terrain anywhere on the board. That model receives the Slowed condition.
6	Wild Aspect: As an Action, the Druid takes on the aspect of a totemic creature for the remainder of the round. Roll a D6: 1) Bear +2 Strength Bonus; 2-3) Wolf, gain +1 Extra Strike; 4-5) Cat, gain the Fleet rule; 6) Hawk, gain the Fly rule.

SPELLS

All of the Spells available to magic-users are detailed here, from the lowliest cantrip to the most devastating incantations.

Spell Limit

Note, the maximum number of Spells of Levels 1-10 a Hero may possess is equal to their total Power points store. When a Spellcaster Levels Up, calculate their new Power total before working out if they gain any Spells. Cantrips don't count towards a Spellcaster's Spell limit.



Cantrips

D6	SPELL NAME	POW	RULES
1	Extinguish	-	<i>Conjure</i> . Choose one model or terrain piece within 6" of the caster that has a Burning token. Remove one Burning token.
2	Candlelight	-	<i>Aura</i> . The caster creates Light with a radius of 3". This Aura lasts until the end of the round.
3	Throw Voice	-	<i>Conjure</i> . Choose a point on the gaming area within 12" and Line of Sight. The nearest unengaged Adversary to that point must pass an INT Test, or immediately Move towards that point by the shortest route. The Adversary then receives the Slowed condition.
4	Slip	-	<i>Curse</i> . Range 12". Target enemy must pass an AGI Test or suffer the Slowed condition.
5	Manipulate	-	<i>Conjure</i> . The caster may immediately Interact with one suitable objective within 6" and Line of Sight.
6	Thought Transmission	-	<i>Charm</i> . The caster may immediately Command a friendly follower within 12", even if they are not the target model's Patron.

Level 1 Spells

D6	SPELL NAME	POW	RULES
1	Magic Bolt	1+	<i>Direct Damage (Ranged 12")</i> . Damage D3+1. Boost (2): For each Power point spent as a Boost, add D3 damage, up to a maximum total of 3D3+1.
2	Sense Presence	1	<i>Conjure</i> . Choose an enemy within 12" (no Line of Sight required). All Ranged Attacks targeting that enemy this round gain a +2 modifier to the Attack Roll.
3	Heal	1+	<i>Charm</i> . Restore 1 Health point to the caster and all friendly models within 3". Boost (2): For each Power point spent as a Boost, restore 1 extra Health point to all affected models, to a maximum total of 3.
4	Fleet of Foot	1+	<i>Charm</i> . The caster may immediately Move 2D6". They may still perform a normal Move this round. Boost (1): Spend 1 extra Power point to Move 3D6 instead of 2D6.
5	Magelight	1	<i>Conjure</i> . Mark a point on the gaming area within 6" and Line of Sight. Create Light with a radius of 6" from that point.
6	Chill Touch	1+	<i>Direct Damage (Melee)</i> . Damage D3+1, Chill. Boost (2): For each Power point spent as a Boost, add D3 damage, up to a maximum total of 3D3+1.



Level 2 Spells

D6	SPELL NAME	POW	RULES
1	Ogre Strength	1	<i>Charm.</i> The caster or one friendly model within 6" gains +2 Strength until the end of the round—temporarily recalculate the Strength Bonus.
2	Firebolt	2+	<i>Direct Damage (Ranged 12").</i> Damage D3+1, Fire. Boost (2): For each Power point spent as a Boost, add D3 damage, up to a maximum total of 3D3+1.
3	Healing Hands	2	<i>Charm.</i> Restore D3+1 Health points to caster, or a friendly model within 6".
4	Levitate	1	<i>Charm.</i> The caster or one friendly model within 6" ignores scenery, enemy models, and other obstacles up to double their own height when they Move this round. It may Climb up to double its own height without the need of a Test, and automatically passes Jump Tests. Furthermore, the model may descend any distance without Falling. A Levitating model may not Run.
5	Invisible Force	2	<i>Curse.</i> Target enemy within 6" must pass a STR Test or be Pushed D6+3".
6	Barkskin	2	<i>Charm.</i> The caster or one friendly model within 6" adds +1 Resistance until the end of the round.

Level 3 Spells

D6	SPELL NAME	POW	RULES
1	Giant Strength	2	<i>Charm.</i> The caster or one friendly model within 6" gains +3 Strength until the end of the round—temporarily recalculate the Strength Bonus.
2	Lightning Bolt	2+	<i>Direct Damage (Ranged 12").</i> Damage D6, Lightning. Boost (1): Spend one additional Power point to add D6 Damage to the Spell.
3	Slow Time	2+	<i>Charm.</i> This round, the caster adds D6" to their movement distance when performing a Move and gains +1 Extra Strike. Boost (4): For each additional Power point spent, apply this effect to a friendly model yet to activate within 6".
4	Pass Through Rock	2	<i>Charm.</i> The caster ignores all terrain and models when moving or running for the rest of the round.
5	Summon Spirit	3+	<i>Summon.</i> Summon a single Ghost within 6" (see Bestiary). Boost (2): For each additional Power point spent, summon one extra Ghost to the group, to a total of 3.
6	Magic Shield	2	<i>Charm.</i> The caster adds +D3 Resistance vs enemy Melee Attacks for the rest of the round.

Level 4 Spells

D6	SPELL NAME	POW	RULES
1	Magic Ward	4	<i>Aura</i> . For the rest of the round, no enemy may Move within 2" of the caster without first passing a WIL Test. If they fail the Test, they stop 2" away and their Move ends. Enemies within this radius when the Spell is cast automatically suffer the Push (D3+1) effect.
2	Fireball	3+	<i>Direct Damage (Ranged 12")</i> . Damage D6, Fire, Blast 2". Boost (1): Spend one extra Power point to add D6 damage.
3	Ensnare	3+	<i>Curse</i> . Target enemy within 12" must pass a STR Test or become Slowed. Boost (1): Spend one extra Power point to add the Blast 2" rule to this effect.
4	Poison Touch	3+	<i>Direct Damage (Melee)</i> . Damage D6+1, Poison. Boost (1): Spend one extra Power point to add D6 damage.
5	Luck	4	<i>Charm</i> : The caster or one friendly model within 6" restores their Fate to maximum.
6	Stoneskin	3	<i>Charm</i> . The caster or one friendly model within 6" adds +D3 Resistance until the end of the round.

Level 5 Spells

D6	SPELL NAME	POW	RULES
1	Summon Elemental	5	<i>Summon</i> . Summon a single Elemental (any type) within 6" (see Bestiary).
2	Chain Lightning	4+	<i>Direct Damage (Ranged 12")</i> . Damage D6+2, Chained Shot D3, Lightning. Boost (3): For each Power point spent as a Boost, add 1 extra hit, to a maximum total of D3+3.
3	Wind Blast	4+	<i>Conjure</i> . Choose a point on the gaming area within 12" and Line of Sight. All models within that area (friend or foe) must pass a STR Test or be Pushed D6+3" away from the caster. Boost (2): You may spend 1 extra Power point to increase the range to 18", and/or 1 extra Power point to add an extra D6" to the Push distance.
4	Wall of Flame	5	<i>Conjure</i> . Place a barrier in play, measuring up to 1" wide by 4" long. Its height is considered infinite. The barrier is not solid, and can be passed through as Open Terrain (although it does provide Cover). Any model in contact with, or passing through, the barrier automatically suffers the Burning condition.
5	Knit Wounds	4+	<i>Charm</i> . Restore D6 Health points to caster, or a friendly model within 6". Boost (3): For each Power point spent as a Boost, restore +1 Health, up to a maximum total of D6+3.
6	Lionhearts	5	<i>Aura</i> . All friendly models within 6" remove the Shaken condition.

Level 6 Spells

D6	SPELL NAME	POW	RULES
1	Sanctuary	6	<i>Aura</i> . For the rest of the round, no enemy may Move within 6" of the caster without first passing a WIL Test. If they fail the Test, they stop 2" away and their Move ends. Enemies within this radius when the Spell is cast automatically suffer the Push (D6+3) effect.
2	Chameleon	4	<i>Charm</i> . The caster receives the Hidden condition, which cannot be removed by any means. It is automatically lost at the end of the round.
3	Ghostwalker	6	<i>Charm</i> . The caster becomes Ethereal until the end of the round.
4	Power Cage	5+	<i>Conjure</i> . Mark a point on the gaming area within 12" and Line of Sight of the caster. Any model (friend or foe) within 2" of that point is trapped for the rest of the round. They cannot leave the marked area, nor target another model outside the area. No model outside the area can enter it, nor target a model within. Boost (1): Spend 1 extra Power point to extend the radius of the cage to 3".
5	Stunning Word	6	<i>Direct Damage (Ranged 12")</i> . This Attack inflicts no damage, but the target must pass a WIL Test or become Stunned.
6	Ironskin	5	<i>Charm</i> . The caster or one friendly model within 6" adds +D6 Resistance until the end of the round.

Level 7 Spells

D6	SPELL NAME	POW	RULES
1	Walk Unseen	7	<i>Charm</i> . The caster or one friendly model within 6" becomes Invisible until the end of the round.
2	Regenerate	7	<i>Charm</i> . The caster or one friendly model within 6" gains the Regenerate Health (D6) rule this round.
3	Abyssal Pit	7	<i>Conjure</i> . Place a marker within 12" of the caster. Any model within 2" of the marker must pass an AGI Test, or fall into the pit. Any model that falls into a pit suffers D6 damage, adjusted for Resistance as normal. If they survive, they are removed from the board (but they are not a casualty). At the end of the round, all models within the Pit must pass a STR Test—if they fail, they become a casualty. If they pass, they return to play in the location of the Pit—remove the Pit marker.
4	Stormcaller	7+	<i>Aura</i> . All enemies within 6" of the caster must pass a DEF Test or suffer D6 Damage with the Lightning and Push (D3) rules. Boost (1): Spend 1 extra Power point to give the caster the Fly special rule for the rest of the phase.
5	Mirror Image	7	<i>Conjure</i> . Place D6 small tokens within 3" of the caster. For the rest of the round, each time the caster suffers damage from an enemy Attack, roll a D6. On a 3+, the caster suffers no damage, but one token is removed. At the end of the round, the caster heals a number Health points equal to the tokens remaining. Then, remove all Mirror Image tokens.
6	Altered Form	6	<i>Charm</i> . For the rest of the round, the caster gains +D3 Strength Bonus and Resistance, +1 MEL, +2 Extra Strikes, but loses -1 INT. the caster may not use any weapons, armor or items for the entire round, but suffers no Disadvantage for fighting Unarmed.

Level 8 Spells

D6	SPELL NAME	POW	RULES
1	Dome of Protection	7	<i>Aura</i> . Can only be cast if there are no enemies within 3". For the rest of the round, no enemy may Move within 3" of the caster. The caster and all friendly models within the radius add +3 Resistance this round, but cannot perform Ranged Attacks.
2	Touch of Decay	7	<i>Direct Damage (Melee)</i> . Damage D6+3, Poison. An enemy wounded but not removed by this Attack is also Exposed.
3	Prescience	8	<i>Charm</i> . For the remainder of the round, each time the caster is successfully Attacked, roll a D6. On a 4+, the caster takes no Damage from the Attack, and may immediately perform a free, out-of-sequence Move of D3" (this free Move may be used to automatically disengage).
4	Raise the Bones	6+	<i>Summon</i> . Summon D3 Skeletons within 6" (see Bestiary). Boost (2): For each additional Power point spent, summon one extra Skeleton to the group (for a maximum of 5).
5	Sunburst	8	<i>Conjure</i> . All enemies within 6" of the caster are Dazzled. Any model in play with the Vampire keyword automatically suffers D3 Damage, ignoring Resistance. If the Darkness rules are in play, they cease to apply for the rest of the round.
6	Storm of Glass	8	<i>Direct Damage (Ranged 12")</i> . Damage 2D6, Blast 2", Bleed.

Level 9 Spells

D6	SPELL NAME	POW	RULES
1	Mental Domination	8+	<i>Curse</i> . Pick one enemy model within 6", with a maximum Level of 5. The target model must take a WIL Test. If the Test is failed, the chosen model is treated as a friendly Follower of the caster for the rest of the round. Boost (4) Increase the Level of the Summoned Monster by 1 for each extra Power point spent, up to a maximum of Level 9.
2	Summon Monster	7+	<i>Summon</i> . Summon a single model of the Monster type within 6". The Monster may have a maximum Level of 5. Boost (3) Increase the Level of the Summoned Monster by 1 for each extra Power point spent, up to a maximum of Level 8.
3	Firestorm	7+	<i>Direct Damage (Ranged 18")</i> . Damage D6+3, Fire, Blast 3". Boost (3): Add +1 Damage for each extra Power point spent, to a maximum of D6+6.
4	Terrify	8	<i>Charm</i> . The caster or one friendly model within 6" becomes Terrifying until the end of the round.
5	Word of Doom	9	<i>Aura</i> . All Attack and Damage rolls resolved against enemies within 6" of the caster this round may be rerolled.
6	Earthquake	9	<i>Aura</i> . Every model, friend or foe, within 6" of the caster must pass an AGI Test or become Exposed and Staggered.

Level 10 Spells

D6	SPELL NAME	POW	RULES
1	Blood Frenzy	9+	<i>Aura.</i> In turn, each enemy up to Level 6 within 6" of the caster must take a WIL Test. If failed, the caster may immediately perform a Move and Attack with that enemy, treating it as a friendly Follower. That enemy then receives an activated token. Boost (3): Increase the Level of the affected enemies by 1 for each extra Power point spent, up to a maximum of Level 9.
2	Diabolical Pact	10	<i>Summon.</i> Summon a single Demon Lord within 6" (see Bestiary). At the end of each round, roll a D6 for both the Demon Lord and the Wizard, adding each model's WIL to the roll. If the Demon Lord scores higher, it breaks the pact and is removed from play.
3	Teleport	10	<i>Conjure.</i> Remove the caster from the board, and immediately replace them anywhere on the gaming area (in an eligible position).
4	Temporal Shift	9+	<i>Conjure.</i> At the end of the current phase, the caster may immediately remove their activated token and take another full activation. Boost (4): For each extra Power point spent, a friendly model within 3" may also take an extra activation as above.
5	Harness Comet	10	<i>Conjure.</i> Choose a point anywhere on the gaming area that the caster can see, and mark it with a spare token or die. At the start of the Adversaries phase, roll a D6. On a 4 or more, the comet arrives. On a 1-3, add another token to the first. Repeat this process every Adversaries phase until the comet comes. When the comet arrives, it inflicts 2D6 Damage on every model within 3" of the first token. This radius is increased by 2" for every additional token placed, up to a maximum total radius of 12". Any model damaged but not removed from play is Stunned.
6	Die!	10+	<i>Curse.</i> Choose an enemy up to Level 5 within 12" and Line of Sight. Target must pass a DEF Test or be removed as a casualty. Boost (5): For each extra Power point spent, the target may be one level higher (so Boosting by 2 points allows the Wizard to target a Level 7 Adversary, for example).

MIRACLES

Only models with the Priest rule may use Miracles. When a new Miracle is acquired, choose one of the tables below (based on the Hero's new Level), and roll a D6 to see which Miracle is bestowed upon the Hero by their patron deities.

- Heroes of Levels 1-3 may only learn **Lesser Miracles**.
- Heroes of Level 4 or higher may learn either **Lesser** or **Adept Miracles**.
- Heroes of Level 8 or higher may learn **Lesser, Adept, or Greater Miracles**.

Lesser Miracles

PRIEST LEVELS 1-3

- Priests of Level 4 or higher gain Advantage when performing Lesser Miracles.
- Once per round, a Priest of Level 8 or higher may perform a Lesser Miracle as a Free Action.

D6	MIRACLE	RULES
1	Holy Light	The Priest becomes a Light source with a radius of 3" until the end of the round. Each time an Adversary with the Demonic or Undead keyword completes an Action within this radius, it must pass a WIL Test or lose 1 Health (ignoring Resistance).
2	Bless	The Priest or one friendly model within 6" and Line of Sight gains the Focused condition.
3	Embolden	The Priest and all friendly models within 6" are immune to the Fearsome and Terrifying rules until the end of the round.
4	Healing Word	The Priest or one friendly model within 3" and Line of Sight restores D3+1 Health.
5	Restoration	Remove one Condition from the Priest or a friendly model within 6" and Line of Sight.
6	Lesser Ward	The Priest or one friendly model within 6" and Line of Sight gains +D3 Resistance until the end of the round.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Adept Miracles

PRIEST LEVELS 4+

- Priests of Level 8 or higher gain Advantage when performing Adept Miracles.

D6	MIRACLE	RULES
1	Blinding Light	All enemies within 6" of the Priest must pass an AGI Test or become Dazzled. Then, the Priest becomes a Light source with a radius of 6" for the rest of the round.
2	Replenish	The Priest or one friendly model within 3" and Line of Sight restores D6+1 Health.
3	Sword of Truth	The Priest gains +1 MEL and +D3 Strength Bonus until the end of the round.
4	Turn Undead	All Undead models within 3" must take a WIL Test. Each model that fails the Test suffers D3 Damage, ignoring Resistance.
5	Holy Command	Choose one enemy within 12" of the Priest, and of an equal or lower Level. That model must take a WIL Test. If the Test is failed, perform either a Move or Attack with that model immediately, as if it were a friendly model.
6	Ward	The Priest or one friendly model within 6" and Line of Sight gains +D6 Resistance until the end of the round.

Greater Miracles

PRIEST LEVELS 8+

D6	MIRACLE	RULES
1	Banishment	All Demonic, Ghost, Undead, and Vampire models within 6" must take a WIL Test. Each model that fails the Test suffers D3+1 Damage, ignoring Resistance.
2	Shield of Faith	The Priest and all friendly models within 3" add D3+1 Resistance this round.
3	Divine Wrath	All enemies within 3" suffer 2D6 Damage (modified for Resistance as normal).
4	Terrifying Presence	All Adversaries within 6" of this model must immediately pass a WIL Test or Flee (exactly as described for Panic on page 33). Models that flee miss their activation this round. Models that are Fearless or Terrifying are immune to this effect.
5	Beneficent Aura	The Priest and all friendly models within 3" restore D6 Health.
6	Resurrection	Target an Out of Action token. The Out of Action Hero immediately returns to play as described in the Fate rules. Their Fate store is not reduced.





8

NARRATIVE TALES

Narrative Tales provide a set of linked adventures structured around an ongoing story allowing players to explore the world of Aetha and take part in the conflicts that will shape its destiny.

While players are encouraged to create their own tales using the rules provided in this book (see “Creating a Tale” on page 126), we have also provided a pre-written narrative tale entitled **The Nethering Lord** for players who wish to have the structure and narrative of their tale prepared for them.

Narrative tales put the heroes in a specific time and place in the world of Aetha, providing narrative structure to your games. Future *Lasting Tales* supplements may also include additional narrative tales, allowing players to further explore the varied lands of Aetha.

When playing a narrative tale, players follow the normal structure of the Campaign Turn, with the exceptions listed in the narrative tale. Each chapter in a narrative tale will instruct players when they should advance to the next chapter, until they reach the story’s (and their campaign’s) conclusion. After each adventure during a narrative tale, players refer to the “Campaign Turn” section of their current chapter.

THE NETHERING LORD

Over three hundred years ago, the Age of Unthroning began when the Purveyors of Light brought down the gods and gave birth to the Light and the Shadow. Based on ancient writings of the prophet Stane, the Purveyors' plan was to prevent the Shadow Age—where the world would be consumed by a dark force known as Shadow—that the gods would allow to fall on the world due to their impartial natures.

Ironically, the actions of the Purveyors themselves resulted in the creation of both Light and Shadow—as neither can exist without the other. The imbalance that followed threw the world into chaos, and the Darkened Ways of the Nethering were ripped wide open, unleashing aeons of evil upon Aetha. The dwarves of Myrethold suffered the brunt of the Nethering's initial invasion, almost driving the people to extinction.

The final thane of Myrethold was Vurn Krowen, and he led the last defenders of their homeland into the Nethering Gates into the depths of the Abyss. He wouldn't return to Aetha for another hundred years, and when he did, it would be in the most twisted perversion of his former self.

When the Final Thane finally returned, he led an army of demonkin on a campaign of devastation in an effort to wrest control of Vale from the cowardly mortals who would not follow him into the hellish underworld that imprisoned his kin. The Final Thane always blamed the Joined Realms of Noveth for abandoning him to his fate and sealing his brethren away when the Nethering Gates were finally closed at the end of the Nether War.

Many legends have spawned since the Age of Unthroning came to a close—when the Arcania's greatest wizards gathered to seal the Nethering Gates—but few have become so widespread of the Final Thane and his vengeful army of twisted demonkin. In fact, many believe that he still lives, lurking in the shadows until he is able to strike back against the Joined Realms for refusing to aid him in marching against the Abyss.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



The Party

Before you begin this Tale, you'll need a bold Party of 1-5 Level 1 Heroes. You can either follow the rules on page 48 to create your own Heroes, or simply choose some pre-generated Heroes from the Appendix on page 248.

Villains

Throughout this Tale you will encounter several special Elite Adversaries tagged as "Villains." These are special characters representing the forces of evil arrayed against your Heroes, culminating in Vurn Krown himself!

Villains are usually added to the Adversary Force as an additional threat—the adventure in which they appear will provide rules for how to incorporate and place them.

Villain Advances

Occasionally, the result of an adventure will lead to either the next Villain encountered, or a specific Villain later in the campaign, gaining an **advance**. At the start of the adventure in which the specified Villain appears, roll 1D6 on the following table for every Advance that Villain has accumulated. Apply the results to the Villain's profile before the first round begins.

Advances are cumulative, but if a maximum value has already been reached when the same advance is rolled (or if the same special rule would be gained more than once), reroll until a different result is obtained.

D6	VILLAIN ADVANCE
1	+1 Resistance (to a maximum of 5)
2	+1 MEL and +1 RNG (to a maximum of 7)
3	+1 Strike (to a maximum of 5)
4	+1 Damage to all Attacks (to a maximum of +6)
5	+1 INT and +1 WIL (to a maximum of 7)
6	The Villain gains one of the following special rules (roll again): 1-2: Fearsome , 3-4: Mighty , 5-6: Hate (the Party)

The Adventures

Within this campaign, you'll find several unique adventures, all with recommended participants for the Adversary force, and with a narrative setup that furthers the Tale of the Nethering Lord. If you don't have all the required models for the recommended participants, simply use as many as you can, then fill in the remainder with the most suitable Adversary groups from your collection, using the normal rules for choosing an Adversary force (page 67).

Furthermore, any of these adventures can be slotted into your own Tales, or even played as one-off games if you like. Just remember that the recommended participants often assume that the Party is at a certain level, so you'll need to adapt the Adversary force to suit your own Party composition.



CHAPTER 1

Your group of friends came together in fortuitous circumstances, and though it wasn't easy to leave behind your old lives, you have decided to set out into the wider world, and seek for yourselves adventure and fortune of the type you've only heard about in bardic tales.

Striking north for the village of Hambury, you have been several days on a quiet backroad when you hear ahead the sounds of commotion. A little further on, and you find bodies littering the road—unarmed merchants, it appears. And up ahead it seems that whoever has perpetrated this crime is still present, ransacking a supply wagon, seemingly looking for something important...

Adventure 1.1

Play the **Supply & Demand** adventure (see page 74), with the following exceptions:

- The Adversary force should comprise primarily Bandits (**Cutthroats**, **Targeteers**, and/or **Captains**).
- The first Hero to Search the Supply Wagon during this adventure finds the **Boots of the Netherwalker** Legendary Item instead of rolling as normal.

BOOTS OF THE NETHERWALKER

These leather boots might be mistaken at first glance as burnt, charred junk, still smoking faintly from a fire that never fully dies.

(Boots) The wearer adds 1" to their movement, and treats Difficult Terrain as Open Terrain instead. Other terrain rules (such as barriers and Deadly Terrain) still apply. In addition, once per adventure, the wearer may **Teleport** instead of performing a normal Move.

ADVENTURE RESULTS

If you win, read the following:

You reach the village of Hambury, bringing news of what you saw on the road. You are immediately brought before the village council, who are fearful of what seems like a growing darkness befalling the land. The bandits you fought are from an enclave known as the Wolf's Heads, who have been a blight on the roads into and out of Hambury for some time. It seems as though they are working towards a common goal, though for what end, who can tell? The council are shocked when they spy your magical boots—they are objects of great power, long thought lost, and if the bandits really have been searching for something during their predations of late, surely it must have something to do with the Boots of the Netherwalker...

The Rewards from this adventure are paid by the village council. Note that if the Heroes win without searching the wagon, they find the **Boots of the Netherwalker** in the aftermath (decide which Hero gets this Legendary Item).

If you lose, read the following:

You drag yourselves to the village of Hambury, where the poor folk are dismayed to learn of a bandit raid so near to their homes. They thank you for trying, bemoaning the fact that no one has come to Hambury's aid. The bandits you fought are from an enclave known as the Wolf's Heads, who have been a blight on the roads into and out of Hambury for some time. It seems as though they are working towards a common goal, though for what end, who can tell?

CAMPAIGN TURN

During this Campaign Turn, the Party stays at the village of Hambury, and thus will not Travel. Each Hero must pay D3 Gold as their Living Expense. If a Hero cannot (or refuses) to pay this Gold, they are asked to camp outside the Village and their Campaign Turn ends. Because Hambury is a Village, Heroes take one Campaign Action as normal, but the Party does not roll for a Settlement Event.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



INVESTIGATING RUMORS

As a special Campaign Action, any Hero may listen out for rumors whilst in the village. If they do, read the following:

There used to be a thriving mine in the hills near Hambury, until a few years ago when the miners were all scared off by strange events in the deep dark. Recently, local trappers have reported activity near the mine—strangers coming and going, flickering witchlights, and odd sounds late at night. These events coincided with the arrival of the Wolf's Heads in the region. Perhaps if the Heroes are so inclined, they can investigate and bring some justice to the bandits in the process...

The Party may choose to investigate this rumor, or steer clear of the danger. If they investigate, when the Campaign Turn ends they must start the next Campaign Turn with **Adventure 1.2**, below. If they ignore the rumor, go straight to **Chapter 2** (page 189) instead.

Adventure 1.2

Play the **Where Others Fear to Tread** adventure (see page 108), with the following exceptions:

- The Adversaries for this adventure should be a mix of Bandits (**Cutthroats**, **Targeteers**, and/or **Captains**) and Undead groups.
- The explorers represent kidnapped woodsmen, farmers and trappers—it seems that whatever evil lurks in the mine has been capturing and interrogating the locals.

ADVENTURE RESULTS

After the adventure, read the following:

The unnatural alliance between bandits and the undead is surely a sign of a greater threat to come. The prisoners overheard their captors talking about a necromancer, who plans to build an army of the undead in the name of someone called the “Nethering Lord.” The key to their plot lies in something buried in Hambury—a “cursed grave,” lost to time, whose incumbent corpse is not of this world...

If the Party wins, then in the next adventure, all Heroes gain Advantage to their INT Tests when interacting with Clues.

CAMPAIGN TURN

The Party stays at the village of Hambury again, and thus will not Travel. For their efforts in aiding the village so far, they do not have to pay Living Expenses this turn. Heroes may take one Campaign Action as normal, but the Party does not roll for a Settlement Event.

Once the Campaign Turn is complete, go to **Chapter 2**.



CHAPTER 2

You return to Hambury with your findings, and the village council set about researching the Ritual of Consecration that will put the grave to rest. Of course, first the grave has to be found! Unfortunately, dark clouds have begun to gather on the horizon, and an unnatural darkness seems to herald a coming danger. Out in Hambury's ancestral burial grounds, the dead begin to stir in their graves. The Heroes' exploits appear to have attracted the wrong type of attention...

Adventure 2.1

Play the Cursed Grave adventure, below.

THE CURSED GRAVE

On parchment-dry lips, an Undead herald announces the imminent arrival of Arek the Undying, deathless lieutenant of the Netherling Lord! The good people of Hambury retreat to their homes as the darkness approaches, looking to the Heroes to defend them. Now you must find and consecrate the Cursed Grave before Arek's plan can be realized.

Round Limit: Special

Environment: Settlement*

* Do not roll for Settlement special rules at the start of this adventure.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX

RECOMMENDED PARTICIPANTS

It's recommended you use Undead Adversary groups for this adventure, with perhaps some Giant Bats and Giant Rats to represent the vile creatures that flock to the undead banner. **In addition** to the usual force, you will need some extra Zombie miniatures, and a Necromancer (representing the Villain, **Arek the Undying**).

Setup

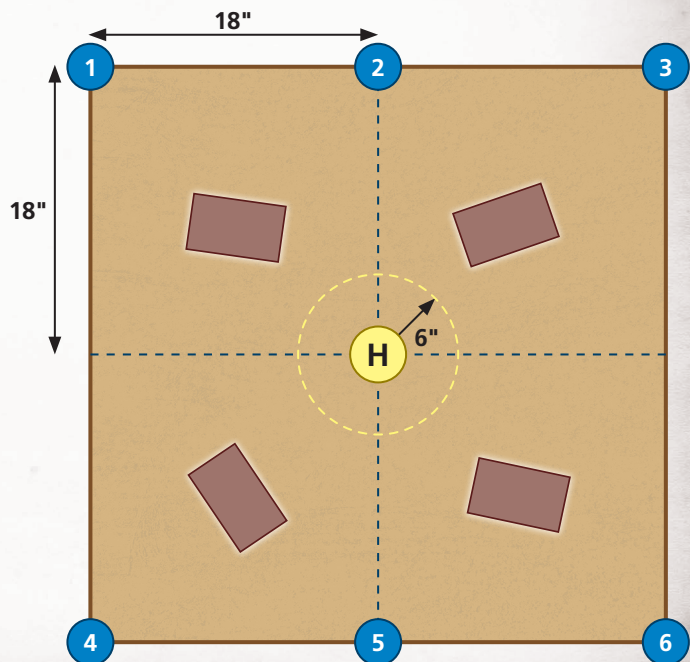
Divide the board into equal quarters. In the center of each quarter, place one significant village scenery piece – a building, barn, ruin, forge, marketplace or other suitable feature (these can be solid structures, or even just rectangular pieces of card, measuring approximately 4" wide by 6" long). Place a spare token on each of these features, representing a Clue.

Place scatter terrain around the rest of the board as normal, focusing on typical village items such as barrels, crates, fences, etc.

If there are 4 or more Heroes in play, pick any two of the scenic scatter features no closer than 12" to the center of the gaming area, and place one additional Clue token on each of them, for a total of six Clues.

Divide the Adversary force in half, with a roughly equal number of groups in each. One half begins the game in play – roll a D6 for each group, and deploy it at the corresponding Spawn Point (or as close as possible). The other half of the Adversary force is placed in the Reserve Pool. Elite Adversaries placed in the Reserve Pool Spawn on a roll of 4+, but once removed from play may not Spawn again.

Finally, the Party deploys within 6" of the center point, as shown.





Special Adventure Rules

In addition to the rules detailed below, this adventure uses the **Civilians** and **Night Falls** special rules. Civilians are not placed on the board in the first round, but instead have a chance of appearing as the game progresses.

CLUES

A Hero in contact with a scenery piece marked by a Clue token may Interact with the scenery piece, using the INT characteristic. If the INT test is passed, the token is removed from the board and placed in the players' possession. However, whether or not the Test is passed, roll a D6 on the following table:

D6	RESULT
1	Booby Trap! The Hero has triggered a Trap—roll on the Settlement Traps table to see what happens.
2-3	The Dead Return! Place a Zombie in contact with the Hero.
4-5	Survivors! Place D3 Civilians in contact with the target scenery piece. From now on, these tokens follow the Civilians special rule. There may be no more than 10 Civilians in play at any one time—if there are already 10 in play when this result is rolled, treat this result as The Dead Return! instead.
6	Jackpot! The Hero has found some abandoned treasure. Place a Treasure chest within 3" of the target scenery piece (not in contact with any Hero). The Treasure rules are now in play.

The Final Clue: When all Clue tokens are collected (4 if there are 2-3 Heroes, or 6 if there are 4-5 Heroes), the source of the village's misfortune is discovered. See **The Cursed Grave**, below.

THE CURSED GRAVE

You'll need a spare token or gravestone model to represent the Cursed Grave. When the Cursed Grave is discovered, place it anywhere on the gaming area, no closer than 12" to any Hero. The Necromancer, **Arek**, is placed in contact with the Cursed Grave, and D3 Zombies are placed within 3" of the Necromancer.

From this point on, at the end of each round you must discard one of the Clue tokens you collected. **The game ends automatically when the last token is discarded**—the dead overrun the village!

To consecrate the Cursed Grave, a Hero may Interact with it by taking a WIL Test. **If the Darkness rule is not yet in effect, gain Advantage to the Test.**

- The Cursed Grave has a number of "Health" points, equal to the starting number of Heroes +1.
- If the WIL Test is passed, the Cursed Grave suffers D3 Damage. A Hero may spend a Fate point to add +1 Damage to the roll. There is no other way to harm the Cursed Grave. When the Grave loses its last Health point, it is removed from play and the game ends in victory.
- However, if the WIL Test is failed, the model must **either** lose a Fate point, or suffer D3 Damage (ignoring Armor).

THE DEAD ARISE

Each time a Civilian is removed from play, place a Zombie in the Spawn Pool's Graveyard.

SPAWN POINTS

Adversaries in the Reserve Pool arrive as close as possible to a random Spawn point. Roll a D6 for each spawning model and place it at the corresponding point.

Special Events

When an Unexpected Event occurs, use the table below to determine what happens instead of the usual Settlement Events table.

D6	EVENT
1	They came from the Dark...: All Minions in the Reserve pool immediately return to play. If there are no models in the Reserve pool, this result has no effect.
2	The Dead Don't Rest Easy: Add 1 Zombie to the Reserve Pool.
3	Grasping Hands...: Randomly pick one Hero in play. That Hero and all friendly models within 2" are Slowed as skeletal hands thrust up from shallow graves to snatch at their ankles.
4	Distant Howl...: Randomly choose one Hero; the chosen Hero must take a Morale check.
5	What's That?: Choose one Clue token and move it to another scenery piece that does not have a Clue token. If there are no Clue Tokens in play, treat this result as The Dead Don't Rest Easy .
6	Unexpected Aid: A bedraggled villager rushes from cover and attacks the enemy! Randomly pick one Adversary in play. That model suffers D6 Damage (deducting Resistance and Armor as normal). The villager is lost in the confusion and never seen again.

Ending the Game


The game ends either:

- When the Cursed Grave is consecrated (you have **won**);
- When the last Clue token is spent at the end of a round (you have **lost**);
- At the end of any round where there are no Heroes in play (you have **lost**).

Rewards

If you win, each Hero who survives the game receives the following Rewards:

- **Experience:** 5 XP, +5 XP if Arek was removed as a casualty.
- **Gold:** D6 Gold, multiplied by the number of clue tokens remaining in the Party's possession when the game ended (to a minimum of 1D6).

AREK THE UNDYING 						6
<i>Humanoid, Elf, Sorcerer</i>						
MEL	RNG	STR	AGI	DEF	INT	WIL
2	3	3	4	3	5	4
Type		Resistance		Armor Dice		Strikes
Ranged		1		-		1
Level	3 (1 model +Entourage)				XP	4
Preferred Environment: Any						
Special: Loot, Master						
*Entourage (Zombies x5): Arek's Zombie Entourage always start the game in the Reserve pool, and may only Spawn when Arek is in play. Any of these Zombies that Spawn will appear in contact with Arek (or as close as possible). However, when Arek is removed as a casualty, Zombies from the Entourage will no longer Spawn.						
Special Ability (Necromantic Magic): At the start of their activation, Arek must roll a D6, and consult the Necromantic Magic table below.						
Ranged Attack: Arek's Gaze						
Short	Long	Damage	Special			
12	-	D6+1	Magical, Spell (Direct Damage: Ranged).			
Melee Attack: Cursed Dagger						
Damage		Special				
D3+1		Poison				

Necromantic Magic Table	
D6	Result
1	Withering Curse: Any model hit by Arek's Gaze this round (whether or not it suffers Damage) receives the Exposed condition.
2-3	Dark Ward: Arek gains 3 Armor Dice until the start of his next activation.
4	Undying Ones: Arek and all Undead Adversaries within 6" restore D3 Health points.
5	Summoning: D3 Undead models in the Reserve Pool automatically Spawn (these will always be Zombies, unless there are no Zombies in the Reserve Pool, in which case the players may choose). Then, all Undead models in the Graveyard move to the Reserve Pool.
6	Vengeful Dead: All Undead Adversaries within 6" of the Necromancer gain +1 Strike until the end of the round.



ADVENTURE RESULTS

Win or lose, if Arek survives this game, he returns in the Chapter 10 Adventure, **Vengeance of the Nethering Lord** (page 211), in addition to the usual Adversary force.

If you win, read the following:

As the last words of the Ritual of Consecration are spoken, a great peal of thunder booms overhead. In a heartbeat, the forces of Undead retreat into the night, and the twisted, blasphemous remains over which you fought crumble to so much dust. Whatever the enemy wanted with the remains, their plans have been thwarted, for now...

With the evil hold over Hambury finally lifted, the Party is approached by a village elder. She believes that the rise of Arek can mean only one thing: the Nethering Lord is more than just a myth. He is awakening, and that can only be bad! His lieutenants appear to be gathering items of power for their master... perhaps these items can be found and destroyed before the Nethering Lord reaches his full strength. The elder has heard of an outlaw lurking in Oakworth to the north who knows something of the Nethering Lord, and may be of service.

In the next adventure (**Tomb Raiders**, see Chapter 3), the Party gains the Half-orc Rogue, **Grath**, as an Ally.

If you lose, read the following:

Supernatural forces swirl around the Cursed Grave, and something floats from the churned earth, borne aloft by glowing energy. The remains of something foul, demonic, are taken by the grasping hands of the Undead and carried away into the night. Who knows what plans the enemy have for those blasphemous remains...

The villagers beseech the Party to fetch help from the nearby town of Oakworth. Perhaps there is someone there who knows how to stop the growing evil.

In the Chapter 10 Adventure, **Vengeance of the Nethering Lord** (page 211), Vurn Krowen gains one Villain Advance.

CAMPAIGN TURN

The Party travels to Oakworth. On their journey, they come across a **Roadside Shrine** (page 131), but experience no other events. It's almost too quiet...

Oakworth is a Town—Heroes may perform Settlement Actions as described on page 136. Once the Campaign Turn is complete, go to Chapter 3



CHAPTER 3

The bustling town of Oakworth is quite unlike the sleepy environs of Hambury. At first, your enquiries fall on deaf ears, and your questions about the so-called “Nethering Lord” inspire either derision or outright fear. Eventually, you are shown to the town’s library, where an aged scholar regales you with the legend of the Nethering Lord, and the dark tale of how—should Vurn Krown ever regain his strength and return to the realm of mortals—he will unleash the dark power of the Abyss upon an unsuspecting world...

You rest uneasily in a local inn called *The Harvest Breeze*, but the next day the landlord hands you a note from an anonymous “benefactor.” There is trouble, it seems, out in the ruins of Horinhall, where it is said a fallen priestess from the time of the Unthroning lies buried in a thrice-warded tomb. Given your previous experience with Vurn’s followers and their grave-robbing, it seems prudent to investigate.

Adventure 3.1

Play the **Tomb Raiders** adventure (see page 110), with the following exceptions:

- The Adversary force should comprise Undead, Demonic, and Beasts models.
- The Tomb Guardian is the Villain, **High Priestess Jain** (page 194). Do not apply the Tomb Guardian bonuses to her profile—these are already incorporated into her rules.
- Remember, if you won Adventure 2.1, the Cursed Grave, you gain the Ally, **Grath** (below).
- When the chest within the tomb chamber is searched, do not roll for a Legendary Item. Instead, gain the Demonheart Amulet.

GRATH, THE SHADOWSTRIDER						5
Follower, Half-orc Rogue						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	4	3	5	4	3	4
Type		Resistance		Armor Dice		Strikes
Ally		1		2		1
Level	4	Retainer (Gold)				N/A
Special: Hate (Demonic)						
Stealthy: When Grath has the Hidden condition, each time he completes a Run, Attack, or Action, he may take an AGI Test. If the Test is passed, the Hidden condition is not removed. If the Footpad is under the effect of Darkness, this Test is automatically passed.						
Trap Sense: Each time Grath, or a friendly model within 3", triggers a Trap, take an AGI Test. If the Test is passed, the Trap is ignored (if the source of the Trap was a marker, such as a Treasure Chest, the marker is removed from play).						
Melee Attack: Exorcist's Blade						
Damage		Special				
D6		+2 Damage vs Demonic enemies				
Ranged Attack: Throwing Knife						
Short	Long	Damage	Special			
6	-	D6	Hurl, Momentum			

“I see you got my letter,” Grath said as he emerged from the trees outside of Horinhall. “Sorry for the subterfuge, but Baron Caffery still suspects I am with the Guild—his guards watch my every move in Oakworth.” The half-orc tells you how he’s been working to uncover the cult behind Vurn Krown’s prophesied return. “He aligned himself with the foul demonic powers that twisted my people into orcs, and you will not find a surviving Sutheki that would allow the Nethering Lord to gain footing with such loathsome company. Consider me your ally in this cause.”

DEMONHEART AMULET

At the center of this ebony amulet is a large garnet, shaped like a human heart. Though solid, it writhes and pulses with its own heartbeat, and feels unnaturally cold to the touch.

(Amulet). While equipped, the wearer gains Advantage to their INT Tests, but suffers Disadvantage to WIL Tests. In addition, the wearer gains the **Resist (Fire, Magical)** special rules.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT



NARRATIVE

BESTIARY

APPENDIX

INDEX



HIGH PRIESTESS JAIN 						 6
Dwarf, Undead						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	3	4	3	5	3	5
Type		Resistance		Armor Dice		Strikes
Ranged		2		1		2
Level	5 (1 model)				XP	4
Preferred Environment: Dungeon						
Special: Master; Mighty; Resistance (Magical, Poison)						
Unholy Wrath: Treat this ability as a special Ranged Attack, with a range of 3". This Attack targets all enemies within 3" of Jain. To perform this ability, Jain must pass a WIL Test (instead of RNG). If successful, the Attack inflicts D3+1 Damage with the Chill special rule, ignoring Armor.						
Melee Attack: Touch of the Grave						
Damage		Special				
D6		Chill				

You read the letter that was given to you at The Harvest Breeze. "Vurn had many allies, and when his power diminished, his most trusted lieutenants served as his wardens, protecting his mortal form while his demonic powers rested. Jain was once a priestess devoted to Myretha, but has turned her worship to Mural, gaining unnatural long life from the Death Maiden and control over her undead legions."

ADVENTURE RESULTS

If you win, read the following:

As you take the amulet, a chill wind whips around the chamber, and a thin voice whispers in your minds: "Meddling fools... I see you!" In your hearts, you know you have made a powerful enemy indeed, and yet you know also you have struck a blow against the plans of the Nethering Lord.

Emerging from the catacomb, you rest a while before embarking on the journey back to Oakworth.

Roll for Injuries and Recovery as usual. Then, the Campaign Turn ends immediately, and you must play Adventure 3.2: **Ambush**. Note that Grath (if he survived), leaves the Party before the Ambush takes place.

WIN OR LOSE

If Jain survives this game, she returns in the Chapter 10 Adventure, **The Endless Catacomb** (page 112), in addition to the usual Adversary force, and receives one **Villain Advance**.

If you lose, read the following:

As you fight desperately, the ground begins to tremble. Rocks fall from the cavern roof, and great rents open up in the earth. A cave-in blocks the way out, and you are forced to flee down narrow tunnels, desperately searching for an exit.

And as you flee into the darkness, a thin voice whispers in your minds: "You were fools to oppose me. You will never leave this place..."

Roll for Injuries and Recovery as usual. Then, the Campaign Turn ends immediately, and you must play Adventure 3.3: **Abandoned to the Dark**. Note that, if Grath survived, he remains in the Party as an Ally in Adventure 3.3, but leaves the Party immediately afterwards.

Adventure 3.2

Play the **Ambush** adventure (see page 76), with the following exceptions:

- The Adversary force should comprise at least one **Cultist** group, with the remainder of the force comprising **Cultists** and **Bandits (Captains, Cutthroats, and Targeteers)**.
- It's recommended that the Lurker for this adventure be drawn from the **Demons** section of the Bestiary.

ADVENTURE RESULTS

If you win, read the following:

Your assailants race off into the wilds as suddenly as they appeared. Searching the area, you find only one piece of evidence that the ambushers were ever there at all—an amulet of carved ebony, depicting a battleaxe with a key as its hilt. You pocket this trinket, and resolve to see if anyone hereabouts can shed light on it.

All Heroes in the Party begin their next adventure **Focused**.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX

If you lose, read the following:

Shaken by the sudden attack, you take a moment to catch your breath. In the confusion, the Demonheart Amulet was stolen! You cannot let this artifact fall into the hands of the enemy.

Searching the area for clues, you find only one piece of evidence that the ambushers were ever there at all—an amulet of carved ebony, depicting a battleaxe with a key as its hilt. You pocket this trinket, and resolve to see if anyone hereabouts can shed light on it.

Do not roll to see if any gold or items have been taken by the ambushers. Instead, the Demonheart Amulet is automatically taken.

CAMPAIGN TURN

The Party returns to Oakworth (no Journey Event is required). Heroes may perform Settlement Actions as described on page 136. Once the Campaign Turn is complete, go to Chapter 4.

Adventure 3.3

Play the Abandoned to the Dark adventure, below.

ABANDONED TO THE DARK

Lost in a seemingly endless dungeon, the Heroes search desperately for a way out. No one has trespassed in this lost domain for perhaps centuries. And in the darkness, something stirs...

Round Limit: Special

Environment: Dungeon

RECOMMENDED PARTICIPANTS

This adventure is set in an unexplored area of a dungeon, and so it can use any dungeon denizens you like. Monsters, beasts, Undead and Demonic models are all particularly appropriate.

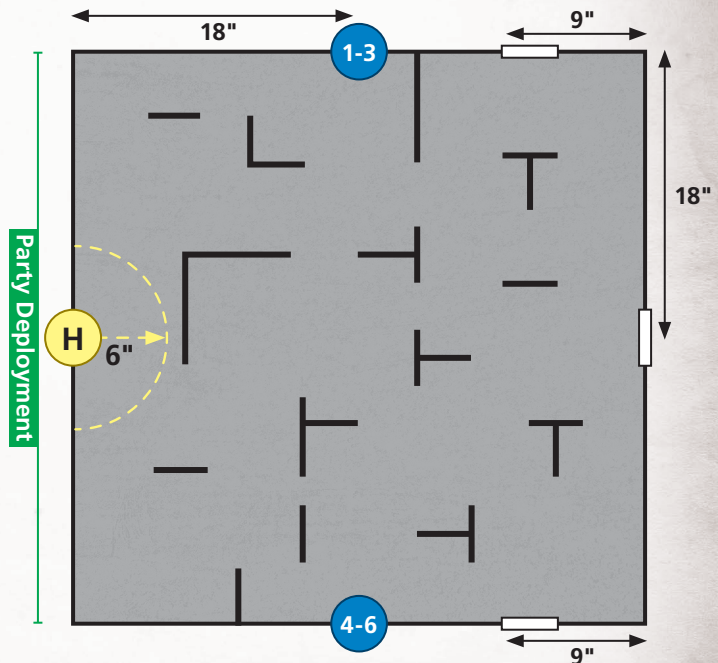
Setup

The precise setup of this adventure depends on your scenery collection—use the map as a guide, but as long as the objectives and deployment points are accurate, don't worry too much about scenery placement. As a rule of thumb, this adventure requires more impassable scenery than most—preferably linear obstacles such as high dungeon walls. The gaming area should resemble a series of passages and small rooms (using the usual guidelines on page 101 regarding passable gaps between solid terrain features).

Place three large doors, portal, stairways or other obvious “exits” at the points shown on the map. These are potential ways out—two will lead to dead ends, and one will lead to safety, but it's impossible to know which is which when the game begins.

When deploying Adversaries, the first model in each Adversary group must be placed in contact with a Treasure chest, with no single chest picked for more than one group. Any remaining groups are placed anywhere on the board, but no closer than 12" to the Party's Deployment zone.

Finally, the Party deploys within 6" of the center of the marked edge.





Special Adventure Rules

In addition to the special rules below, this adventure uses the Darkness, Lurker, Traps and Treasure Chests (D6+3) rules.

FINDING THE EXIT

A Hero in contact with one of the three exit points may investigate it as a Special Action. Roll a D6, adding +1 to the roll if the Hero has a Light Source (such as a lantern). On a success, you've found the exit. On a failure, remove that exit point—it's a dead end.

- If this is the first exit point you've searched, a score of 6+ is a success.
- If this is the second exit point you've searched, a score of 4+ is a success.
- If this is the third exit point you've searched, success is automatic (don't roll the die).

Models from the Party may leave the gaming area at any time by moving into contact with the exit point. Remove the model from play—it can take no further part in the game, but is flagged as **Escaped**.

THE LURKER

In this adventure, the Lurker automatically appears as soon as the first exit point is searched (and not when rolling an Unexpected Event). Place the Lurker in contact with one of the remaining exit points, determined randomly.

SPAWN POINTS

Spawning Adversaries arrive from the marked points (roll a D6 for each returning model to see which point they arrive at).

Ending the Game

The game ends either when at least half the models in the Party (rounding up) have Escaped (you have **won**), or at the end of any round when all remaining Heroes in play are Out of Action (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP, +3 XP if more than half the starting number of Treasure chests were Searched, and +5 XP if the Party wins before the end of Round 10.
- **Gold:** None.

ADVENTURE RESULTS

If you win, read the following:

Conquering the dungeon was one thing, but now you find yourself in an unfamiliar locale, facing a long trek back to Oakworth with the dire knowledge you've gleaned. You manage to find your way to a nearby village to rest ahead of your journey.

If you lose, read the following:

You drag yourselves into the cold daylight at last, much the worse for your ordeal, disorientated and demoralized.

CAMPAIGN TURN

Resolve one Journey Event (rerolling any that cause the Campaign Turn to end prematurely), and then resolve a single Action at a Village following the normal rules. Then, go to Chapter 4.

CHAPTER 4

While recovering from your exploits, you are visited by a messenger from Baron Alburn Caffery. He has heard that you've made dangerous enemies in the form of a local cult of religious zealots calling themselves the "Temple of the Gate Remade."

Long has Caffery turned a blind eye to this "holy brotherhood," but now it seems they have turned their full attention to Oakworth. The baron warns that he will not tolerate trouble being brought to his lands—if the Party knows what's good for them, they'll keep their noses out of the cult's business.

Somewhat angered at the baron's lack of gratitude, you rest a while whilst planning your next move.

If the Party was ambushed in Chapter 3, they must now play **Adventure 4.1: Revenge**. If they were abandoned to the dark in the last chapter, they must now play **Adventure 4.2: A Midnight Raid**.

Adventure 4.1

Deciding to take matters into your own hands, you ask around Oakworth about the strange key sigil, desperate to learn the whereabouts of the Temple of the Gate Remade. Eventually, through whispers and rumors, you are pointed towards the ruins of an old hill fort to the west, where the cult practices their strange rituals in subterranean chambers...

Play the **Revenge** adventure (see page 164), with the following exceptions:

- The Adversary force should comprise primarily Cultists and Bandits, with up to 25% of the Levels spent on Demonic Adversary groups.
- Replace the Bandit Captain with a Demonkin Darkmage.

ADVENTURE RESULTS

If you win, read the following:

The last remnants of the vile congregation flee into the night, while the cult's demon-worshipping practices are exposed at last.

If you did not have the Demonheart Amulet at the start of this adventure, it is returned to you at last! Furthermore, Baron Caffery is forced to eat humble pie, and awards each Hero an extra 2D6 Gold.

If you lose, read the following:

Though the Temple of the Gate Remade has been exposed as a shadowy, demon-worshipping cult, enough of their followers manage to escape. They will surely be a thorn in your sides again in future...

In the Chapter 8 adventure **A Warning to the Curious**, the Adversaries must include a group of 5 Cultists in addition to the normal force.

Adventure 4.2

Play **A Midnight Raid**, on the following page.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



A MIDNIGHT RAID

The villagers' hospitality has so far been surprising—every courtesy has been extended, and despite your somewhat disheveled appearance and ignominious arrival, you are treated like lords. But appearances can be deceptive. As the witching hour draws near, and you settle into your beds, agents of the enemy arrive to rudely awaken you—and put an end to your meddling!

Round Limit: 12 Rounds

Environment: Settlement

Setup

Place a large building in the middle of the board, representing the village inn. Now place a small building, outbuilding, barn, etc., in each quarter of the board. Between these features, place fences, walls, hedges, piles of barrels, crates, and other settlement features—this adventure requires plenty of cover.

If your inn has a modeled interior, the Party deploys inside. If not, they deploy in contact with the inn.

Civilian tokens are placed within 6" of any board edge except the Adversaries deployment edge. No token may be placed within 8" of another.

Adversaries are placed in contact with the marked edge (or as close as possible if you run out of room).

RECOMMENDED PARTICIPANTS

The Adversary force should comprise primarily Cultists, Bandits and Demonic models. Three levels of the Adversary force must be spent on an **Assassin**. If any of the Heroes in play has the Demonheart Amulet, that Hero is automatically the Assassin's Mark when the game begins.

Special Adventure Rules

In addition to the rules below, this adventure uses the **Civilians** and **Darkness** special rules.

CONSPIRATORS

The Civilians in this adventure treat the Party as enemies. Adversaries will never target Civilians, nor treat them as enemies. Heroes cannot Move Civilians—in fact, Civilians will flee from members of the Party as they normally would from Adversaries (therefore Civilians cannot escape in this adventure). A Civilian can Spot a Party member just like an Adversary—test for each Civilian when it is time for them to activate.

You may target a Civilian with an Attack—a successful hit will remove them play, just as described on page 63. Performing such a disreputable act will have consequences for the Party's reputation...

SEARCH PARTY

All Civilians are treated as Light Sources with a radius of 3".

In addition, the enemies are actively looking for the Heroes. If an Adversary cannot establish a target for any reason, it will treat the inn as its Objective.

SPOTTING THE PARTY

At the start of each Adversaries Phase, check to see if there is a member of the Party within Line of Sight and 6" (or Line of Sight and within radius of a Light Source). If that model is not Hidden, it is marked as Spotted. In addition, any member of the Party that performs a Melee Attack or Direct Damage: Melee Spell during its activation is automatically marked as Spotted.

While any models are marked as Spotted, all Adversaries gain the Reckless Charge special rules. All Adversaries will treat the closest Spotted model as their primary target (the Assassin will always give priority to their Mark, as usual).

STEALTHY APPROACH

Members of the Party that are **not** Spotted can only Move 4" and cannot Run. A Spotted model can remove its Spotted marker if it ends its activation Hidden.

The Party must sneak away from the village, ensuring that the enemy does not follow them. To do this, they must Move off any edge of the gaming area **except** the Adversary deployment edge—this is the only way a model can voluntarily leave the gaming area. When they do this, they have Escaped, and take no further part in the adventure. However, a model marked as Spotted **cannot** Escape.

SPAWN POINTS

Spawning Adversaries arrive from the marked points (roll a D6 for each returning model to see which point they arrive at).

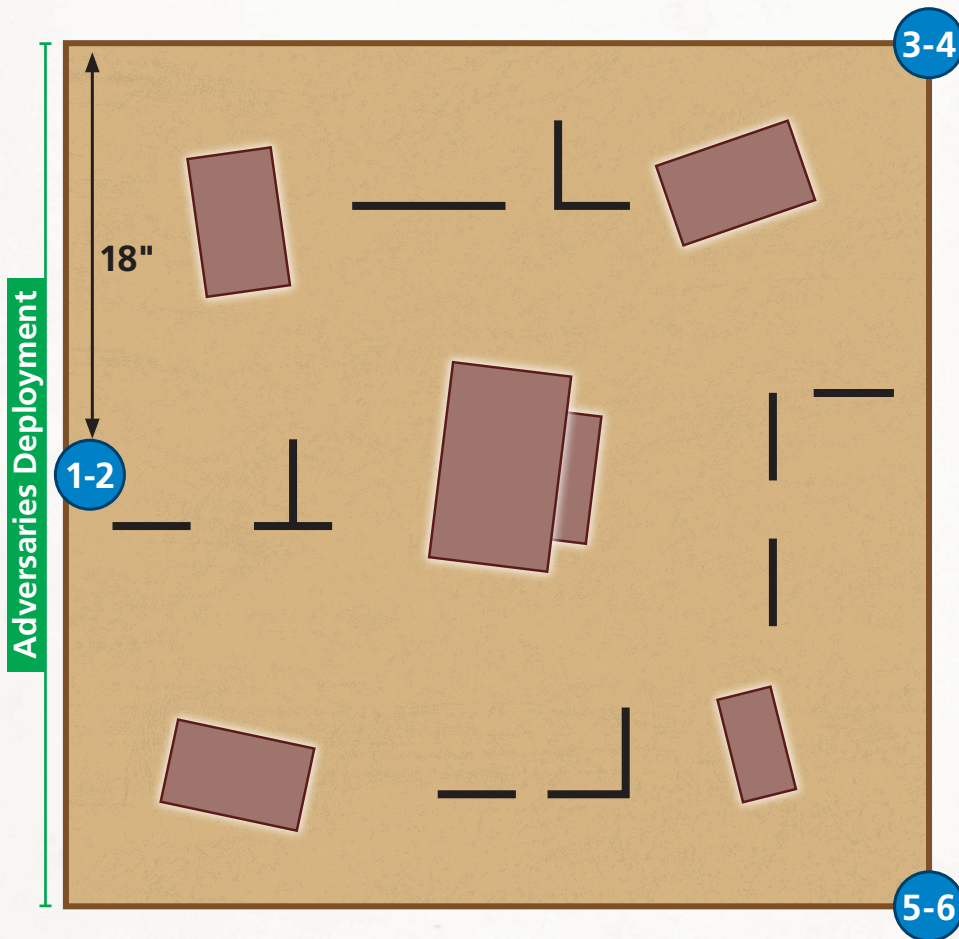
Ending the Game

The game ends either when at least half the models in the Party (rounding up) have Escaped (you have **won**), or at the end of any round when all remaining Heroes in play are Out of Action (you have **lost**). If the round limit is reached, the enemy are assumed to arrive in greater numbers as daylight approaches (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +3 XP per Hero if none of them are Spotted before the game ends. If any Civilians are removed as casualties, the Hero responsible deducts -1 XP per Civilian removed.
- **Gold:** None.



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



ADVENTURE RESULTS

If you win, read the following:

Eventually, the cries of alarm fade behind you, and you leave behind the light and warmth of the strange village. You steer clear of the roads, camping in the wilds for a spell, before eventually reaching the watchtowers of Oakworth, and safety. Baron Caffrey is gravely concerned by your story, and sends his militia out to investigate the cultist activity.

In this Campaign Turn, Living Expenses are halved (rounding fractions up).

If you lose, read the following:

As more cultists flock to the village, drawn to the fight like hounds baying for blood, your party scatters and flees! In the confusion, the cultists pounce, and one of your number is captured...

Roll for Injuries and Restore Attributes as normal, then end the Campaign Turn immediately and play **Adventure 4.3: Gaolbreak**.

In addition, in the Chapter 8 adventure **A Warning to the Curious**, the Adversaries must include a group of 5 Cultists in addition to the normal force.

Adventure 4.3

Play the **Gaolbreak** adventure (see page 94), with the following exception:

- One of the Party's Heroes must be the Prisoner. If applicable, this model must be chosen from models that did not Escape in the previous game.
- At least one Adversary group should be Cultists.

ADVENTURE RESULTS

If you win, read the following:

You rescue your compatriot, and the Temple of the Gate Remade realizes their error in making enemies of you! They'll think twice about tangling with you in the future.

In **Adventure 5.1: Light the Beacon**, all Cultist groups are Cautious until at least one Hero has been taken Out of Action.

If you lose, read the following:

Yet again, you have underestimated the strength of the cult, and would surely have perished had not a patrol of Oakworth militia come by to investigate rumors of your deeds. Your compatriot, however, was not so lucky...

The Hero who was nominated as the Prisoner is lost, never to be seen again! Remove the Hero from the Party. If you wish, you may use the Starting Over rules (page 129) to add a new Hero to the Party before continuing.

However, all Heroes who survive this game gain the **Hate (Cultists)** rule for the remainder of the campaign.

CAMPAIGN TURN

The Party remains in Oakworth. Heroes may perform Campaign Actions and resolve Settlement Actions for a Town, as normal. Once the Campaign Turn is complete, go to Chapter 5.

THE DEMONHEART AMULET

Over the course of Chapters 3 and 4, the Demonheart Amulet can change hands multiple times. If it is not in the possession of the Party at the end of Chapter 4, then Vurn Krowen has it in the Chapter 10 adventure, **Vengeance of the Nethering Lord**.

CHAPTER 5

The Temple of the Gate Remade is, it seems, just a front for a cult to the Netherling Lord that has roots all across Aetha. Controlling local bandit factions, and holding dominion over warbands of evil creatures, the priests of the temple have greater numbers at their disposal than first reckoned. Numbers that now descend on the town of Oakworth. It is left to the Party to venture to the outskirts and light the old warning beacon that will bring help from the nearby watchtowers. If you fail, Oakworth will surely fall...

Adventure 5.1

Play the **Light the Beacons** adventure (page 98), with the following exceptions:

- The Adversary force should comprise at least one Cultist group.

ADVENTURE RESULTS

If you win, read the following:

The beacon fire is lit, and even as the enemies surround you, and more arrive to swarm towards Oakworth's gates, warhorns sound over the hill. The militia arrives and battle is joined! The enemy soon loses heart. Crucially, however, several prisoners are taken, and along with the militia leaders you are able to plan your next move—this time, you intend to destroy this bothersome cult once and for all!

In **Adventure 6.1: The Ritual**, the Party gains **Brenna, Captain of the Watch**, as an Ally.

If you lose, read the following:

To your utter dismay, more enemies arrive, running amok through the streets of Oakworth. You escape into the wilderness, fires blazing behind you as whole sections of the town burn. However, all is not entirely lost: during the battle you managed to beat vital information from one of the cult allies, and now you know where their leader hides. Vengeance will be sweet...

In **Adventure 6.1: The Ritual**, the starting round limit is reduced to 11, representing the Heroes' desperate race against time.

CAMPAIGN TURN

The Party must travel to the village of Blakehurst, rolling once on the Journey Event table as normal. Upon reaching their destination, Heroes may perform a single Campaign Action in a Village, as normal. Once the Campaign Turn is complete, go to Chapter 6.

BRENNA CORWYN						5
Captain of the Watch						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	4	4	3	4	3	3
Type		Resistance		Armor Dice		Strikes
Ally		1		2		2
Level	4	Retainer (Gold)				N/A
Special: None						
Melee Attack: Longsword						
Damage		Special				
D6+1		-				
Ranged Attack: Crossbow Pistol						
Short	Long	Damage	Special			
6	12	D6	Pierce (1), Slow Reload			

"Loreah has much to answer for," Brenna Corwyn tells you. "The recent activity in Vale confirms my suspicions of her involvement in the Gates Remade. I have lived between Oakworth and Blakehurst my entire life, and that vile priestess has been a constant blight on these lands. Let us bring her to justice."

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX





CHAPTER 6

After resting in Blakehurst, you travel for a day and a night, through ill-trod paths in forest glades, into a rocky valley whose river has long run dry, where the ground hisses with sulfurous gas. There you find the entrance to an ancient dungeon, carved into a rock face, with the blasphemous icon of the Gates Remade emblazoned on its heavy doors. Here is where the cult conducts its rituals—rituals that will unshackle Vurn Krowen from his slumber, and give him the power to enslave the Vale.

Adventure 6.1

Play **The Ritual** adventure (see page 114), with the following exceptions:

- The Adversary force should comprise at least one Cultist group.
- The Ritual Master must be the Villain, **Loreah Thrand** (see profile below), who is chosen **in addition** to the rest of the Adversary force.
- Remember that if the Heroes won the Light the Beacon adventure, they are accompanied by an Ally, **Brenna Corwyn** (see page 201).

LOREAH THRAND 						 9
Half-elf, Priest, Villain						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	3	4	4	5	4	6
Type		Resistance		Armor Dice		Strikes
Ranged		1		1		2
Level	6 (1 model)			XP	5	
Preferred Environment: Any						
Special: Hate (Priests), Loot, Master, Resist (Magical)						
Gifts of the Nethering: At the start of each of Loreah's activations, roll a D3 to see which special power she uses this round.						
Ranged Attack: Staff of Cowardice						
Short	Long	Damage	Special			
8	-	D6+1	Dark Miracle: This Ranged attack uses Loreah's WIL for the Test instead of RNG. Weaken Resolve: Any model hit by this weapon but not removed from play (even if no Damage is inflicted) must immediately take a Morale check.			
Melee Attack: Staff of Cowardice						
Damage		Special				
D6+1		Weaken Resolve: Any model hit by this weapon but not removed from play (even if no Damage is inflicted) must immediately take a Morale check.				

ADVENTURE RESULTS

If you win, read the following:

With their High Priestess defeated, the Temple of the Gates Remade is finally vanquished! As the ritual is broken, a great gout of fire shoots towards the cavern ceiling. And in the dancing flame, for a split second, is the face of an aged dwarf, eyes black, features contorted with malice. This is surely Vurn Krowen himself, and for a moment those black eyes turn upon you—the enemy who has yet again struck a blow against his plans...

All Heroes in the Party automatically restore 1 extra Fate point during the Recovery step of the Campaign Turn.

If you lose, read the following:

Unable to stop the dark ritual in time, you escape the dungeon and return to civilization. You hope the cult can at last be eradicated by the local militia, but you realize there is much yet to do if Vurn Krowen is to be defeated.

In each Chapter 10 Adventure, Vurn Krowen gains one **Villain Advance**. In addition, if she survives, Loreah Thrand is included in Adventure 10.2: **Vengeance of the Nethering Lord**, in addition to the normal Adversary force.

CAMPAIGN TURN

The Party returns to Blakehurst—no Journey Event is required. Upon reaching their destination, Heroes may perform a single Campaign Action in a Village as normal. Once the Campaign Turn is complete, go to Chapter 7.

Gifts of the Nethering Table	
D3	Result
1	Nethering Ward: Loreah adds D3 points of Resistance until the start of her next activation.
2	Controlling Force: The closest unengaged Adversary immediately Moves D6" towards Loreah by the shortest possible route, avoiding Deadly Terrain (this movement does not affect its own activation in any way). If the model had an activated token, it is now removed.
3	Bloodthirst: All Adversaries within 6" of Loreah gain the Hate (the Party) special rule. If Loreah is engaged when this power is used, affected models also gain +1 Strike.

CHAPTER 7

Upon returning to the village, you learn that a mysterious stranger passed through in your absence. He spoke little, and the innkeeper noticed an amulet about the stranger's neck, resembling the key of the Gates Remade. Fearing an enemy agent is abroad, you set out in search of the stranger...

Adventure 7.1

Play **The Message** adventure (see page 82), with the following exceptions:

- The game can only be won by intercepting the Plans.
- The Adversary force are unaligned raiders—Orcs, Goblins, Bugbears, Bandits, etc., would all be excellent choices.

ADVENTURE RESULTS

If you win, read the following:

The messenger was an emissary of the Nethering Lord, sent to parley with a sorcerer named Hagris Vordred. Vordred has in his possession a powerful artifact from the time of the Unthroning, known as the Archgeist's Ring. Vurn Krowen will stop at nothing to acquire this item—which is why you must beat him to it!

Roll for Injuries and Restore Attributes as normal, then end the Campaign Turn immediately and play **Adventure 7.2: the Tower of the Sorcerer**.

If you lose, read the following:


It is only later that you learn the stranger was an emissary of the Nethering Lord, seeking a dark alliance with a sorcerer named Hagris Vordred. Vordred had in his possession a powerful artifact known as the Archgeist's Ring—an artifact now in the hands of Vurn Krowen...

In each Chapter 10 Adventure, Vurn Krowen gains one **Villain Advance**, representing the power of the Archgeist's Ring.

Adventure 7.2

Play **The Tower of the Sorcerer** adventure (see page 160), with the following exceptions:

- The Sorcerer is an Elementalist named **Hagris Vordred** (see below), who must form part of the Adversary force.
- Vordred is renowned for protecting his tower with Orcs, Trolls, and Ettins—these should form the basis of the Adversary force.

HAGRIS VORDRED 						10
Human, Sorcerer						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	2	3	3	4	6	6
Type		Resistance		Armor Dice		Strikes
Ranged		1		-		1
Level	7 (1 model)				XP	6
Preferred Environment: Dungeon						
Special: Loot, Master Special Ability (Wild Magic): At the start of his activation, Vordred must roll a D6, and consult the table below.						
Ranged Attack: Fireball						
Short	Long	Damage	Special			
12	-	D6+2	Blast (2"), Fire, Magical, Spell (Direct Damage: Ranged)			
Melee Attack: Knife						
Damage		Special				
D3		-				

Wild Magic Table	
D6	Result
1	Weird! : As soon as Vordred's activation is complete, resolve an Unexpected Event.
2	Arcane Ward : Vordred and all friendly models within 6" gain 2 Armor Dice until the start of the next Adversary phase.
3	Storm of Fire : Vordred performs two Ranged Attacks this round instead of one (if he's able).
4	Fire Cloak : Any enemy that ends their activation engaged with Vordred must pass a DEF Test or receive the Burning condition.
5	Imposing Form : Until the start of the next Adversary phase, Vordred gains the Large special rule, +1 Strike, and +D3 Damage to his Melee Attack.
6	Teleport! : Immediately move Vordred 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.



ADVENTURE RESULTS

If you win, read the following:

With Vordred's power broken, so too is his hold upon the region—no longer will the people speak his name in fear! More importantly, in exchange for his life, Vordred offers up the Archgeist's Ring. With this powerful artifact, you may yet prevail over the Nethering Lord.

Each Hero gains an additional 2D6 Gold as a reward for ending Vordred's menace. In addition, the Party gains the **Archgeist's Ring** Legendary Item.

If you lose, read the following:

Driven from Vordred's tower in defeat, you retreat to regroup, knowing that the Archgeist's Ring is now in the hands of Vurn Krowen...

In each Chapter 10 Adventure, Vurn Krowen gains one **Villain Advance**, representing the power of the Archgeist's Ring.

CAMPAIGN TURN

The Party returns to Blakehurst—no Journey Event is required. Upon reaching their destination, Heroes may perform a single Campaign Action in a Village as normal. Once the Campaign Turn is complete, go to Chapter 8.

THE ARCHGEIST'S RING

This jeweled ring contains the trapped soul of a powerful sorcerer, imbuing the wearer with potent energies.

(Ring) The wearer gains the Resist (Bleed, Fire, Poison) special rules. Once per adventure, the wearer may become **Ethereal** for the duration of one entire round. In addition, if the wearer is a Spellcaster, they increase their maximum Power by 3 whilst wearing the ring.

CHAPTER 8

Something stirs in the Castreel Mountains—hordes of evil creatures are on the move, and dark energy washes over the land, creating tears in the very fabric of reality. The Nethering Lord awakens...

In Blakehurst, you awake to cries of alarm. Orbs of glowing energy dart around the village, and anything touched by them is twisted by unpredictable magical energy. One panicked villager claims they've seen a neighbor—a scholar—dabbling in matters of the Nethering. Perhaps they are in league with Krowen. Perhaps they are simply an unwitting pawn. But either way, they are inviting chaos to Blakehurst, and must be stopped!

Adventure 8.1

Play the **A Warning to the Curious** adventure (see page 96), with the following exceptions:

- The Adversary force should primarily contain Demonkin and other Demonic Adversary groups.

ADVENTURE RESULTS

If you win, read the following:

The scholar was indeed an unwitting pawn in Krowen's game of conquest. But now Blakehurst is saved, and your names are sung by the grateful villagers!

During this Campaign Turn, all Heroes gain a free Campaign Action.

If you lose, read the following:

With a sound like a thunderclap, the magical anomalies combine, tearing the fabric of reality. With unnatural violence, the Shadowrealm sends forth its denizens to wreak havoc upon the mortal world, and Blakehurst is first in their path...

Roll for Injuries and Restore Attributes as normal, then end the Campaign Turn immediately and play **Adventure 8.2: Pillagers**.

Adventure 8.2

Play the **Pillagers** adventure (see page 88), with the following exceptions:

- The Adversary force should primarily contain Demonic Adversary groups.

ADVENTURE RESULTS

If you win, read the following:

As the last of the demons falls, the rent in the Nethering closes with a blinding flash of light. Blakehurst is in disarray from the violence of the sudden attack, and will have to rebuild. But at least, for now, the danger has passed.

You have barely recovered from the battle when a messenger arrives in search of you. It seems evil encroaches on all corners of Vale, and Count Tolle of Sathford has heard of your efforts to stop the Nethering Lord. He has summoned you north to Sathford to find out what you know.

When travelling to Sathford, you may reroll one of the Journey Event results.

If you lose, read the following:

The village burns, and all you can do is organize the survivors and get them to safety. Retreat seems like cowardice, but the unnatural forces arrayed before you are just too great.

On the road, you are approached by a messenger from the nearby city of Sathford. It seems Count Tolle has heard of your efforts to stop the Nethering Lord, and has summoned you to Sathford to find out what you know.

There are no special circumstances for defeat—simply complete the Campaign Turn as detailed below.

CAMPAIGN TURN

The Party travels to Sathford—roll D3 Journey Events as normal. Upon reaching their destination, Heroes are exempt from paying Living Expenses this turn. They may perform Campaign Actions in a City, but incur no Settlement Events—they are guests of the Count, and reside in the safety of his keep. Once the Campaign Turn is complete, play Adventure 8.3, below.

Adventure 8.3

Count Ulrich Tolle has ruled over Sathford for some thirty years, and is gravely concerned about the increasing anomalies. He has heard of your heroism, and is impressed that you have taken it upon yourselves to battle the growing evil of Vurn Krowen. The Nethering Lord has long been shackled in a secret tomb somewhere in the mountains to the north, but he is not dead. Indeed, it is said that the power within him will not truly die with him, and so a terrible choice must be made—kill the corrupted Dwarf and allow the power of the Nethering loose upon the world, or allow him to live for all eternity as a living prison for the power within. Count Tolle believes imprisoning Vurn Krowen in a thrice-warded tomb was the right thing to do for the safety of Vale, but who can truly imagine the horror of being trapped for all time with one's own madness for company?

Count Tolle's newest advisor, Naya Lahmoud, is an apothecary from far Xe-dann who normally serves Baron Caffery in Oakworth. She believes that a comet observed recently on the eastern horizon was a harbinger of events to come. The comet is said to have struck land, and according to ancient prophecies it may hold the key to defeating the Nethering Lord. Count Tolle asks that you accompany Naya personally to the site, that she may complete her vital work.

Play the **Shardfall** adventure (see page 80), with the following exceptions:

- The Adversary force should primarily comprise Adversary groups from the Orcs section of the Bestiary. One of the Elites in the Adversary force must be the Villain, **Mauraxen**.
- The Party is accompanied by **Naya Lahmoud**, an Ally. The game can only be won if Naya is still alive when the victory conditions are achieved.




ADVENTURE RESULTS

If you win, read the following:

Amongst the glowing shards of the comet, Naya finds a number of long, jagged blue crystals, glowing with an inner light. These, she believes, are what the prophecy guided her towards. Perhaps with them she can forge a weapon with which to defeat Vurn Krowen. A weapon that only a true champion can wield!

One member of the Party may surrender a Signature Melee Weapon to Nara for her Keyshard experiments. They will be without the weapon for the duration of Chapter 9, but will automatically receive it back before the start of Chapter 10. The Hero can purchase a temporary replacement as normal if they wish. The surrendered weapon must not have any Greater Keyshards already applied.

Once returned, the weapon is Enchanted with a unique **Greater Keyshard of Null**, which inflicts +D3 Damage vs Demonic enemies, or +D6 Damage vs Vurn Krowen. In addition, Demonic Enemies treat the bearer as Terrifying.

MAURAXEN 							9
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	2	5	2	5	2	5	
Type		Resistance		Armor Dice		Strikes	
Melee		2		2		3	
Level	7 (1 model + Entourage)				XP	7	
Preferred Environment: Any							
Special: Entourage (Orc Marauders x3), Loot, Master, Mighty Lead from the Front: While Mauraxen is engaged, all Orc Adversaries within 8" gain the Guard special rule, exclusively targeting Mauraxen.							
Melee Attack: Knife							
Damage		Special					
D6+3		Bleed					

While the orcs are not known for proper hierarchy amongst their ranks, Mauraxen serves as the leader of hundreds of orcs from the Castreel Mountain caves. Her prowess in combat and unyielding rage keeps her in power, and she serves Vurn Krowen—the only being that protected her kin from extinction during the Nether War.

If you lose, read the following:

Amongst the many fragments of meteoric rock are glowing blue crystals. But whatever powers they may have had in the fight against the Nethering Lord are rendered useless. Even as you flee the scene, Mauraxen's Orcs gather up the strange shards, bellowing triumph in the name of Vurn Krowen.

If Mauraxen survived the game, then in the Chapter 10 adventure **Vengeance of the Nethering Lord**, **Mauraxen** is included in addition to the normal adversary force.

CAMPAIGN TURN

The Party returns to Sathford—no Journey Events are required. The Heroes may perform Campaign Actions in a City, and now roll Settlement Events normally. Once the Campaign Turn is complete, go to Chapter 9.

NAYA LAHMOUD							6
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	4	4	4	3	
Type		Resistance		Armor Dice		Strikes	
Ally		1		1		1	
Level	4	Retainer (Gold)				N/A	
Master Apothecary: As an Action, Naya may target a friendly model within 6" and Line of Sight. Take an INT Test. If the Test is passed, the target model restores D3+2 Health.							
Melee Attack: Surgeon's Staff							
Damage		Special					
2D3		Defensive Weapon, Enchanted. Improved Absorption: For every full 2 points of Damage inflicted by this Attack, Naya restores 1 Health point.					
Ranged Attack: Chain Lightning							
Short	Long	Damage		Special			
12	-	D6+2		Spell, Direct Damage: Ranged, Chained Shot D3, Lightning			

"The Nethering is a threat to us all," Naya says to you over her burning candles, her eyes hiding something. "Light. Shadow. Everything in between—that is what is at stake. I have been commanded by Baron Caffery to assist the Count however I can to ensure Vurn Krowen does not come to power."

CHAPTER 9

News spreads of increasing attacks across Vale as Vurn's lieutenants strike out with their warbands, searching for one more artifact. The scholars of Sathford believe the artifact to be the Rune Key of Oxlorr, a relic forged of starmetal, which alone can open the vault in which Vurn Krowen is interred. Some argue that the key must be found and destroyed. Others say it should be used to enter the vault so Krowen can be slain before his powers rise further. Either way, Count Tolle asks you to join the search—you must find the key before Vurn's lieutenants, or all is lost!

Adventure 9.1

Play **The Cursed Idol** adventure (see page 106), with the following exceptions:

- The Adversary force may comprise any of the Adversary types you've encountered so far (or a mixture)—Bandits, Cultists, Orcs, Undead and/or Demonic models are particularly appropriate.
- The Lurker in this adventure must be a Dragon (choose whichever type—Mature or Ancient—is most suitable for the Party's Level). The Dragon is not one of Vurn's followers, but instead is drawn to the sounds of battle within its lair. At the start of each of the Dragon's activations, roll a D6. On a 1 or 2, rather than target a Hero as normal, it targets the closest model, friend or foe!

Note that the Dragon remains 'friendly' to the Adversary force even after attacking them – the other Adversaries are focused on the heroes, and really don't want to tangle with an angry Dragon!

ADVENTURE RESULTS

If you win, read the following:

Emerging victorious with the Rune Key in your hands, you know now what you must do. You determine to find Vurn Krowen's tomb, and take the fight to him! One way or another, the land must be freed of the Nethering Lord's influence...

In Chapter 10, you must play **Adventure 10.1: Endless Catacombs**.

If you lose, read the following:

The servants of the Nethering Lord claim the Rune Key, and flee. Now time is truly against you—with the key, they will attempt to awake Vurn Krowen, and all you can do is prepare for the battle to come.

In Chapter 10, you must play **Adventure 10.2: Wrath of the Nethering Lord**.

Win or lose, if you slay the Dragon (Lurker), read the following:

When the Dragon falls, something unexpected happens. For a moment, the power of the idol flares, and then seems somehow to be absorbed into the Dragon's corpse. The effect lasts just seconds, but perhaps bears some significance...

If you wish, you may play one additional Campaign Turn before ending Chapter 9. If so, roll for Injuries and Restore Attributes as normal, then end the Campaign Turn immediately and play **Adventure 9.2: Dragonquest**.

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



DRAGONQUEST

Having climbed to the snow-capped peak of Mount Spiretha, you find what you're looking for: the dragon, Vaustarak. You seek the dragon's wisdom—and possibly assistance—in defeating Vurn Krowen. Unfortunately for you, dragons are proud, warlike creatures, and cannot be reasoned with until they are first subdued by a worthy foe...

Round Limit: 13

Environment: Wilderness*

**Do not roll for Wilderness special rules at the start of this adventure. Instead, the Storm rules are automatically in play*

Setup

In one corner of the board, place a ruined, circular tower (or walls placed in a circular formation), no bigger than 8" diameter. The center of the tower should be within 9" of two board edges as shown, and should preferably be accessible. The Dragon's Hoard Special Objective should be in the dead center of the tower. Place rocky and ruinous terrain around the rest of the gaming area.

Now place the Dragon, Vaustarak, in contact with the tower—if there is a roof on your tower, you can place the Dragon on top. All other Adversaries begin the game in the Reserve Pool.

Treasure tokens are placed within 6" of the tower walls.

Finally, deploy the Party within 6" of the marked corner.

RECOMMENDED PARTICIPANTS

The Adversary force should be composed of Vaustarak (see below) and at least one other group, chosen in the usual way. Other Adversary groups are in league with the Dragon—perhaps Wyrmlings, Yetis, Cultists, or a Dragon-worshipping Orc tribe.

Special Adventure Rules

In addition to the rules below, this adventure uses the **Storm** and **Treasure Chests (Equal to No. of Models in the Party)** special rules.

THE DRAGON

Vaustarak does not activate until an enemy moves within Line of Sight. When he activates, Vaustarak will always target the visible enemy closest to the Hoard.

THE DRAGON'S FOLLOWERS

Adversaries begin Spawning in the first round, requiring a roll of 6 to appear. While the Dragon is in play, all Adversaries have the Guard special rules, targeting only Vaustarak.

THE HOARD

The Dragon's Hoard is a **Special Objective (Interact – AGI)**. Upon a success, roll 2D6 and consult the table below to see what happens.

2D6	RESULT
2	Gain 2D6 Gold, but trigger an Unexpected Event!
3-4	Gain 3D6 Gold.
5-7	1D6 Gold, plus a Potion or Scroll (roll on the Potions & Scrolls table, page 118).
8-9	1D6 Gold, plus a Keyshard (see Keyshards, page 118).
10-11	1D6 Gold, plus a Magic Artifact (roll on the Magic Artifacts table, page 120).
12	1D6 Gold, plus a Legendary Item (roll on the Legendary Items table, page 121).

The second time the Hoard is successfully searched, and each time thereafter, roll a D6. On a 1, Vaustarak notices your plundering, and refuses to help you when the adventure is over, even if you win. You may spend a Fate point to reroll this die.

Ending the Game

The game ends either when Vaustarak is removed as a casualty (you have **won**), or at the end of any round when all remaining Heroes in play are Out of Action (you have **lost**). If the round limit is reached, the enemies are assumed to arrive in greater numbers and drive the Party away (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 5 XP per Hero, +1 XP per Hero for each time the Hoard is searched.
- **Gold:** None.

ADVENTURE RESULTS

If you win, read the following:

With a roar from the dragon, Vaustarak's followers retreat into the snowstorm. Understanding that he has at last met his match, Vaustarak listens to your demands. He reveals that the power of the Dragons alone can absorb the worst effects of the raw Nethering, and perhaps his presence at Vurn Krown's defeat may indeed lessen the severity of demonic incursions into the Vale. Vaustarak tells you to leave his mountain, never to return: when the time comes, he will fight by your side.

In **Chapter 10**, whichever adventure you play, Vaustarak is the Party's Ally. Vaustarak arrives in contact with the table edge of your choosing at the start of Round 4.

If you lose, read the following:


Insulted by your petty demands, Vaustarak drives you from his mountain lair.

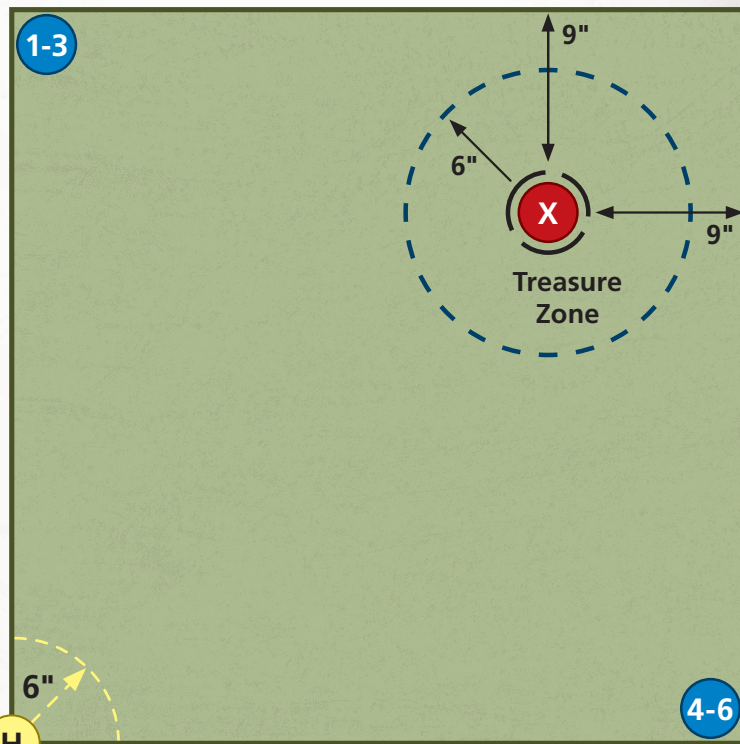
There are no further Campaign effects.

CAMPAIGN TURN

The Party returns to Sathford—no Journey Events are required. The Heroes may perform Campaign Actions as per a City, and now roll Settlement Events normally. This is your last chance to rest, heal and Level Up before the final showdown!

Once the Campaign Turn is complete, go to Chapter 10.

VAUSTARAK 						30
Dragon, Monster						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	5	7	3	7	5	5
Type		Resistance		Armor Dice		Strikes
Melee		3		3		5
Level	10 (1 model)				XP	12
Preferred Environment: Any						
Special: Fly, Huge, Resist (Chill), Stomp, Strafe, Terrifying						
Melee Attack: Massive Claws						
Damage		Special				
2D6+3		-				
Ranged Attack: Dragon Breath						
Short	Long	Damage	Special			
8	-	3D3	Blast (2"), Frost			



Party Deployment

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



CHAPTER 10

The power of the Nethering rages across Vale. Demonic incursions are rife, hordes of gibbering Imps and ravaging demons driving terror into the hearts of mortals. Vurn Krowen has awakened, maddened by centuries entombed, and the uncontrollable power within him threatens to tear the land asunder.

In the previous adventure, you will have been instructed whether to play **Adventure 10.1** or **10.2**.

If you won **Adventure 9.2: Dragonquest**, then Vaustarak is an Ally in these adventures, using the following rules:

VAUSTARAK						30
Dragon, Follower						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	5	7	3	7	5	5
Type		Resistance		Armor Dice		Strikes
Ally		3		3		5
Level	4	Retainer (Gold)				N/A
Special: Fly, Huge, Resist (Chill), Strafe, Terrifying						
Melee Attack: Massive Claws						
Damage		Special				
2D6+3		-				
Ranged Attack: Dragon Breath						
Short	Long	Damage	Special			
8	-	3D3	Blast (2"), Chill			

Dragons have become an increasingly rare sight on Noveth since the Eastlund knights declared war on their kind prior to the Unthroning. But the elder dragons refused to abandon their mountain homes, becoming more reclusive to avoid pesky dragon-hunters disturbing their slumber. Vaustarak is perhaps the oldest and most well-known dragon in Vale, and while his wrath is legendary, it has not been provoked in centuries...

Adventure 10.1

Play **The Endless Catacomb** adventure (see page 112), with the following exceptions:

- Remove the Stairs (no model may Escape). Instead, place a Tomb marker in the center of the Grand Chamber.
- The Adversary force should primarily contain Demonkin and other Demonic Adversary groups. Don't forget that it may also contain one or more Villains and additional Adversary groups, depending on previous results during the campaign.
- The Lurker in this adventure is Vurn Krowen (below). When he appears, place him in contact with the Tomb.
- Ending the Game:** The game ends either when Vurn Krowen is removed as a casualty (you have **won**), or at the end of any round when all remaining Heroes in play are Out of Action (you have **lost**).
- Note that if you have Vaustarak as an Ally, he cannot arrive inside the Grand Chamber, but may appear in contact with any other point on a board edge at the start of Round 4.

ADVENTURE RESULTS

If you win, read the following:

Vurn Krowen's dying curses echo throughout the chamber as the twisted powers of the Nethering leave his body. Your victory is poisoned by the thought of Krowen's legacy living on through the Nethering's influence that is now trapped in Aetha, seeking a new host to carry out its will. While peace has been won for now, a hero's work is never truly done...

If you lose, read the following:

"Fools!" Krowen laughed, his body lifted off the ground as his powers returned. "You have done nothing but strengthen me! All of Aetha will now feel my wrath—my demon army will show you the same mercy you showed us during the Nether War!"

As his laughter filled the chamber, his demon warriors emerged from the growing shadows to take you away toward a vile fate...

VURN KROWEN 						26
Demonic, Dwarf, Sorcerer, Villain						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	5	5	2	6	5	6
Type		Resistance		Armor Dice		Strikes
Melee		2		3		3
Level	9 (1 model)				XP	7
Preferred Environment: Any						
Special: Master, Mighty, Nightvision, Resist (Fire) Special Ability (Lore of the Nethering): At the start of his activation, Vurn Krowen must roll a D6, and consult the table below. However, do not roll if the Dragon, Vaustarak, is in play.						
Ranged Attack: Balefire						
Short	Long	Damage	Special			
12	-	D6+2	Spell, Direct Damage: Ranged, Blast (2"), Fire, Magical			
Melee Attack: The Axe Infernal						
Damage		Special				
2D6		Fire				

Lore of the Nethering Table	
D6	Result
1	Drain Power: All enemy spellcasters within 12" of Vurn Krowen must pass a WIL Test or lose D3 Power points.
2	Acrid Pall: Vurn Krowen is surrounded by noxious black smoke. Until the start of his next activation, enemy Attacks targeting Vurn Krowen suffer a -2 penalty to hit.
3	Storm of Fire: Vurn Krowen performs two Ranged Attacks this round instead of one (if he's able).
4	Minor Rift: Vurn Krowen immediately gains the Entourage (Imps x5) special rule. These Imps automatically Spawn in contact with – or as close as possible to – Vurn Krowen when this power is rolled.
5	Portal to Where?: Any model hit but not removed as a casualty by Vurn's Ranged attack this round is immediately moved 3D6" towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule.
6	Teleport!: Immediately move Vurn Krowen 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.

Known as the Final Thane of Myrethold, Vurn Krowen was once a proud leader of the last great civilization of dwarves. When Myrethold fell during the Unthroning, Vurn and his kin fell into the Abyss where demons had become trapped as they fled the horrors of the Nethering. Never one to surrender, Vurn allied himself with the demonkin in the Abyss and crossed into the Nethering between to harness the terrifying powers that ruled there. No one truly knows what Vurn encountered in the Nethering, but he now wields terrifying power and a hatred of the world that locked him away during the Nether War.

Adventure 10.2

Play Vengeance of the Nethering Lord (below).

VENGEANCE OF THE NETHERING LORD

Vurn Krowen has awoken, released from his tomb by his loyal lieutenants. Where he marches, bizarre anomalies spring up—rifts in the material plane, spawning demons that run amok across the Vale. He has marched on Sathford, to destroy those who dared oppose his return. As battle rages all around, you sneak through the outskirts of the city, from where the Nethering Lord directs his armies. If you can destroy him, you can end this madness. If not, then all is lost...

Round Limit: Special

Environment: Wilderness

RECOMMENDED PARTICIPANTS

The Adversary force should comprise Vurn Krowen, and primarily Demonic Adversaries. Vurn Krowen may possess the Demonheart Amulet (see page 193). Note that various Villains and Adversary groups may be included in this game in addition to the regular Adversary Force. If a bonus Villain is included, then you might wish to include appropriate models in the Adversary force to represent their followers (for example, Orcs for Mauraxen, or Undead for Arek).

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



Setup

Although this is a Wilderness adventure, you will need a few buildings or ruins, plus a few scattered barricades, within 9" of one board edge. This is the Rampage Zone! The rest of the gaming area should be populated with hills, outcrops, trees, etc.

Next, place three Special Objectives as shown—these are Nethering Rifts, which also double up as Spawn Points in this adventure.

Place Vurn Krowen in contact with the Nethering Rift marked 3-4. If any other Villains are in play, they must be placed in the marked Adversary Zone. Now place all remaining Adversaries in the same Zone, up to the usual Adversary Limit—remaining groups are placed in reserve as normal.

If there are two or more additions to the Adversary force (based on earlier results in the campaign), place three Guard Followers within 3" of the center of the board. These are Allies for this adventure.

Finally, deploy the Party in contact with the marked edge. Remember that **Vaustarak** may be involved in this adventure if you won **Adventure 9.2: Dragonquest**. If so, he arrives at the start of Round 4 as described on page 208.

Special Adventure Rules

This adventure uses the special rules listed below.

GUARDS! GUARDS!

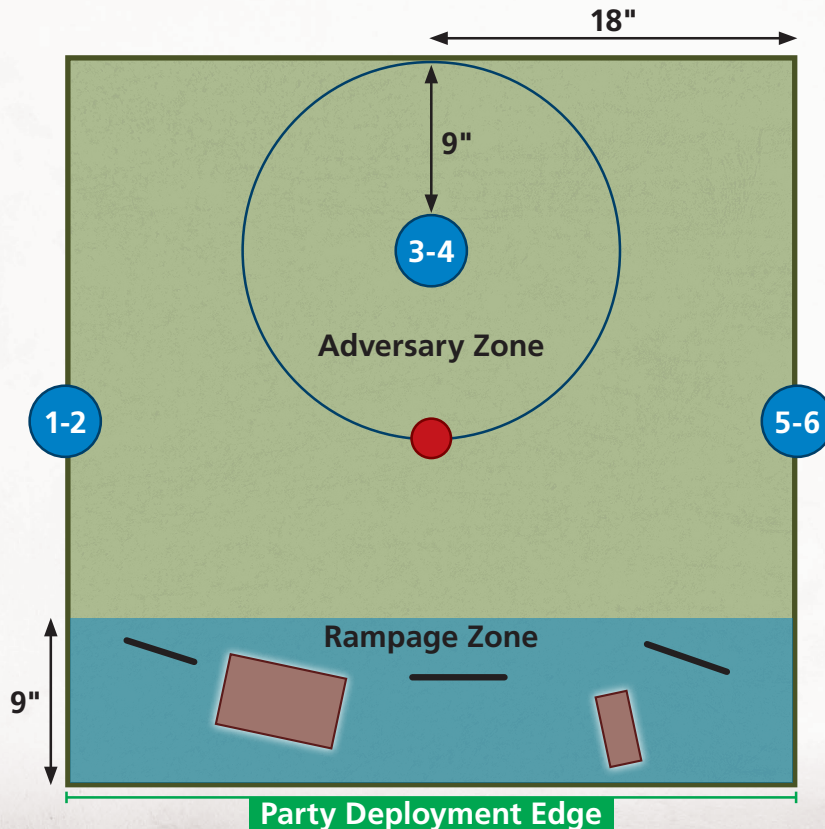
A Guard Ally may initially be Commanded by any Hero. The first Hero to issue a Command to a Guard becomes that model's Patron, and from then on only the Patron may issue Commands to it, as normal. The Guards will not use their Bodyguard rule until they have a Patron.

NETHERING RIFTS

The Nethering Rifts are Special Objectives as well as Spawn Points. However, a Rift can be removed from play by beseeching the aid of the gods!

An unengaged Hero in contact with a rift marker may target it with an Interact (WIL) Action. If successful, inflict D3 points of Damage on the Rift—models with the Priest special rule inflict D6 Damage instead. When a Rift takes 4 points of Damage, it is removed from play. Assign new Spawn numbers equally to any remaining Rifts.

When a Rift marker is removed from play, Vurn Krowen loses 1 point of Resistance. When the final Rift marker is removed, Vurn Krowen suffers 2D6 Damage, ignoring Resistance.



RAMPAGE!

If an Adversary activates with no enemies within 8", they will Move as quickly as possible towards the Rampage Zone, stopping if they reach the Party deployment edge (Melee Adversaries will Run as usual). At the end of each round, count up how many Adversaries are inside the Rampage Zone, and keep a running tally. If the tally ever reaches 20, the game ends, and Sathford is overrun!

Villain models, plus any Entourage they may have, are exempt from this rule. Instead, they have the Defensive special rule, targeting the Nethering Rifts.

SPAWN POINTS

Spawning Adversaries arrive from the marked points (roll a D6 for each returning model to see which point it arrives at). When Spawn Points are destroyed, new dice values are assigned to remaining points as described earlier. When the last Spawn Point is destroyed, no more models may Spawn in this game.

Ending the Game

The game ends either when Vurn Krowen is removed as a casualty (you have **won**), at the end of any round when the Rampage Tally is 20 or more (you have **lost**), or at the end of any round when all Heroes are Out of Action (you have **lost**).

Rewards

If you win, the Party receives the following Rewards:

- **Experience:** 10 XP per Hero
- **Gold:** D6x50 Gold per Hero

ADVENTURE RESULTS

If you win, read the following:

Vurn Krowen's dying curses echo across the sky as the twisted powers of the Nethering leave his body. Your victory is poisoned by the thought of Krowen's legacy living on through the Nethering's influence that is now trapped in Aetha, seeking a new host to carry out its will. While peace has been won for now, a hero's work is never truly done...

If you lose, read the following:

"Fools!" Krowen laughed, his body lifted off the ground as his powers returned. "You have done nothing but strengthen me! All of Aetha will now feel my wrath—my demon army will show you the same mercy you showed us during the Nether War!"

As his laughter filled the sky, his demon warriors continued their march toward Sathford. Who would save the city—and all of Vale—now?

CAMPAIGN TURN

The campaign is over, but that doesn't mean the exploits of your Heroes have to end! If you won the final battle, it's fair to assume that the Heroes will be lauded across the Vale. Beginning in the City of Sathford, you can complete the Campaign Turn as normal, and then continue playing using the normal rules for Tales (page 126). Once your Heroes reach Level 10, they can no longer Level Up (for now—keep an eye on future expansions for more Hero options), but there are still enemies to vanquish, treasure to be found, and legends to forge!

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



9

BESTIARY

There is no adventure to be had without adversaries to face! This section contains profiles and background for a huge variety of characters, minions, monsters and beasts that might be found all over Aetha.



MINION ADVERSARY



ELITE ADVERSARY

ADVERSARY PROFILES


As explained in the Adversaries Phase on page 26, each type of Adversary is represented in the game by an Adversary Profile. These profiles detail the Adversary's characteristics, health, keywords, and other special rules. Additionally, each Adversary's attacks are detailed, including what type of attack it is (melee or ranged) and any unique special abilities available to that Adversary.


Adversary Class


Not all foes are created equal, and Adversary classes provide the distinction between truly deadly Elite Adversaries and their numerous Minion Adversaries. The icon next to an Adversary's name on their profile determines their Adversary class (as shown on the left). Typically, Minion Adversaries are by comparison less of a threat than Elite Adversaries, but both are capable of crushing their heroic foes.

BEASTS

The untamed wilds can be found all over Aetha, from the forested regions and caves on Noveth, to the labyrinthine jungles of Laustrel. These places are home to the predatory beasts that would quickly make a meal out of aspiring adventurers.


BEAR 							4
<i>Beast</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	1	4	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	2 (1 model)					XP	2
Preferred Environment: Dungeon or Wilderness							
Special: Fearsome							
Melee Attack: Bear Claw							
Damage	Special						
D6+2	-						

BIG CATS 							3
<i>Beast</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	3	3	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	1 (3 models) 2 (5 models)					XP	1
Preferred Environment: Wilderness							
Special: None							
Melee Attack: Teeth and Claws							
Damage	Special						
D6+1	-						

CROCODILE 							4
<i>Beast, Reptilian</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	0	4	1	4	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	2 (1 model)					XP	2
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Bounty (1), Fearsome, Large Aquatic Predator: When wholly or partially within Water terrain, the Crocodile gains +2 MEL. When it is not in Water terrain, however, the Crocodile gains the Shambling rule.							
Melee Attack: Huge Bite							
Damage	Special						
D6+2	-						


DIRE BEAR 							6
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	1	5	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	3 (1 model)					XP	3
Preferred Environment: Dungeon or Wilderness							
Special: Fearsome, Large, Mighty							
Melee Attack: Bearclaw							
Damage	Special						
D6+2	Claw Flurry! : When a Dire Bear scores a Mighty Blow (because of its Mighty special rule), it immediately gains +1 Strike this round.						


DIRE WOLVES 							3
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	3	3	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	1 (3 models) 2 (5 models)					XP	1
Preferred Environment: Wilderness							
Special: Acute Senses, Bounty (1), Pack Hunter, Quick							
Melee Attack: Wolf Bite							
Damage	Special						
D6+1	-						


GAS SERPENTS 							3
<i>Monster, Reptilian</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	2	3	2	1	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	2 (3 models) 3 (5 models)					XP	2
Preferred Environment: Dungeon or Wilderness							
Special: Immunity (Poison)							
Ranged Attack: Noxious Cloud							
Short	Long	Damage	Special				
8	-	3D3	Blast (1"), Poison				
Melee Attack: Snakebite							
Damage	Special						
D6+1	Poison						

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX





GIANT FIRE BEETLES 							2
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
1	3	2	1	1	2	2	
Type		Resistance		Armor Dice		Strikes	
Ranged		0		2		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Dungeon or Settlement							
Special: Resist (Poison), Small							
Ranged Attack: Flaming Bombard							
Short	Long	Damage	Special				
8	16	1D6	Blast (2"), Fire, Indirect				
Melee Attack: Pincers							
Damage	Special						
D3	-						


GIANT RATS 							2
<i>Beast</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	0	2	3	1	2	1	
Type		Resistance		Armor Dice		Strikes	
Melee		0		-		1	
Level	1 (5 models)				XP	1	
Preferred Environment: All							
Special: Nightvision, Numberless, Small							
Melee Attack: Vermine Bite							
Damage	Special						
D3	Plagued: Roll a Critical die alongside this model's Attacks. It does not score Mighty Blows or Fumbles, but instead if the Attack hits and the Critical die scores a 6, the target is Diseased .						

GIANT SCORPIONS 							2
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	2	2	3	2	1	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	1 (5 models)				XP	1	
Preferred Environment: Wilderness							
Special: None							
Melee Attack: Sting							
Damage	Special						
D6	Sting in the Tail: Roll a Critical die alongside this model's Attacks. It does not score Mighty Blows or Fumbles, but instead if the Attack hits and the Critical die scores a 6, the strike adds an extra D6 Damage and gains the Poison rule.						

GIANT SNAKES 							2
<i>Monster, Reptilian</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	3	2	2	2	1	
Type		Resistance		Armor Dice		Strikes	
Melee		0		-		1	
Level	1 (5 models)				XP	1	
Preferred Environment: Dungeon or Wilderness							
Special: None							
Melee Attack: Snakebite							
Damage	Special						
D6	Poison						

GIANT SPIDERS 							2
<i>Beast</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	1	2	3	1	1	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		-		1	
Level	1 (5 models)				XP	1	
Preferred Environment: Dungeon or Settlement							
Special: Ambusher, Small, Wallcrawler							
Said the Spider to the Fly...: When moving to engage a target, a Giant Spider will prioritize a Pinned enemy it can reach over a non-Pinned enemy, even if the latter is closer.							
Melee Attack: Spiderbite							
Damage	Special						
Special	Webs: If a Spider successfully Attacks a model that is not Pinned, the target takes no damage but gains the Pinned condition. If a Spider successfully attacks a model with the Pinned condition, the model loses D3 Health points, not adjusted for Resistance.						


GIANT WORMS 							3
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	3	2	3	2	1	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	1 (3 models) 3 (5 models)				XP	1	
Preferred Environment: Dungeon							
Special: Ambusher, Burrow, Nightvision							
Melee Attack: Worm Maw							
Damage	Special						
D6+2	-						

WILD BOAR 							2
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	0	3	2	3	1	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	1 (3 models) 2 (5 models)			XP	1		
Preferred Environment: Wilderness							
Special: Fleet, Reckless Charge							
Melee Attack: Tusks							
Damage		Special					
D6		-					

WOLVES 							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	3	2	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		-		1	
Level	1 (3 models) 2 (5 models)			XP	1		
Preferred Environment: Wilderness							
Special: Pack Hunter, Quick							
Melee Attack: Wolf Bite							
Damage		Special					
D6		-					


BUGBEARS

Like many monsters that roam Aetha, the bugbears emerged from the dark places of the world when the Shadow came. They are brutish ambushers with no regard for life. While they can often be found in the same company as goblins or orcs, they are friends to no one, barely even getting along with their own kin.

BUGBEAR WARRIORS 							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	2	3	3	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		1	
Level	2 (3 models) 3 (5 models)			XP	1		
Preferred Environment: Any							
Special: Ambusher							
Melee Attack: Halberd							
Damage		Special					
D6+1		-					

CENTAURS

According to legend, Oakus chose seven primordial warriors to protect his sacred groves. These champions were the first centaurs, and their descendants still fight proudly for Oakus, mostly in the northern Shatterwood where the Shadow still has roots.



CENTAUR BRAVE 							6
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	4	4	3	5	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		1	
Level	3 (1 model)			XP	2		
Preferred Environment: Wilderness							
Special: Large, Quick, Resist (Magical) Skewer!: If a Centaur Brave Attacks directly after performing a Run, that Attack inflicts an extra D3 Damage							
Melee Attack: Spear							
Damage		Special					
D6+2		Pierce (1)					



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



CHIMERAS



Mythical creatures of the Nethering, chimeras are the subjects of legends and classic works of art. Not many people actually believe they truly exist, which is a testament to the creatures' elusiveness. These multi-headed monstrosities are naturally drawn to keyshards and will guard them for centuries, keeping mortals from attaining their power.

CHIMERA 						12 
Monster						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	3	4	3	5	2	4
Type		Resistance		Armor Dice		Strikes
Melee		2		-		3
Level	6 (1 model)				XP	5
Preferred Environment: Dungeon or Wilderness						
Special: Fly, Large, Mighty, Resist (Fire), Terrifying						
Melee Attack: Talons						
Damage		Special				
D6+2		-				
Ranged Attack: Firebreath						
Short	Long	Damage	Special			
8	-	D6+3	Blast (2"), Fire			

CONSTRUCTS

Magic permeates throughout the world, and whether channeled by a living being or mysteriously gaining sentience, that power can take root in inanimate material to create an animated being.


AUTOMATON 						4 
Humanoid, Mechanical						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	0	4	2	4	1	5
Type		Resistance		Armor Dice		Strikes
Melee		1		3		2
Level	4 (3 models) 6 (5 models)				XP	3
Preferred Environment: Any						
Special: Defensive, Immunity (Bleed, Poison), Lumbering, Resist (Fire, Magical)						
Melee Attack: Brass Fists						
Damage		Special				
D6+1		Bludgeon				


FLESH GOLEMS 						5 
Humanoid						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	0	4	2	4	1	4
Type		Resistance		Armor Dice		Strikes
Melee		2		-		1
Level	2 (3 models) 4 (5 models)				XP	2
Preferred Environment: Any						
Special: Immunity (Bleed), Shambling, Resist (Magical)						
Melee Attack: Massive Fists						
Damage		Special				
D6+2		-				



DEEP DWELLERS

The Abyssal Domain served as a prison of sorts for the heavenly realms when Creation required somewhere to dump its refuse. However, the primal hostility that festered in that domain tore a rift to the Nethering where the deep lords found a way cross into the Abyss, taking root in the bowels of the world... waiting to reclaim a world they believe stolen from them.

ANCIENT DWELLER 							30
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	4	7	2	6	6	6	
Type		Resistance		Armor Dice		Strikes	
Melee		2		1		3	
Level	10 (1 model)				XP	10	
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Entourage (Deep Acolytes x3), Fly, Huge, Lumbering, Master, Mighty, Nightvision, Terrifying							
Idol of the Deep: Ancient Dwellers in play must activate before any other Deep Dweller Adversaries.							
Sanity-Blasting Horror: Any Hero that fails a Morale check caused by this model's Terrifying rule loses 1 Fate point.							
Special Ability: Star Magic. At the start of its activation, the Ancient Dweller must roll a D6, and consult the Star Magic table below.							
Melee Attack: Cyclopean Fists							
Damage	Special						
2D6+2	Bludgeon						

DEEP ACOLYTES 							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	3	3	3	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	2 (3 models) 3 (5 models)				XP	1	
Preferred Environment: Any							
Special: Ambusher, Amphibious, Nightvision, Shambling*							
From the Deep: While in or in contact with Water terrain, Deep Acolytes gain +1 Strike, and exchange the Shambling Rule for Quick .							
Melee Attack: Claws							
Damage	Special						
D6	-						

Star Magic Table	
D6	Result
1	Weird! As soon as the Ancient Dweller's activation is complete, roll on the Unexpected Event table immediately.
2	Ancient Ward: The Ancient Dweller and all friendly models within 6" gain 2 Armor Dice until the start of the next Adversary phase.
3	Fervour of the Deep: All Deep Acolyte and Cultist Adversaries within 6" of the Ancient Dweller gain +1 Strike. If there are no eligible Adversaries in range, this result becomes Ancient Ward instead.
4	Dark Bolt: The Ancient Dweller chooses an enemy model within 18" and Line of Sight, and takes an INT Test. If the Test is passed, the target suffers D6+2 Magical Damage, as if it had been hit with a Ranged Direct Damage Spell. If the target suffers any Damage from this ability, it automatically suffers the Exposed condition. If there are no eligible targets, this result becomes Ancient Ward instead.
5	Mind Control: The closest enemy model within 18" and Line of Sight takes a WIL Test. If the Test is failed, the target immediately performs an out-of-sequence Move towards the nearest unactivated Adversary, by the most direct route possible.
6	Teleport! Immediately move the Ancient Dweller 4D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.





DEMONS

Natives to the Abyss, demons are the embodiment of pure evil. Their very existence is a counterpoint to the Light, which fuels their animosity and desire to ruin all life. However, there are rumors of demonkin that have broke away from the evil doctrines of Shadow...




DEATH KNIGHTS 							5
Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	2	4	3	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		3		2	
Level	4 (3 models) 6 (5 models)			XP	3		
Preferred Environment: Any							
Special: Resist (Magical)							
Aura of Dread: Heroes (including Fallen Heroes) within 3" of a Death Knight that wish to spend a Fate Point for any reason must spend 1 extra Fate Point. This rule may prevent a Fallen Hero from returning to play.							
Melee Attack: Demonblade							
Damage	Special						
D6+1	-						

DEMONKIN ASSASSIN 							5
Demonic, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
6	2	3	4	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	4 (1 model)			XP	3		
Preferred Environment: Any							
Special: Ambusher, Nightvision, Resist (Fire), Sneaky							
Melee Attack: Wicked Blade							
Damage	Special						
D6+1	Bleed						

DEMON LORD 							20
Demonic, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
6	3	6	3	6	6	6	
Type		Resistance		Armor Dice		Strikes	
Melee		2		2		3	
Level	7 (1 model)			XP	7		
Preferred Environment: Any							
Special: Fly, Huge, Mighty, Nightvision, Resist (Fire), Terrifying							
Special Ability (Demonic Powers): At the start of its activation, the Demon Lord must roll a D3, and consult the table below.							
Melee Attack: Devmon Axe							
Damage	Special						
D6+4	Hack						


Demonic Powers Table	
D3	Result
1	Drain Power: All enemy spellcasters within 12" of the Demon Lord must pass a WIL Test or lose D3 Power points.
2	Acrid Pall: The Demon Lord is surrounded by noxious black smoke. Until the start of its next activation, enemy Attacks targeting the Demon Lord suffer a -2 penalty to hit.
3	Balefire: Before taking its activation, the Demon Lord flings a fireball of hellish power! This is a free Ranged Attack, with a range of 12", inflicting D6+2 Damage, with the Blast (2"), Fire and Magical rules.





DEMONKIN DARKMAGE 							6
<i>Demonic, Humanoid, Sorcerer</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	4	3	5	3	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	5 (1 model)				XP	4	
Preferred Environment: Any							
Special: Loot, Nightvision, Resist (Fire) Special Ability (Dark Magic): At the start of their activation, the Darkmage must roll a D6, and consult the table below.							
Ranged Attack: Dark Bolt							
Short	Long	Damage	Special				
18	-	D6+1	Magical, Spell (Direct Damage: Ranged)				
Melee Attack: Pincers							
Damage	Special						
D6	-						

Dark Magic Table	
D6	Result
1	Weird! : As soon as the Darkmage's activation is complete, roll on the Unexpected Event table immediately.
2	Hellfire : All of the Darkmage's Attacks this round gain the Fire rule.
3	Power Drain : All enemy spellcasters within 6" of the Darkmage must pass a WIL Test or lose D3 Power points.
4	Demonic Summoning : D3 Demon models in the Reserve Pool automatically Spawn. Then, all Demon models in the Graveyard move to the Reserve Pool.
5	Cloak of Fire : Until the start of this model's next activation, any enemy that scores a successful hit against the Darkmage with a Melee Attack must pass a DEF Test or receive the Burning condition.
6	Teleport! : Immediately move the Darkmage 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.

DEMONKIN WARRIORS 							4
<i>Demonic, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	2	3	4	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	4 (5 models)				XP	1	
Preferred Environment: Any							
Special: Nightvision, Resist (Fire)							
Melee Attack: Demonblade							
Damage	Special						
D6	-						

GARGOYLES 							4
<i>Demonic</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	2	4	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		2	
Level	4 (3 models) 6 (5 models)				XP	1	
Preferred Environment: Any							
Special: Fly, Immunity (Bleed, Poison), Nightvision, Regenerate Health (1), Resist (Fire)							
Melee Attack: Stone Talons							
Damage	Special						
D6	Pierce (2)						

IMPS 							2
<i>Demonic</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	2	3	2	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		0		-		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Any							
Special: Cautious, Fly, Nightvision, Numberless, Resist (Fire), Small							
Melee Attack: Demon Claws							
Damage	Special						
D3+1	-						



LESSER DEMONS 							3
<i>Demonic, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	2	3	3	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Any							
Special: Ambusher, Nightvision, Numberless, Resist (Fire), Small							
Melee Attack: Stone Talons							
Damage	Special						
D3+1	-						


THE BASICS
THE RULES
THE PARTY
ADVENTURES
TREASURE
TALES
ADVANCEMENT
NARRATIVE
BESTIARY
APPENDIX
INDEX





DRAGONS

Dragons are said to have been born from the Nethering—the realm of stars between Aetha and the heavens, connecting all planes of existence like a black sea. However, there is no true consensus on the nature of dragons. They are ubiquitous to all the lands of Aetha and possibly the most feared and admired being among all cultures.

ANCIENT DRAGON 						 28
<i>Dragon, Monster</i>						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	4	7	3	7	5	5
Type		Resistance		Armor Dice		Strikes
Melee		3		2		5
Level	10 (1 model)				XP	10
Preferred Environment: Any						
Special: Fly, Huge, Stomp, Strafe, Terrifying						
Draconic Types: When a Dragon is picked for an adventure, choose (or roll) which type of Dragon it is from the Draconic Types table below.						
Melee Attack: Massive Claws						
Damage		Special				
2D6+2		-				
Ranged Attack: Dragon Breath						
Short	Long	Damage	Special			
8	-	3D3	Blast (2")			

MATURE DRAGON 						 22
<i>Dragon, Monster</i>						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	3	7	3	6	4	5
Type		Resistance		Armor Dice		Strikes
Melee		3		2		4
Level	8 (1 model)				XP	8
Preferred Environment: Any						
Special: Fly, Huge, Stomp, Strafe, Terrifying						
Draconic Types: When a Dragon is picked for an adventure, choose (or roll) which type of Dragon it is from the Draconic Types table below.						
Melee Attack: Massive Claws						
Damage		Special				
2D6+2		-				
Ranged Attack: Dragon Breath						
Short	Long	Damage	Special			
8	-	3D3	Blast (2")			


DRAGON WYRMLING 						 8
<i>Dragon, Monster</i>						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	3	4	3	5	4	4
Type		Resistance		Armor Dice		Strikes
Melee		2		1		2
Level	3 (1 model) 5 (3 models) 7 (5 models)				XP	2
Preferred Environment: Any						
Special: Fly						
Draconic Types: When a Wyrmlings group is picked for an adventure, choose (or roll) which type of Dragon they are from the Draconic Types table below.						
Melee Attack: Claws						
Damage		Special				
D6+1		-				
Ranged Attack: Dragon Breath						
Short	Long	Damage	Special			
8	-	D6	Blast (2")			

Draconic Types Table	
D6	Type
1	Red: Gains Resist (Fire). Ranged Attack adds the Fire rule.
2	Green: Gains Immunity (Poison). Ranged Attack adds the Poison rule.
3	Gold: Gains Immunity (Fire) and Loot. Ranged Attack adds the Fire rule.
4	White: Gains Resist (Chill). Ranged Attack adds the Chill rule.
5	Blue: Gains Immunity (Shock). Ranged Attack adds the Lightning rule.
6	Black: All of this model's Attacks gain the Pierce (2) rule.


ELEMENTALS

The old gods once reigned over all the elements of the world. But after the Unthroning when they were bound to Aetha, their imprisoned emotions manifested in the form of elementals—devastating avatars from unbridled natural energies.



AIR ELEMENTAL 							6
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	4	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		2		-		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Fly, Immunity (Bleed, Poison), Intangible, Large, Quick							
Ranged Attack: Hurricane Blast							
Short	Long	Damage	Special				
12	-	D3	Blast (2"). Models hit by this Attack, even if they aren't wounded, must pass a STR Test or be Pushed D6+3" away from the Elemental.				
Melee Attack: Tornado Fists							
Damage		Special					
D6+3		Magical					

FIRE ELEMENTAL 							6
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	4	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		2		-		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Fearsome, Immunity (Bleed, Fire, Poison), Intangible, Large Smoldering: This model cannot enter terrain with the Water keyword. If ever it is forced to do so, it suffers D6 Damage, ignoring Resistance.							
Ranged Attack: Fire Torrent							
Short	Long	Damage	Special				
12	-	D6+1	Fire				
Melee Attack: Flaming Fists							
Damage		Special					
D6+2		Fire					


EARTH ELEMENTAL 							8
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	1	6	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		3		1		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Immunity (Bleed, Poison), Large, Lumbering							
Melee Attack: Rocky Fists							
Damage		Special					
D6+3		Bludgeon, Magical Earthquake Smash! : Roll a Critical die alongside this model's Attacks. It does not score Mighty Blows or Fumbles, but instead if the Attack hits and the Critical die scores a 6, all models within 3" (friend and foe) must pass an AGI Test or become Staggered.					


WATER ELEMENTAL 							6
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	4	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		2		-		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Amphibious, Immunity (Bleed, Poison), Intangible, Large, Weakness (Chill) Soggy! : Any model with the Burning condition in contact with a Water Elemental, or hit by a Water Elemental's Attacks, automatically removes the condition.							
Ranged Attack: Aquablast!							
Short	Long	Damage	Special				
12	-	D6+1	Blast (2"). Models hit by this Attack, even if they aren't wounded, must pass a DEF Test or become Staggered.				
Melee Attack: Watery Fists							
Damage		Special					
D6		-					

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX

FORCES OF NATURE


The old god Oakus ruled over the realm of Elysun, the domain of growth and natural harmony. His legacy was not one of wrath. However, since the Unthroning, he has not sat idle while Shadow takes root in his beloved forests, and the forces of nature have gathered to his calls for vengeance.

SHAMBLING MOUND 							10
Monster							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	6	1	6	3	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	6 (1 model)				XP	5	
Preferred Environment: Wilderness							
Special: Fearsome, Forest Spawn, Large, Lumbering, Mighty, Resist (Chill, Lightning), Woodland Creature							
Melee Attack: Mossy Fist							
Damage		Special					
D6+3		Absorb Health					
Ranged Attack: Sapping Roots							
Short	Long	Damage	Special				
8	-	D6+1	Absorb Health, Blast (2"), Pinning				


TREANT 							18
Humanoid, Monster							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	7	1	7	3	4	
Type		Resistance		Armor Dice		Strikes	
Melee		3		-		2	
Level	8 (1 model)				XP	6	
Preferred Environment: Wilderness							
Special: Fearsome, Forest Spawn, Huge, Lumbering, Mighty, Weakness (Fire), Woodland Creature							
Take Root: If the Treant is reduced to 5 Health points or fewer, it becomes rooted to the spot. The Treant gains the Immobile rule for the rest of the game, but gains 2 Armor Dice.							
Melee Attack: Tree Whack!							
Damage		Special					
D6+4		Bludgeon					
Ranged Attack: Swarm of Sprites							
Short	Long	Damage	Special				
6	-	D6	Magical, Thick Swarm: The target may not roll Armor Dice against this Attack.				

GIANT-KIN


In the remote hills and caves lurk the giant-kin. Due to their frightening size, these simple folk were hunted and driven far away from the smaller folk who were prone to building. Years of being shunned have made giants and their kind quick to anger and eager to wreck what the petty smaller peoples have built.

CYCLOPS 							14
Humanoid, Monster							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	5	2	4	3	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	6 (1 model)				XP	5	
Preferred Environment: Settlement or Wilderness							
Special: Fearsome, Huge, Lumbering, Mighty							
One Eye: The Cyclops' Line of Sight is limited to just 12".							
Seer: The Cyclops greatest gift is also its curse—it can see into its own future, knowing the precise moment of its death. When the Cyclops would be removed as a casualty, it must take a WIL Test. If the Test is failed, the model is removed as normal. If the Test is passed, the Cyclops remains in play with D3 Health Points remaining.							
Melee Attack: Club							
Damage		Special					
D6+2		Bludgeon					
Ranged Attack: Boulder							
Short	Long	Damage	Special				
8	-	D6+2	-				




GIANT  Humanoid, Monster							15
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	6	2	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	6 (1 model)					XP	6
Preferred Environment: Settlement or Wilderness							
Special: Fearsome, Huge, Lumbering, Mighty, Stupid							
Special Ability (Giant Attack): At the start of their activation, the Giant must roll a D6, and consult the Giant Attack table below.							
Melee Attack: Massive Club							
Damage		Special					
D6+3		Bludgeon					


Giant Attack Table	
D6	Attack
1	Throw: The first time the Giant performs a successful Melee strike this round, do not roll the usual Damage. Instead, inflict D3 damage, ignoring Resistance. Then, if the target is still alive, it is Pushed 2D6+6"
2	Squish! : The Giant gains the Stomp rule for the rest of the round.
3	Bellow: The Giant gains the Terrifying rule until the start of its next activation.
4	Fall Over: The Giant trips and falls—it cannot Move this round, and gains the Staggered condition, but all models (friend and foe) within 3" must pass an AGI Test or suffer D3 Damage, ignoring Armor.
5	Bam! Bam! Bam!: The Giant gains +2 Strikes this round.
6	Hurl: Before taking its activation, the Giant picks up something heavy and lobs it at the nearest enemy. This is a free Ranged Attack, with a range of 12", inflicting 2D6 Damage.


FROST GIANT  Humanoid, Monster							13
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	6	2	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		2		3	
Level	6 (1 model)					XP	6
Preferred Environment: Dungeon or Wilderness							
Special: Fearsome, Huge, Immunity (Chill), Lumbering, Mighty, Stomp							
Melee Attack: Ice Blade							
Damage		Special					
D6+2		Chill					
Ranged Attack: Boulder							
Short	Long	Damage	Special				
12	-	D6+2	-				

GNOLLS

Hunting in packs, gnolls are a menace on the civilized world, especially in Westerra where they are prone to raiding the halfling farms of the Acreage.

GNOLL ARCHER  Gnoll, Humanoid							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	3	3	3	2	3	2	
Type		Resistance		Armor Dice		Strikes	
Ranged		0		1		1	
Level	1 (3 models) 2 (5 models)					XP	1
Preferred Environment: Any							
Special: Acute Senses							
Ranged Attack: Bow							
Short	Long	Damage	Special				
6	18	D6	-				
Melee Attack: Dagger							
Damage		Special					
D3+1		-					

GNOLL PACKMASTER  Gnoll, Humanoid							6
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	4 (1 model)					XP	3
Preferred Environment: Any							
Special: Acute Senses, Fleet, Master, Mighty							
Melee Attack: Halberd							
Damage		Special					
D6+2		-					


GNOLL RAVAGER  Gnoll, Humanoid							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	2	3	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		1		1	
Level	1 (3 models) 2 (5 models)					XP	1
Preferred Environment: Any							
Special: Acute Senses, Fleet							
Melee Attack: Gnoll Spear							
Damage		Special					
D6		Pierce					

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



GOBLINS

As simple creatures, goblins have little aspiration beyond wrath and ruin. They are small in stature and malicious in nature, gathering in small clans to harrass the civilized world from the dark recesses of the wild. They can be found just about anywhere in the vacinity of something they can raid or desecrate in some way.

GOBLIN ARCHERS 							3
Goblin, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	3	2	3	2	
Type		Resistance		Armor Dice		Strikes	
Ranged		0		1		1	
Level	1 (3 models) 2 (5 models)		XP		1		
Preferred Environment: Any							
Special: Cautious, Small							
Ranged Attack: Shortbow							
Short	Long	Damage	Special				
6	12	D6	-				
Melee Attack: Dagger							
Damage		Special					
D3		-					

GOBLIN BOSS 							5
Goblin, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		2	
Level	3 (1 model)		XP		2		
Preferred Environment: Any							
Special: Mighty, Small							
Melee Attack: Goblin Sword							
Damage		Special					
D6+2		-					


GOBLIN BACKSTABBERS 							3
Goblin, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	3	2	3	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		1		1	
Level	1 (3 models) 2 (5 models)		XP		1		
Preferred Environment: Any							
Special: Ambusher, Small							
Melee Attack: Shortsword							
Damage		Special					
D6		-					
Ranged Attack: Shortbow							
Short	Long	Damage	Special				
6	12	D6	-				

GOBLIN SHAMAN 							5
Goblin, Humanoid, Sorcerer							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	3	3	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		2	
Level	3 (1 model)		XP		2		
Preferred Environment: Any							
Special: Loot, Small, Sneaky							
Special Ability (Goblin Magic): At the start of their activation, the Goblin Shaman must roll a D6, and consult the Goblin Magic table below.							
Ranged Attack: Zap!							
Short	Long	Damage	Special				
12	-	2D3	Magical				
Melee Attack: Knife							
Damage		Special					
D3		-					

Goblin Magic Table	
D6	Result
1	Weird!: As soon as the Shaman's activation is complete, roll on the Unexpected Event table immediately.
2	Wizz-Bang!: All of the Shaman's Attacks this round gain the Lightning rule.
3	Double-Dealer: The Goblin Shaman performs its Ranged Attack twice this round.
4	Flashy Shield: Until the start of its next activation, the Goblin Shaman becomes a light source with a radius of 3", but gains +3 Armor Dice.
5	Scrappy Aura: The Shaman and all Goblin Adversaries within 6" gain +1 Strike until the end of the round.
6	Teleport!: Immediately move the Shaman 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.


GRIFFONS

Hunting from mountain ranges, griffons are reclusive predators. Part lion and part raptor, these avian carnivores are capable of flying off with prey nearly twice their size.

GRIFFON 							12
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	0	5	3	5	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		3	
Level	5 (1 model)					XP	4
Preferred Environment: Dungeon or Wilderness							
Special: Fearsome, Fly, Large							
Razor Beak: The first strike a Griffon makes in each Attack gains the Pierce (2) rule.							
Self-Preservation: Whenever a Griffon loses at least half its current Health from a single Attack, it immediately performs a free Move of 2D6" directly away from the attacker, using the Fly special rule. It will not move to within 1" an enemy using this Move, stopping short if engagement would be otherwise unavoidable.							
Melee Attack: Huge Claws							
Damage	Special						
D6+3	-						


HOBGOBLINS

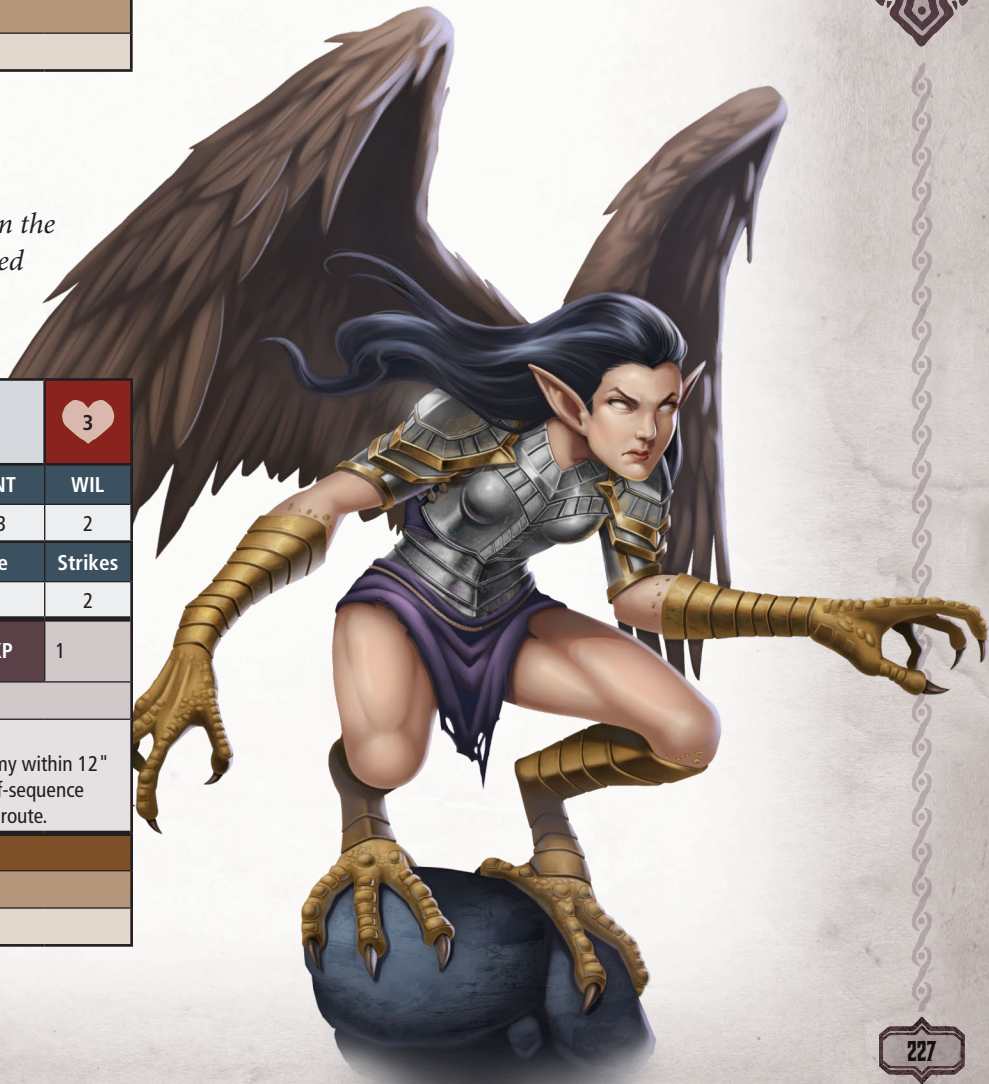
Slightly more sophisticated in their hatred of the civilized world than their lesser goblin kin, hobgoblins are imposing warriors that are drawn to conflict. While they will mostly fight for Shadow, some hobgoblins have developed a love of gold, making them ideal mercenaries.

HOBGOBLIN WARRIORS 							4
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		1	
Level	2 (3 models) 3 (5 models)					XP	1
Preferred Environment: Any							
Special: Defensive							
Melee Attack: Longsword							
Damage	Special						
D6+1	-						

HARPIES

Said to be born from the Fey Domain when the Nethering Gates fell, the harpies are believed to be elven women corrupted by Eyen's twisted wrath during the Unthroning.


HARPIES 							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	2	3	3	3	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	2 (3 models) 3 (5 models)					XP	1
Preferred Environment: Any							
Special: Ambusher, Craven, Fly							
Hypnotic Song: When a Harpy activates, the closest enemy within 12" must pass a WIL Test or be forced to perform a free, out-of-sequence Move directly towards the Harpy, by the shortest possible route.							
Melee Attack: Piercing Claws							
Damage	Special						
D6	Pierce (1)						








HUMANS


Of the various peoples across Aetha, humans are probably the most adaptable and diverse. Adventurers are bound to encounter humans serving in various positions, their alignments not always abundantly clear.


ASSASSIN  4						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	3	3	4	3	3	3
Type	Resistance	Armor Dice	Strikes			
Melee	1	1	2			
Level	3 (1 model)				XP	2
Preferred Environment: Any						
Special: Ambusher, Sneaky						
Assassin's Mark: The first time the Assassin enters play, randomly determine one Hero in the Party. That Hero is the Assassin's Mark. The Assassin will always move towards their mark if possible, ignoring other eligible targets unless there's no other choice (if the target is Out of Action or cannot be seen, the Assassin follows the usual activation procedure). When performing Attacks against the mark, the Assassin adds +D3 Damage, and always directs all their strikes against that target, even if there are other enemies in contact.						
Melee Attack: Assassin's Blade						
Damage	Special					
D6	Bleed					

BANDIT CAPTAIN  5						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	3	4	3	3	3	4
Type	Resistance	Armor Dice	Strikes			
Melee	1	2	2			
Level	3 (1 model + Entourage)				XP	2
Preferred Environment: Any						
Special: Ambusher, Bounty (D6), Entourage (Bandit Cutthroats x3)						
Bandit's Stash: During the game, make a note of how many Bandit models (Cutthroats, Targeteers and Captains) are removed as Casualties. Check at the end of each round. The first time this number reaches 4 or more, roll a D6. On a 1 or 2, the Traps rule is now in play for the rest of the game. On a 3+, however, immediately add D3 Treasure Chests to the board, no closer than 8" to a member of the Party, and no closer than 3" to another chest. This rule only applies once no matter how many Bandit Captains are in play, and will trigger even after the Captain is removed as a casualty.						
Melee Attack: Assassin's Blade						
Damage	Special					
D6+1	-					

BANDIT CUTTHROATS  3						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	3	3	3	3	3	3
Type	Resistance	Armor Dice	Strikes			
Melee	1	1	1			
Level	1 (3 models) 2 (5 models)				XP	1
Preferred Environment: Any						
Special: Ambusher, Bounty (D3)						
Melee Attack: Long Knife						
Damage	Special					
D6	-					

BANDIT TARGETEER  3						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	3	3	3	3	3	3
Type	Resistance	Armor Dice	Strikes			
Ranged	1	1	1			
Level	2 (3 models) 3 (5 models)				XP	1
Preferred Environment: Any						
Special: Ambusher, Bounty (D3)						
Ranged Attack: Crossbow						
Short	Long	Damage	Special			
8	24	D6+2	Pierce (1), Slow Reload			
Melee Attack: Dagger						
Damage	Special					
D3+1	-					

CULTISTS  3						
MEL	RNG	STR	AGI	DEF	INT	WIL
3	2	3	3	3	3	3
Type	Resistance	Armor Dice	Strikes			
Melee	1	1	1			
Level	1 (3 models) 2 (5 models)				XP	1
Preferred Environment: Any						
Special: Ambusher						
Zealot: At the start of a Cultist's activation, roll a D6. On a 1-2, they gain the Hate (Heroes) special rule. On a 3-4 their Attacks gain an extra D3 Damage. On a 5-6, they gain +1 Strike.						
Melee Attack: Ritual Dagger						
Damage	Special					
D3+1	-					

FALLEN PALADIN 							6
<i>Human, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	2	4	3	4	3	5	
Type		Resistance		Armor Dice		Strikes	
Melee		1		3		2	
Level	5 (1 model)				XP	3	
Preferred Environment: Any							
Special: Hate (Priests), Mighty, Resist (Magical, Poison)							
Melee Attack: Longsword							
Damage		Special					
D6+2		Unholy Smite: When this model scores a Mighty Blow, every enemy within 3" must pass a WIL Test or lose 1 Health point (ignoring Resistance). Enemies with the Priest rule lose D3 Health instead.					

ROGUE WIZARD 							5
<i>Human, Humanoid, Sorcerer</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	3	3	4	5	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	4 (1 model)				XP	3	
Preferred Environment: Settlement or Wilderness							
Special: Loot Special Ability (Wild Magic): At the start of their activation, the Rogue Wizard must roll a D6, and consult the Wild Magic table below.							
Ranged Attack: Magic Bolt							
Short	Long	Damage	Special				
12	-	3D3	Magical, Spell (Direct Damage: Ranged)				
Melee Attack: Knife							
Damage		Special					
D3		-					

Wild Magic Table	
D6	Result
1	Weird! : As soon as the Rogue Wizard's activation is complete, roll on the Unexpected Event table immediately.
2	Elementalist (Fire) : All of the Rogue Wizard's Attacks this round gain the Fire rule.
3	Elementalist (Ice) : All of the Rogue Wizard's Attacks this round gain the Chill rule.
4	Elementalist (Earth) : The Rogue Wizard gains +2 Resistance until the start of their next activation.
5	Elementalist (Air) : The Rogue Wizard gains the Ethereal and Fly rules until the start of their next activation.
6	Teleport! : Immediately move the Rogue Wizard 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.


TOWN GUARD 							3
<i>Human, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Settlement							
Special: Guard Lantern: While the Darkness rules are in play, this model counts as a source of Light with a 6" radius.							
Melee Attack: Spear							
Damage		Special					
D6		Pierce (1)					

GUARD CAPTAIN 							5
<i>Human, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	4	4	3	4	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		1	
Level	4 (1 model + Entourage)				XP	3	
Preferred Environment: Settlement							
Special: Entourage (Town Guard x3)							
Melee Attack: Sword							
Damage		Special					
D6+1		-					
Ranged Attack: Shortbow							
Short	Long	Damage	Special				
6	12	D6	-				

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX


HYDRAS


Legends say that the old god Corsa, maiden of the waves, chose for her mortal champion a many-headed serpent from the darkest depths of the sea. Whether or not this was the true origin of the hydra matters not, because no one that has seen a hydra has lived to tell about it, so they remain a creature of myth.

HYDRA 							18
Monster							
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	0	5	3	5	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		5	
Level	6 (1 model)				XP	5	
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Fearsome, Huge, Resist (Magical), Stomp Many-Headed: Each time the Hydra suffers 3 or more Damage from a single strike, roll a D6. On a 4+, the Hydra loses 1 of its Strikes for the remainder of the game (to a minimum of 1).							
Melee Attack: Bite							
Damage		Special					
D6+3		-					

KOBOLDS

Believing themselves to be distant relatives of dragons, kobolds are cowardly worshippers of their mightier kin. These diminutive reptilian monsters lurk in caves along the coasts and damp marshlands. They strike from the shadows and flee back to them when battle breaks out.


KOBOLD ARCHERS 							2
Kobold, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	3	2	4	2	2	2	
Type		Resistance		Armor Dice		Strikes	
Ranged		0		1		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Wilderness							
Special: Craven, Numberless, Small							
Ranged Attack: Shortbow							
Short	Long	Damage	Special				
6	12	D6	-				
Melee Attack: Dagger							
Damage		Special					
D3		-					


KOBOLD SKIRMISHERS 							2
Kobold, Humanoid							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	4	2	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		1		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Wilderness							
Special: Ambusher, Craven, Numberless, Small							
Melee Attack: Dagger							
Damage		Special					
D3		-					
Ranged Attack: Sling							
Short	Long	Damage	Special				
8	-	D3+1	-				



LIZARDFOLK

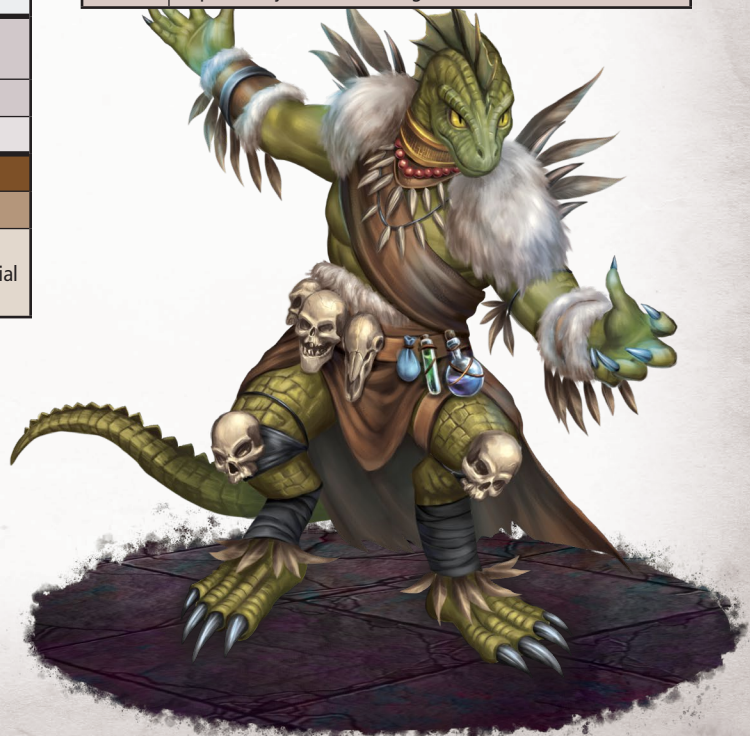
Ancient dwellers of the deep jungles on Laustreal, the lizardfolk have since migrated to the swamplands of Guyen on Noveth. While they prefer the watery ruins of their home, they are known to venture into unfamiliar lands to seek out lost artifacts tied to their mysterious gods.

LIZARDFOLK ARCHERS 							3
<i>Humanoid, Reptilian</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	2	3	2	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		1		1	
Level	2 (3 models) 3 (5 models)		XP		1		
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Regenerate Health (1)							
Ranged Attack: Bow							
Short	Long	Damage	Special				
8	16	D6	-				
Melee Attack: Dagger							
Damage		Special					
D3+1		-					

LIZARDFOLK BRAVE 							3
<i>Humanoid, Reptilian</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	2	3	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		2	
Level	2 (3 models) 3 (5 models)		XP		1		
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Regenerate Health (1)							
Melee Attack: Spiked Club							
Damage		Special					
D6		Spiked Shield: If this model's first strike of the round hits, the second strike gains the Hack special rule.					

LIZARDFOLK SHAMAN 							4
<i>Humanoid, Reptilian, Sorcerer</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	2	4	4	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		1		1	
Level	3 (1 model)		XP		1		
Preferred Environment: Dungeon or Wilderness							
Special: Amphibious, Loot, Regenerate Health (1)							
Special Ability (Nature Magic): At the start of their activation, the Shaman must roll a D6, and consult the Nature Magic table below.							
Ranged Attack: Firebolt							
Short	Long	Damage	Special				
12	-	D6+2	Fire, Magical, Spell (Direct Damage: Ranged).				
Melee Attack: Ritual Dagger							
Damage		Special					
D3+1		Bleed					

Nature Magic Table	
D6	Result
1	Weird! : As soon as the Shaman's activation is complete, roll on the Unexpected Event table immediately.
2-3	Shapeshift : Replace the Shaman with a Crocodile (page 215), centering the Crocodile's base over the Shaman's. The Shaman now uses the Crocodile profile and Attacks. At the start of each subsequent activation, roll a D6—on a 1 or 2, the Shaman remains in Crocodile form. On a 3+, it reverts back to its shaman form (but does not roll on this table that round).
4	Tangling Thorns : All enemies within 3" of the Shaman (if any) must pass a STR Test or become Pinned.
5	Dragon's Breath : the Shaman's Ranged Attack gains the Blast (2") special rule this round.
6	Hot-Blooded : The Shaman and all Adversaries with the Reptilian keyword within 6" gain +1 Strike this round.




- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



MANTICORES

Some might consider the manticore the first monster that was unleashed on the world. With a human-like visage, a manticore's body is made up of a lion with dragon-like wings. Some also have spikes along their spine and barbed tails that hold deadly venom.

MANTICORE 						14
Monster						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	0	5	3	4	2	4
Type		Resistance		Armor Dice		Strikes
Melee		1		-		3
Level	6 (1 model)				XP	5
Preferred Environment: Dungeon or Wilderness						
Special: Fly, Large, Terrifying						
Melee Attack: Teeth and Claws						
Damage		Special				
D6+2		Sting in the Tail: Roll a Critical die alongside this model's Attacks. It does not score Mighty Blows or Fumbles, but instead if the Attack hits and the Critical die scores a 6, the strike adds an extra D3 Damage and gains the Poison rule.				


MINOTAURS

From the deep temples below the deserts of Xe'dann, minotaurs are guardians of ancient secrets. Some say they watch the very gates to the Abyss, but it is more widely believed that they guard magical portals that allow them to move across the world underground, protecting all paths that lead to their shrines.

MINOTAUR 						9
Monster						
MEL	RNG	STR	AGI	DEF	INT	WIL
5	0	4	2	5	1	3
Type		Resistance		Armor Dice		Strikes
Melee		2		-		3
Level	4 (1 model)				XP	3
Preferred Environment: Dungeon						
Special: Fearsome, Large, Reckless Charge						
Blood Rage: When a Minotaur makes an enemy a casualty, it is so overcome with rage that it suffers Disadvantage on all its rolls until the end of its next activation.						
Bull Charge: When targeting a model with the Taunting condition, a Minotaur adds D6 Damage and the Push (D6) special rule to its strikes.						
Melee Attack: Massive Axe						
Damage		Special				
D6+2		-				

MIMICS


These shapeshifters are an oddity that tend to take on the form of inanimate objects in order to trick their prey. Many stories circulate among adventurers about treasure chests filled with teeth, biting off appendages.

MIMIC 						4
Monster						
MEL	RNG	STR	AGI	DEF	INT	WIL
4	1	4	1	3	1	1
Type		Resistance		Armor Dice		Strikes
Melee		1		3		1
Level	Special (1 model)—See Dungeon Traps , page 103				XP	2
Preferred Environment: Dungeon						
Special: Immobile						
Melee Attack: Toothy Maw						
Damage		Special				
D6+3		-				



NAGAS


Deep beneath the Racivic Sea lies a sunken empire that was once ruled by the naga. Reclusive serpents, the naga are a mystery to most, only venturing from the shadows when their lairs are threatened. They are guardians by nature, and they protect the secrets of their past with their eternal lives.

NAGA 							16
<i>Monster, Reptilian, Sorcerer</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	4	3	4	5	5	
Type	Resistance	Armor Dice	Strikes				
Melee	1	-	1				
Level	5 (1 model)					XP	4
Preferred Environment: Any							
Special: Immunity (Petrify, Poison), Large, Mighty, Nightvision							
Special Ability (Nature Magic): At the start of its activation, the Naga must roll a D6, and consult the Nature Magic table below.							
Melee Attack: Poison Bite							
Damage	Special						
2D6	Poison						

Nature Magic Table	
D6	Result
1	Weird!: As soon as the Naga's activation is complete, roll on the Unexpected Event table immediately.
2-3	Poison Curse: This is a free Ranged Attack, with a range of 12", inflicting D6+2 Damage, with the Poison and Magical rules.
4-5	Petrify: The closest enemy within 8" and Line of Sight must pass a WIL Test or become Petrified.
6	Preternatural Alacrity: The Naga gains the Quick special rule until the end of the round.


OGRES


Not known for their intelligence or quickness, ogres are a slow, lumbering folk that get by on strength alone. While most ogres live alone in the wilds, some have found honest work in the civilized world. However, more often than not, ogres resort to raiding and bullying those smaller than them.

OGRE 							7
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	5	1	4	2	4	
Type	Resistance	Armor Dice	Strikes				
Melee	1	2	2				
Level	3 (1 model)					XP	3
Preferred Environment: Any							
Special: Large, Mighty							
Melee Attack: Massive Club							
Damage	Special						
D6+2	Bludgeon						

OOZES

Believed by some to be a "flood from the Abyss," oozes thrive in damp and dark environments where they can grow in size by feeding off any unwary lifeform that crosses their path.


LESSER OOZES 							4
<i>Jelly, Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	2	4	1	3	
Type	Resistance	Armor Dice	Strikes				
Melee	2	-	1				
Level	3 (3 models) 4 (5 models)					XP	1
Preferred Environment: Dungeon							
Special: Wallcrawler, Weakness (Chill)							
Gelatinous: If this model is Damaged by a Melee Attack but not removed as a casualty, the Attacker must pass a STR Test or become Exposed.							
Melee Attack: Corrosive Touch							
Damage	Special						
D6	Pierce (3)						


GREATER OOZE 							7
<i>Jelly, Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	2	4	1	3	
Type	Resistance	Armor Dice	Strikes				
Melee	2	-	3				
Level	3 (1 model)					XP	2
Preferred Environment: Dungeon							
Special: Wallcrawler, Weakness (Chill)							
Gelatinous: If this model is Damaged by a Melee Attack but not removed as a casualty, the Attacker must pass a STR Test or become Exposed.							
Melee Attack: Corrosive Touch							
Damage	Special						
D6	Pierce (3)						





ORCS

Born from Shadow, the orcs are a result of corruption twisting the minds and bodies of the warrior tribes on Suthek during the Nether Wars. Embodying rage and battle lust, orcs live for conflict and cannot be reasoned with. They have a particular disdain for half-orcs, who they consider to be a perversion of their kind.

ORC ARCHERS 							3
<i>Orc, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	2	4	2	3	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level		2 (3 models) 3 (5 models)		XP		1	
Preferred Environment: Any							
Special: None							
Ranged Attack: Bow							
Short	Long	Damage	Special				
8	16	D6	-				
Melee Attack: Dented Sword							
Damage		Special					
D6		-					


ORC BERSERKERS 							3
<i>Orc, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	2	4	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		1	
Level		2 (3 models) 3 (5 models)		XP		1	
Preferred Environment: Any							
Special: Reckless Charge							
Melee Attack: Great Axe							
Damage		Special					
D6+1		Hack					

ORC MARAUDERS 							4
<i>Orc, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	4	2	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level		3 (3 models) 4 (5 models)		XP		2	
Preferred Environment: Any							
Special: None							
Melee Attack: Great Axe							
Damage		Special					
D6+2		Hack					

ORC SHAMAN 							6
<i>Orc, Humanoid, Sorcerer</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	2	4	3	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level		4 (1 model)		XP		3	
Preferred Environment: Any							
Special: Loot							
Special Ability (Orc Magic): At the start of their activation, the Orc Shaman must roll a D6, and consult the Orc Magic table below.							
Ranged Attack: Magic Bolt							
Short	Long	Damage	Special				
12	-	3D3	Magical, Spell (Direct Damage: Ranged).				
Melee Attack: Vicious Blade							
Damage		Special					
D6		-					


Orc Magic Table	
D6	Result
1	Weird!: As soon as the Shaman's activation is complete, roll on the Unexpected Event table immediately.
2	Boom!: The Shaman's Ranged Attack this round gains the Blast (3") rule.
3	Fierce Gaze: The closest enemy within Line of Sight must pass a WIL Test or become Exposed.
4	Glowing Aura: Until the start of its next activation, the Orc Shaman becomes a light source with a radius of 3". In addition, the Shaman and all friendly models within 3" gain +2 Armor Dice for the Aura's duration.
5	Blood Rage: The Shaman and all Orc Adversaries within 6" add +1 Damage to their Attacks until the end of the round.
6	Teleport!: Immediately move the Shaman 3D6" directly towards a randomly determined Spawn Point (or Objective if there are no Spawn Points in play), using the Teleport rule. Then complete a full activation as normal.

ORC WARLORD 							6
<i>Orc, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	2	4	2	5	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		1		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Loot, Master, Mighty							
Lead from the Front: If the Orc Warlord inflicts any Damage on an enemy Hero during its activation, all Orc Adversaries within 12" gain Advantage on their Attacks for the rest of the round.							
Melee Attack: Big Axe							
Damage		Special					
D6+2		Hack					

ETTIN 							8
<i>Orc, Humanoid, Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	5	1	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Acute Senses, Fearsome, Large							
Focused Attack: If the Ettin's first strike in an activation successfully hits, the second strike gains Advantage to the Attack roll.							
Melee Attack: Huge Club							
Damage		Special					
D6+2		-					


OWLBEARS

The first owlbears came to Aetha when the Nethering Gates were breached. They escaped from the Fey Domain and found a new home in the wilds of Noveth, most notably with the elves in Lohkrest Woods. They are fearsome predators and protective of their hunting territory.

OWLBEAR 							9
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	0	5	3	4	4	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	5 (1 model)				XP	4	
Preferred Environment: Wilderness							
Special: Acute Senses, Fearsome, Large							
Razor Beak: The first strike an Owlbear makes in each Attack gains the Pierce (2) rule.							
Melee Attack: Huge Claws							
Damage		Special					
D6+2		-					

TROGLODYTES

Commonly found in the swamps of Guyen and any damp cave where filth collects, troglodytes are ruthless brutes that will consume anything, retching back up whatever they cannot stomach.

TROGLODYTES 							3
<i>Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	1	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		1	
Level	2 (3 models) 3 (5 models)				XP	1	
Preferred Environment: Dungeon							
Special: Ambusher, Nightvision							
Melee Attack: Claws							
Damage		Special					
D6+1		-					




- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX




TROLLS


Nightmarish monstrosities, trolls are nasty monsters that are prone to mutations due to their regenerative capabilities. They have insatiable appetites and oftend devour anything they get their wicked hands on.


TROLL 							8
Monster							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	1	5	1	2	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Fearsome, Large, Regenerate Health (D3)							
Melee Attack: Troll Strike							
Damage	Special						
D6+3	-						


UNDEAD


Mortal obsession with death has led to many forays into necromancy, especially by Xe'danni priests in their deep temples. The undead have always been a scourge on the world, and the Shadow has gained a great foothold on the world through fear of death.


BANSHEES 							5
Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	2	2	3	3	5	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	2 (1 model) 4 (3 models) 6 (5 models)				XP	2	
Preferred Environment: Any							
Special: Ethereal, Immunity (Bleed)							
Ranged Attack: Wail							
Short	Long	Damage	Special				
8	-	D6+1	Magical, Wail of the Banshee: This attack ignores Resistance. However, the target deducts their current WIL from the rolled Damage. If the target takes any Damage from this attack, they must take a Morale check.				
Melee Attack: Chill Touch							
Damage	Special						
D3+1	Chill						

GHAST 							4
Humanoid, Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Immunity (Poison), Nightvision							
Eaters of the Dead: Any Hero taken Out of Action by a Ghast automatically loses 1 Fate point.							
Noxious Fume: Any enemy within 3" of a Ghast when it activates must pass a DEF Test or become Poisoned.							
Melee Attack: Diseased Claws							
Damage	Special						
D6	Tomb Rot: Any model Damaged by this Attack must pass a DEF Test or become Diseased.						


GHOSTS 							3
Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	2	2	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	2 (3 models) 4 (5 models)				XP	1	
Preferred Environment: Any							
Special: Ethereal, Immunity (Bleed)							
Melee Attack: Chill Touch							
Damage	Special						
D3+1	Chill						

GHOULS 							3
Humanoid, Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		1	
Level	4 (5 models)				XP	1	
Preferred Environment: Any							
Special: Immunity (Poison), Nightvision							
Eaters of the Dead: Any Hero taken Out of Action by a Ghoul automatically loses 1 Fate point.							
Melee Attack: Diseased Claws							
Damage	Special						
D6	Tomb Rot: Any model Damaged by this Attack must pass a DEF Test or become Diseased.						

LICH 							5
Humanoid, Sorcerer, Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	3	4	5	3	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	5 (1 model +Entourage)				XP	4	
Preferred Environment: Dungeon							
Special: Entourage (Skeleton Warriors x5), Loot							
Special Ability (Lich Magic): At the start of their activation, the Lich must roll a D6, and consult the Lich Magic table below.							
Ranged Attack: Magic Bolt							
Short	Long	Damage	Special				
6	12	3D3	Magical, Spell (Direct Damage: Ranged).				
Melee Attack: Ancient Blade							
Damage		Special					
D6		-					

LICH LORD 							8
Humanoid, Sorcerer, Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	3	5	6	4	
Type		Resistance		Armor Dice		Strikes	
Ranged		1		-		1	
Level	7 (1 model +Entourage)				XP	6	
Preferred Environment: Dungeon							
Special: Entourage (Skeleton Warriors x5), Loot, Master, Mighty							
Special Ability (Lich Magic): At the start of their activation, the Lich must roll a D6, and consult the Lich Magic table below.							
Ranged Attack: Magic Bolt							
Short	Long	Damage	Special				
6	12	3D3	Magical, Spell (Direct Damage: Ranged).				
Melee Attack: Ancient Blade							
Damage		Special					
D6		-					

Lich Magic Table	
D6	Result
1	Curse of Ages: Any model hit by the Lich's Attacks this round (whether or not it suffers Damage) receives the Exposed condition.
2	Dark Ward: The Lich gains 3 Armor Dice until the start of their next activation.
3	Deathly Vigor: All Undead Adversaries within 6" of the Lich restore D3 Health points. If there are no Undead Adversaries in range, this result becomes Dark Ward instead.
4	Summoning: D3 randomly determined Undead models in the Reserve Pool automatically Spawn. Then, all Undead models in the Graveyard move to the Reserve Pool.
5	Face of Death: The Lich is Fearsome until the start of their next activation.
6	Vengeful Dead: All Undead Adversaries within 6" of the Lich gain +1 Strike until the end of the round.

MUMMIES 							4
Humanoid, Undead							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	4	2	5	1	5	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		2	
Level	2 (1 model) 3 (3 models) 5 (5 models)				XP	2	
Preferred Environment: Any							
Special: Immunity (Poison), Shambling, Weakness (Fire)							
The Mummy's Curse: A model that successfully Damages a Mummy must immediately pass a WIL Test or become Slowed.							
Melee Attack: Bandaged Fists							
Damage		Special					
D6+2		-					



- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



APPRENTICE NECROMANCER

Humanoid, Human, Sorcerer

5

MEL	RNG	STR	AGI	DEF	INT	WIL
2	2	3	3	3	4	4
Type		Resistance		Armor Dice		Strikes
Ranged		1		-		1

Level	3 (1 model +Entourage)	XP	3
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Preferred Environment: Any

Special: Entourage (Zombies x3)*

***Necromancer's Entourage (Zombies x3):** A Necromancer's Zombie Entourage always start the game in the Reserve pool, and may only Spawn when the Necromancer is in play. Any of these Zombies that Spawn will appear in contact with the Necromancer (or as close as possible). However, when the Necromancer is removed as a casualty, Zombies from the Entourage will no longer Spawn.

Locus of the Undead: Any Necromancers in play must activate before any Undead Adversaries.

Special Ability (Necromantic Magic): At the start of their activation, the Necromancer must roll a D6, and consult the Necromantic Magic table below.

Ranged Attack: Magic Bolt			
Short	Long	Damage	Special
12	-	D6	Magical, Spell (Direct Damage: Ranged).
Melee Attack: Ritual Knife			
Damage		Special	
D3		-	

MASTER NECROMANCER

Humanoid, Human, Sorcerer

7

MEL	RNG	STR	AGI	DEF	INT	WIL
2	3	3	3	4	5	4
Type		Resistance		Armor Dice		Strikes
Ranged		2		-		1

Level	5 (1 model +Entourage)	XP	5
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Preferred Environment: Any

Special: Entourage (Zombies x5)*, Loot

***Necromancer's Entourage (Zombies x5):** A Necromancer's Zombie Entourage always start the game in the Reserve pool, and may only Spawn when the Necromancer is in play. Any of these Zombies that Spawn will appear in contact with the Necromancer (or as close as possible). However, when the Necromancer is removed as a casualty, Zombies from the Entourage will no longer Spawn.


Locus of the Undead: Any Necromancers in play must activate before any Undead Adversaries.


Special Ability (Necromantic Magic): At the start of their activation, the Necromancer must roll a D6, and consult the Necromantic Magic table below.


Ranged Attack: Cursed Bolt			
Short	Long	Damage	Special
12	-	D6+3	Magical, Spell (Direct Damage: Ranged).
Melee Attack: Ritual Knife			
Damage		Special	
D3		-	


Necromantic Magic Table	
D6	Result
1	Withering Curse: Any model hit by the Necromancer's Ranged Attack this round (whether or not it suffers Damage) receives the Exposed condition.
2	Dark Ward: The Necromancer gains 3 Armor Dice until the start of their next activation.
3	Deathly Vigor: All Undead Adversaries within 6" of the Necromancer restore D3 Health points. If there are no Undead Adversaries in range, this result becomes Dark Ward instead.
4	Summoning: D3 Undead models in the Reserve Pool automatically Spawn (these will always be Zombies, unless there are no Zombies in the Reserve Pool, in which case the players may choose). Then, all Undead models in the Graveyard move to the Reserve Pool.
5	Face of Death: The Necromancer is Fearsome until the start of their next activation.
6	Vengeful Dead: All Undead Adversaries within 6" of the Necromancer gain +1 Strike until the end of the round.



SKELETON ARCHERS 							3
<i>Undead</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	2	2	1	2	
Type		Resistance		Armor Dice		Strikes	
Ranged		0		1		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Any							
Special: Immunity (Bleed)							
Ranged Attack: Ancient Bow							
Short	Long	Damage	Special				
8	16	D6	-				
Melee Attack: Rusty Dagger							
Damage		Special					
D3+1		-					

SKELETON WARRIORS 							3
<i>Undead</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	2	2	1	2	
Type		Resistance		Armor Dice		Strikes	
Melee		0		1		1	
Level	1 (3 models) 2 (5 models)				XP	1	
Preferred Environment: Any							
Special: Immunity (Bleed)							
Melee Attack: Rusty Blade							
Damage		Special					
D6		-					

UNHOLY KNIGHTS 							4
<i>Humanoid, Undead</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
5	2	3	3	3	2	2	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		2	
Level	2 (1 model) 3 (3 models) 4 (5 models)				XP	2	
Preferred Environment: Any							
Special: Immunity (Bleed)							
Creatures of Darkness: While an Unholy Knight is under the effect of Darkness, it gains Advantage to its Tests.							
Melee Attack: Hellfire Sword							
Damage		Special					
D6+1		Fire					



VAMPIRE FLEDGLING 							6
<i>Humanoid, Undead</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	3	4	4	4	4	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	4 (1 model)				XP	3	
Preferred Environment: Any							
Special: Fearsome, Immunity (Bleed), Mighty, Nightvision, Quick, Resist (Poison), Weakness (Fire)							
Creature of Darkness: While a Vampire is under the effect of Darkness, it gains Advantage to its Tests.							
Melee Attack: Vampiric Strike							
Damage		Special					
D6+1		Absorb Health					



VAMPIRE LORD 							7
<i>Humanoid, Sorcerer, Undead</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
6	3	5	5	5	5	6	
Type		Resistance		Armor Dice		Strikes	
Melee		2		1		2	
Level	6 (1 model)				XP	5	
Preferred Environment: Any							
Special: Fearsome, Immunity (Bleed), Loot, Mighty, Nightvision, Quick, Resist (Poison), Weakness (Fire)							
Creature of Darkness: While a Vampire is under the effect of Darkness, it gains Advantage to its Tests.							
Special Ability (Vampire Magic): At the start of its activation, the Vampire must roll a D6, and consult the Vampire Magic table below.							
Melee Attack: Vampiric Strike							
Damage		Special					
D6+2		Absorb Health					



Vampire Magic Table	
D6	Result
1	Bat! : The Vampire gains the Fly special rule for the remainder of the round.
2	Mist Form : The Vampire gains the Ethereal special rule until the start of its next activation.
3	Vampiric Drain : Target the closest enemy within 8" and Line of Sight. That model must pass a STR Test or lose D3 Health (ignoring Resistance). If the target loses any Health points, the Vampire restores 1 Health.
4	Dark Ward : The Vampire gains 3 Armor Dice until the start of its next activation.
5	Hypnotic Gaze : The closest enemy model within 8" and Line of Sight takes a WIL Test. If the Test is failed, the target immediately performs an out-of-sequence Move towards the nearest unactivated Adversary, by the most direct route possible.
6	Summon the Night : The Darkness rules are now in effect until the start of the Vampire's next activation. If the Darkness rules are already in effect, this result becomes Vampiric Drain instead.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



WIGHTS 							4 
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	4	3	4	3	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	3 (1 model) 5 (3 models) 7 (5 models)		XP		2		
Preferred Environment: Any							
Special: Immunity (Bleed, Poison) Creatures of Darkness: While a Wight is under the effect of Darkness, it gains Advantage to its Tests. Gravelord: While any Wights are in play, the first Undead model that rolls to Spawn each round adds +1 to its Spawn value.							
Melee Attack: Ancient Blade							
Damage		Special					
D6+1		Absorb Health					
Ranged Attack: Life Drain							
Short	Long	Damage	Special				
8	-	2D3+1	Absorb Health, Magical, Spell (Direct Damage: Ranged)				

WRAITHS 							4 
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	3	3	3	4	4	
Type		Resistance		Armor Dice		Strikes	
Melee		1		1		2	
Level	2 (1 model) 4 (3 models) 6 (5 models)		XP		2		
Preferred Environment: Any							
Special: Ethereal, Fearsome, Immunity (Bleed) Creatures of Darkness: While a Wraith is under the effect of Darkness, it gains Advantage to its Tests.							
Melee Attack: Life Drain							
Damage		Special					
D6+1		Absorb Health					



ZOMBIES 							3 
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	0	2	2	3	1	1	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		1	
Level	1 (3 models) 2 (5 models)		XP		1		
Preferred Environment: Any							
Special: Immunity (Bleed), Shambling Zombie Horde: Zombies are Fearsome if there are at least two other Zombies within 3". Go For the Head!: When attacking a Zombie, any roll to hit of a double-6 ignores the Zombie's Resistance.							
Melee Attack: Grasping Hands							
Damage		Special					
D6		-					

ZOMBIE OGRE 							7 
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	1	4	1	1	
Type		Resistance		Armor Dice		Strikes	
Melee		1		2		2	
Level	4 (1 model)		XP		3		
Preferred Environment: Any							
Special: Immunity (Bleed), Large, Mighty, Shambling Go For the Head!: When attacking a Zombie Ogre, any roll to hit of a double-6 ignores the Zombie Ogre's Resistance.							
Melee Attack: Massive Club							
Damage		Special					
D6+2		Bludgeon					





WEREWOLVES

The old god *Syrina*, the *Huntress*, plagued the world with *lycanthropy*. In the final moments of her reign before the *Unthroning*, she breathed a curse upon the world—a curse that would not let her mortal children forget their predatory instincts. Werewolves are the most common *lycanthropes*.

WEREWOLVES 							 5
<i>Beast, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	4	3	4	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	2 (1 model) 4 (3 models) 6 (5 models)			XP	2		
Preferred Environment: Wilderness							
Special: Acute Senses, Pack Hunter, Quick							
Creatures of Darkness: While a Werewolf is under the effect of Darkness, it gains Advantage to its Tests.							
Melee Attack: Wolf Claws							
Damage		Special					
D6+1		Bleed					

YETIS

The *Far Reach* is a frozen wasteland that few living things can survive. However, it is here that the yetis thrive. Stalking hunters, the yeti prefer high altitudes and cold temperatures, their presence making mountains and icy tundras that much more deadly. However, they are known to travel far in search of new food sources.

YETI 							 8
<i>Monster</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	5	3	5	2	4	
Type		Resistance		Armor Dice		Strikes	
Melee		2		-		3	
Level	5 (1 model)			XP	4		
Preferred Environment: Any							
Special: Acute Senses, Fearsome, Large, Resist (Chill), Weakness (Fire)							
Melee Attack: Frostclaws							
Damage		Special					
D6+2		Chill					
Ranged Attack: Cold Breath							
Short	Long	Damage	Special				
8	-	D6	Blast (2"), Chill				

OPTIONAL RULE: LYCANTHROPY

If all the players agree, Werewolves can spread their hideous curse to the Heroes during an adventure! Any Hero taken Out of Action by a Werewolf Attack must take a DEF Test when the game ends. If the Test is failed, the Hero loses 1 Fate point permanently (to a minimum of 1), but is now a Werewolf. Once during each adventure, the Hero may Shapeshift, taking on the form below until they spend a Special Action to return to their normal form. In Werewolf form, the Hero cannot use any Spells, Miracles, equipment, or special abilities they otherwise possess, but shares their Health and Fate values with the alternate form. Unfortunately, such is the stigma of Lycanthropy that the Hero has Disadvantage on all rolls to find Rare goods and services in Settlements from now on.

Of course, if that initial DEF Test is passed, the Hero is alright nowwwwooooo...

WEREWOLF FORM							 *
<i>Beast, Humanoid</i>							
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	0	4	3	4	2	3	
Type		Resistance		Armor Dice		Strikes	
Melee		1		-		2	
Level	As Hero						
Preferred Environment: Wilderness							
Special: Acute Senses, Pack Hunter, Quick							
Heroic: Health and Fate values equal to Hero's attributes.							
Creatures of Darkness: While a Werewolf is under the effect of Darkness, it gains Advantage to its Tests.							
Melee Attack: Wolf Claws							
Damage		Special					
D6+1		Bleed					



FOLLOWERS

The Followers available to a Party are detailed here. Followers come in two types; **Hireling** or **Ally**. Hireling Followers can be retained after an adventure ends by paying their retainer fee. Ally Followers cannot be retained—these Followers are usually acquired during special events, and join the Party only for a single adventure.

Note that recruitment costs are listed in the special locations where Followers are typically found.

For one-off games, you may recruit any of these Followers to the Party, using their Level as a guide, as described on page 49.

APOTHECARY							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	3	2	3	4	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		-		1	
Level	3	Retainer (Gold)				9	
Healer: As an Action, the Apothecary may target a friendly model within 2" and Line of Sight. Take an INT Test. If the Test is passed, the target model restores D3+1 Health.							
Melee Attack: Surgical Blade							
Damage		Special					
D3		-					

ARCHER							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	4	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		1		1	
Level	2	Retainer (Gold)				8	
Marksman: An Archer may perform the Aimed Shot Combat Option as if they were a Hero.							
Melee Attack: Dagger							
Damage		Special					
D3		-					
Ranged Attack: Bow							
Short	Long	Damage	Special				
8	18	D6	-				

DJINN							6
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	4	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Ally		2		-		2	
Level	5	Retainer (Gold)				N/A	
Preferred Environment: Any							
Special: Immunity (Bleed, Poison), Intangible, Large Wishmaster: Once per round, while within 3" of this model, the Djinn's Patron may beseech it to grant a wish. The patron Hero takes a WIL Test as a Free Action—if the Test is passed, they may choose to either: Restore 1 Fate point; restore D6 Health points; remove one condition; or grant the Focused condition.							
Melee Attack: Mystic Punch							
Damage		Special					
D6+2		Magical					

CONSTABLE							4
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	2	3	4	4	4	4	
Type		Resistance		Armor Dice		Strikes	
Ally		1		1		2	
Level	3	Retainer (Gold)				N/A	
Arrest: When in contact with an enemy with the Staggered or Stunned condition, the Constable may spend an Action to automatically remove that model from play as a casualty.							
Melee Attack: Sword							
Damage		Special					
D6		-					
Ranged Attack: Throwing Knife							
Short	Long	Damage	Special				
6	-	D6	Hurl, Momentum				

FOOTPAD							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	4	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		-		2	
Level	3	Retainer (Gold)				6	
<p>Light-Fingered: If the Footpad began the activation Hidden, they may attempt to rob an engaged enemy as an Action. Take an AGI Test, at Disadvantage if the target model has a higher AGI than the Footpad. If successful, the target gains the Exposed condition, and this model receives D6 Gold. Any Gold acquired in this way is given to the Footpad's Patron at the end of the game (as long as the Footpad survives). This ability cannot be used on Beasts or Monsters, who generally have nothing to steal!</p> <p>Stealthy: When this model has the Hidden condition, each time it completes a Run, Attack, or Action, it may take an AGI Test. If the Test is passed, the Hidden condition is not removed. If the Footpad is under the effect of Darkness, this Test is automatically passed.</p>							
Melee Attack: Dagger							
Damage		Special					
D3		-					
Ranged Attack: Throwing Knife							
Short	Long	Damage	Special				
6	-	D6	Hurl, Momentum				

GUARD							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		1		1	
Level	2	Retainer (Gold)				5	
<p>Special: Bodyguard (Patron Hero)</p> <p>Lantern: While the Darkness rules are in play, this model may activate or deactivate the lantern as an Action. While activated, the model counts as a source of Light with a 6" radius.</p>							
Melee Attack: Spear							
Damage		Special					
D6		Pierce (1), Support					

HALFLING COOK							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	2	2	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		0		-		1	
Level	3	Retainer (Gold)				5	
<p>Special: Small</p> <p>Hot Pies: Friendly models within 3" of the Halfling Cook may spend an Action to either restore D3 Health, or remove the Staggered condition.</p> <p>Chuck Wagon: While the Halfling Cook is in the Party, all Retainers (except for the Halfling's own) are reduced by -2 Gold each.</p>							
Melee Attack: Chef's Knife							
Damage		Special					
D3+1		Pierce (1)					

INNKEEPER							4
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	4	2	4	3	3	
Type		Resistance		Armor Dice		Strikes	
Ally		1		-		1	
Level	3	Retainer (Gold)				N/A	
<p>Mine's a Pint: Any Hero within 3" of the Innkeeper may spend an Action to suffer -1 MEL, RNG and AGI, but +1 Resistance and Strength Bonus, for the rest of the round.</p>							
Melee Attack: Chef's Knife							
Damage		Special					
D3+1		Bludgeon					

MAN-AT-ARMS							5
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	4	3	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		2		1	
Level	3	Retainer (Gold)				9	
<p>Special: None</p>							
Melee Attack: Sword							
Damage		Special					
D6		-					
Ranged Attack: Crossbow Pistol							
Short	Long	Damage	Special				
6	12	D6	Pierce (1), Slow Reload				

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



MINSTREL							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	3	3	4	4	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		-		1	
Level	3	Retainer (Gold)				7	
<p>Discordant Song: As an Action, the Minstrel strikes up a melody that confounds the enemy and enervates their friends. For the rest of the round, friendly models within 3" of the Minstrel gain a +1 bonus to their Tests, while enemy models within 3" gain a -1 penalty to theirs.</p> <p>Chorus: While within 6" of a friendly Bard, the Minstrel may perform any of that Bard's Bardic Songs as if it were their own. If a Bardic Song requires the expenditure of Fate, the Minstrel may use the target Bard's Fate store.</p>							
Melee Attack: Poniard							
Damage		Special					
D3		-					

SCOUT							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	3	3	4	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		1		1	
Level	3	Retainer (Gold)				10	
<p>Pathfinder: See Ranger rules on page 56.</p> <p>Journeyman: While the Scout is in the Party, you may reroll one Journey Event in each Campaign Turn.</p>							
Melee Attack: Shortsword							
Damage		Special					
D3+1		-					
Ranged Attack: Crossbow Pistol							
Short	Long	Damage	Special				
8	18	D6	-				

OGRE BODYGUARD							7
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	5	1	4	2	4	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		2		2	
Level	5	Retainer (Gold)				7	
<p>Special: Bodyguard (Patron Hero), Large</p>							
Melee Attack: Ogre Club							
Damage		Special					
D6+2		Bludgeon					

SQUIRE							4
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	2	2	3	3	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		1		1	
Level	3	Retainer (Gold)				5	
<p>Caddy: While the Squire is within 3", their Patron treats Swap as a Free Action.</p> <p>Right Tool for the Job: While the Squire is within 3" of their Patron, the Squire gains +1 Resistance, and the Patron adds +1 Strength Bonus.</p>							
Melee Attack: Shortsword							
Damage		Special					
D3+1		-					

SERGEANT-AT-ARMS							6
MEL	RNG	STR	AGI	DEF	INT	WIL	
4	4	4	3	4	3	3	
Type		Resistance		Armor Dice		Strikes	
Hireling		1		2		1	
Level	5	Retainer (Gold)				12	
<p>Authoritative: This model may use the Command Action as if they were a Hero, as long as the Follower they target is the same Level or lower.</p>							
Melee Attack: Longsword							
Damage		Special					
D6+1		-					
Ranged Attack: Crossbow Pistol							
Short	Long	Damage	Special				
6	12	D6	Pierce (1), Slow Reload				

STREET VENDOR							2
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	2	3	3	3	4	3	
Type		Resistance		Armor Dice		Strikes	
Ally		1		-		1	
Level	1	Retainer (Gold)				N/A	
<p>Magpie: A Vendor may Search a Treasure Chest exactly as if they were a Hero. If they retrieve an item or Gold, roll a D6—on a 1, they keep the loot for themselves, and it's never seen again. On a 2+, make a note of the item—the Vendor's Patron may target this model with a Swap Action to retrieve the loot at any stage of the adventure, or receive it automatically at the end of the game.</p>							
Melee Attack: Dagger							
Damage		Special					
D3		-					

WOOD ELF WAYFARER							♥ 4
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	5	3	5	3	4	4	
Type		Resistance		Armor Dice		Strikes	
Ally		1		1		2	
Level	3	Retainer (Gold)				N/A	
Pathfinder: See Ranger rules on page 56.							
Melee Attack: Shortsword							
Damage		Special					
D3+1		-					
Ranged Attack: Elf Bow							
Short	Long	Damage	Special				
12	24	D6+1	-				



THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



ANIMAL COMPANIONS

When a model gains an Animal Companion, roll a D6 to see what type you get. A companion must be represented by a suitable model or token, and is treated as a Follower except where specified.

D6	ANIMAL
1	Hunting Bird*
2	Cat*
3	Dog
4	Wolf
5	Wild Boar
6	Bear

**These companions do not fight as Followers—instead, the model is merely a token, as described below.*

Hunting Bird

This may be a falcon, owl or other bird of prey. The strange bond between the bird and its master allows for uncanny far-seeing. The bird model is a token for all rules purposes—keep it near to its master at all times. While the token is play, the model adds 3" to the maximum range of its ranged weapons. Once per Adventure, the Hunting Bird may be removed from play in order to immediately remove the Hidden condition from all enemies in play.

If the Hero becomes a casualty, the Hunting Bird flies away and is removed from play. However, a Hunting Bird that is removed from play by any means will always return at the start of the next adventure.

Cat

Unlucky for some, not so for others... The Cat model is a token for all rules purposes—keep it near to its master at all times. While the token is play, the model may roll a D6 each time it uses a Fate Point—on a 6, the Fate Point is not spent. If the model has a Lucky Charm, this effect is not cumulative, but it may reroll the die once.

Once per Adventure, the Cat may be removed from play to restore +1 Fate point.

If the Hero becomes a casualty, the Cat flees and is removed from play. However, a Cat that is removed from play by any means will always return at the start of the next adventure.

LIVING EXPENSES

Unlike regular Followers, animals do not have a Retainer—during a Tale, they simply add D3 Gold to a Hero's Living Expenses.



DOG Follower							2
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	2	2	2	3	
Type		Resistance		Armor Dice		Strikes	
Companion		0		-		1	
Special: Bodyguard (Patron), Pathfinder Faithful Companion: While the Dog is within 3" of its Patron, that Hero gains Advantage to their Morale checks. However, during a Tale, a Hero with a Dog Follower increases their Living Expenses by +2 Gold per Campaign Turn.							
Melee Attack: Bite							
Damage		Special					
D3+1		-					

WOLF Follower							2
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	3	3	2	2	3	
Type		Resistance		Armor Dice		Strikes	
Companion		0		-		1	
Special: Quick							
Melee Attack: Bite							
Damage		Special					
D6		-					

WILD BOAR Follower							2
MEL	RNG	STR	AGI	DEF	INT	WIL	
2	0	3	2	3	1	2	
Type		Resistance		Armor Dice		Strikes	
Companion		1		-		1	
Special: Fleet Tusker Charge: If this model Moves more than 6" in its activation, it adds +2 Damage to any Melee Attack it performs that round.							
Melee Attack: Tusks							
Damage		Special					
D6		-					

BEAR Follower							3
MEL	RNG	STR	AGI	DEF	INT	WIL	
3	0	4	2	3	2	3	
Type		Resistance		Armor Dice		Strikes	
Companion		1		-		2	
Special: None							
Melee Attack: Claws							
Damage		Special					
D6+1		-					

FAMILIARS

A Familiar may be a model or token, and is usually some form of small creature—anything from a mouse to a snake, or a black cat to a pixie. A Familiar is a token for all rules purposes—keep it near to its master at all times.

At the start of each adventure, roll a D3—this is the amount of Power possessed by the Familiar. The Wizard may use these Power points to supplement their own.

A Familiar is removed from play either when it's last Power point is used, or the first time the Wizard is made a casualty in the game. However, a Familiar that is removed from play by any means will always return at the start of the next adventure.

A RELIABLE ALLY

As he crept over the silent ridge, Hogan sniffed the early morning mists for any scent of his master. The air was mixed with blood and sweat from several other beings, but indeed his master was amongst the smells.

Hogan padded down the hill, his broad feet scattering drops of dew from the grass. His nose told him he was nearing the place of battle.

The slumped forms of several bodies came into view, his eyes keenly making out the forms of several goblins—cruel creatures that ate his kind—and his master laying still nearby.

Hogan hurried over toward the Xe'danni woman who kept him fed and cared for, nudging her with his head. The woman stirred.

"Hogan," came a weak voice, "be a dear and fetch us a healer will you?"

The dog gave a quick bark and turned back to return to his master's companions, eager to lead them to the rescue.

- THE BASICS
- THE RULES
- THE PARTY
- ADVENTURES
- TREASURE
- TALES
- ADVANCEMENT
- NARRATIVE
- BESTIARY
- APPENDIX
- INDEX



10

APPENDIX

While the rules in this book, along with miniatures and dice, are most essential to the game, the following pages contain several additional resources that players will find helpful during their adventures.

PLAYER RESOURCES

This section contains several player aids that are designed to enhance your games of *Lasting Tales* by helping players track important information. You are free to photocopy any or all items in this Appendix and use them in your games however you wish. Many of these items can also be found on Blacklist Games' website, and some can even be purchased separately as physical products.

Visit www.blacklistgamesllc.com for information on availability, as well as additional digital resources.



www.blacklistgamesllc.com

Tokens

The tokens and markers printed in this section are designed to help players track damage on enemies, conditions on models, activations, and power for wizards. Each token has a label explaining what that token is designed to track.

Spawn Pool Tile

The spawn pool tile is designed to help players visualize the spawn pool during their games. It is designed to be placed on the table near your game to allow you to track which models are in the graveyard and which are in the reserves.

Pre-made Heroes

There are six pre-made heroes, each with their own filled out hero sheet. Players who are new to the game can use these to start playing right away.

Blank Hero Sheets

These blank hero sheets are designed to allow players to keep track of all the important information associated with their Hero.



ACTIVATION



BLEEDING



BURNING



DAMAGE x1



DAMAGE x5



DAZZLED



DISEASED



EXPOSED



FATE



FOCUSED



HIDDEN



INVISIBLE



PETRIFIED



PINNED



POISONED



POWER



SHAKEN



SHOCKED



SLOWED



STAGGERED



STUNNED



TAUNTING

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX



GRAVEYARD		A detailed illustration of a graveyard with several tombstones, some overturned, and various tools like an axe and a shovel scattered on the ground. A large stone arrow points from the graveyard area towards the reserve area.				RESERVE	
Round	2	3	4	5	6+		
Spawn Roll	6+	6+	5+	5+	4+		

SPAWN POOL TILE

LASTING TALES CHARACTER RECORD SHEET

NAME: Adric Wright

RACE: Human

CLASS: Cleric

LEVEL
1

CHAR.

MEL

3

RNG

3

STR

3

AGI

3

DEF

3

INT

3

WIL

4

SECONDARY CHARACTERISTICS

STRENGTH
BONUS

0

RESISTANCE

1

STRIKES

1

ARMOR
DICE

1

FATE



MAX 3

HEALTH



MAX 10

MELEE WEAPONS

DMG

SPECIAL

EQUIP.

Hand Weapon (S)

d6

One-Handed

RANGED WEAPONS

DMG

S

L

SPECIAL

EQUIP.

INVENTORY

ARMOR

DICE

SPECIAL

EQUIP.

Light Armor

1

SPECIAL RULES & SKILLS

- Adaptability
- Priest
- Divine Path (Healer)
- Miracles: Healing Word

EXPERIENCE



GOLD



LASTING TALES CHARACTER RECORD SHEET

NAME: Kreeves the Unfallen

RACE: Human

CLASS: Barbarian



CHAR.

MEL: 4

RNG: 3

STR: 4

AGI: 3

DEF: 3

INT: 2

WIL: 3

SECONDARY CHARACTERISTICS

STRENGTH BONUS: +1

RESISTANCE: 1

STRIKES: 1

ARMOR DICE: 0

FATE

MAX 2

HEALTH

MAX 13

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
Hand Weapon (S)	d6+1	One-Handed	<input checked="" type="checkbox"/>
Hand Weapon (S)	d6+1	One-Handed	<input checked="" type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY

ARMOR	DICE	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

SPECIAL RULES & SKILLS

- Adaptability
- Berserker Rage

EXPERIENCE

GOLD

LASTING TALES CHARACTER RECORD SHEET

NAME: Marek Rost

RACE: Dwarf

CLASS: Fighter

1
LEVEL

CHAR.

MEL: 4

RNG: 3

STR: 3

AGI: 3

DEF: 4

INT: 3

WIL: 3

SECONDARY CHARACTERISTICS

STRENGTH BONUS: 0

RESISTANCE: 1

STRIKES: 1

ARMOR DICE: 1

FATE 

MAX 3

HEALTH 

MAX 11

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
Hand Weapon (S)	d6	One-Handed	<input checked="" type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY

ARMOR	DICE	SPECIAL	EQUIP.
Shield	1	No 2H or RG	<input checked="" type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

SPECIAL RULES & SKILLS

- Stout
- Armsman

EXPERIENCE 

GOLD 

LASTING TALES CHARACTER RECORD SHEET

NAME: Zath Hannon

RACE: Halfling

CLASS: Rogue



CHAR.

MEL: 3

RNG: 3

STR: 3

AGI: 4

DEF: 3

INT: 3

WIL: 3

SECONDARY CHARACTERISTICS

STRENGTH BONUS: 0

RESISTANCE: 1

STRIKES: 1

ARMOR DICE: 0

FATE

MAX 5

HEALTH

MAX 8

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
Dagger (s)	d3	One-Handed, Off-Hand	<input checked="" type="checkbox"/>
Dagger (s)	d3	One-Handed, Off-Hand	<input checked="" type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
Thrown Weapons	d6	6	-	Hurl, Momentum	<input checked="" type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY

ARMOR	DICE	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

SPECIAL RULES & SKILLS

- Small
- stealthy

EXPERIENCE

GOLD

LASTING TALES CHARACTER RECORD SHEET

NAME: Fale Stonely

RACE: Half-orc

CLASS: Ranger

1
LEVEL

CHAR.

MEL

3

RNG

4

STR

4

AGI

3

DEF

3

INT

3

WIL

3

SECONDARY CHARACTERISTICS

STRENGTH
BONUS

+1

RESISTANCE

1

STRIKES

1

ARMOR
DICE

1

FATE



MAX 3

HEALTH



MAX 11

MELEE WEAPONS

DMG

SPECIAL

EQUIP.

Hand Weapon (S)

d6+1

One-Handed

RANGED WEAPONS

DMG

S

L

SPECIAL

EQUIP.

Bow

d6

8 18

INVENTORY

ARMOR

DICE

SPECIAL

EQUIP.

Light Armor

1

SPECIAL RULES & SKILLS

• Pathfinder

EXPERIENCE



GOLD



LASTING TALES CHARACTER RECORD SHEET

NAME: Ellessa Moiryth

RACE: Elf

CLASS: Wizard



CHAR.

MEL: 3

RNG: 4

STR: 3

AGI: 4

DEF: 2

INT: 4

WIL: 3

SECONDARY CHARACTERISTICS

STRENGTH BONUS: 0

RESISTANCE: 0

STRIKES: 1

ARMOR DICE: 0

FATE

MAX 2

HEALTH

MAX 8

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
staff	d3+1	Defensive, Two-Handed	<input checked="" type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY

ARMOR	DICE	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

SPECIAL RULES & SKILLS

- Spellcaster
- Cantrips: Candlelight, Slip, and Manipulate

EXPERIENCE

GOLD

LASTING TALES SPELLCASTER RECORD SHEET


SIGNATURE SPELL

NAME: Magic Bolt

LEVEL: 1 TYPE: Direct Damage POWER: 1+

RULES: Range 12", Damage d3+1, Boost(2)

For each Power spent, add d3 damage (up to 3d3+1 max)

 POWER

MAXIMUM: 3

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

LASTING TALES CHARACTER RECORD SHEET

NAME: _____
 RACE: _____ CLASS: _____



CHAR.

MEL

RNG

STR

AGI

DEF

INT

WIL

SECONDARY CHARACTERISTICS

STRENGTH BONUS

RESISTANCE

STRIKES

ARMOR DICE

FATE

MAX

HEALTH

MAX

MELEE WEAPONS	DMG	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

RANGED WEAPONS	DMG	S	L	SPECIAL	EQUIP.
					<input type="checkbox"/>
					<input type="checkbox"/>
					<input type="checkbox"/>

INVENTORY

ARMOR	DICE	SPECIAL	EQUIP.
			<input type="checkbox"/>
			<input type="checkbox"/>
			<input type="checkbox"/>

SPECIAL RULES & SKILLS

EXPERIENCE

GOLD

LASTING TALES SPELLCASTER RECORD SHEET


SIGNATURE SPELL

NAME: _____

LEVEL: _____ TYPE: _____

POWER: _____

RULES: _____

 POWER

MAXIMUM:

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____

NAME: _____

LEVEL: _____ TYPE: _____

RULES: _____

POWER: _____



11 INDEX

A

- Abandoned to the Dark 195
- Absorb Health 41
- Action 23
- Activations 13
- Acute Senses 41
- Advancement 168
- Advantage 8
- Adventures 62
- Adversaries Phase 26
- Adversary Activations 27
- Adversary Class 214
- Adversary Force 67
- Adversary Limit 67
- Adversary Profiles 26, 214
- Adversary Spells 28
- Agility 7
- Aid 23
- Aimed Shot 18
- Allies 159
- Ambush 76
- Ambusher 41
- A Midnight Raid 198

B

- Amphibious 41
- Animal Companions 246
- Apothecary Shop 140
- Area Terrain 37
- Arena 90
- Armor 19, 22
- Attack 16
- Attributes 7
- Aura 34
- A Warning to the Curious 96

- Bad Medicine 72
- Barbarian 56
- Barbarian Skills 170
- Bard 59
- Bard's College 140
- Bard Skills 172
- Barriers 37
- Bathhouse 141
- Beasts 215
- Bestiary 214
- Blast 41
- Bleed 41

C

- Bleeding 31
- Bludgeon 41
- Bodyguard 41
- Bounty 41
- Bugbears 217
- Buildings 38
- Burning 31
- Burrow 41

- Campaign Turn 127
- Cantrips 35, 175
- Cautious 42
- Centaur 217
- Chained Shot 42
- Characteristics 7
- Charm 34
- Check Spawns 29
- Chill 42
- Chimeras 218
- Choosing Skills 168
- Civilians 63
- Claim 65
- Classes 55
- Class Skills 170



Cleric..... 58
 Cleric Skills..... 173
 Climbing..... 15
 Combat Options..... 18
 Command..... 23
 Conditions..... 31
 Conjure..... 34
 Constructs..... 218
 Control..... 65
 Counting House..... 141
 Cover..... 18
 Cover Ratings..... 38
 Craven..... 42
 Creating a Hero..... 50
 Creating a Tale..... 126
 Critical Die..... 8
 Cumbersome..... 42
 Curse..... 35

D

Damage..... 18
 Darkness..... 64
 Dawn Breaks..... 64
 Dazzled..... 31
 Deadly Terrain..... 14, 37
 Deep Dwellers..... 219
 Defense..... 7
 Defensive..... 42
 Defensive Weapon..... 42
 Demons..... 220
 Destructible Scenery..... 39
 Difficult Terrain..... 14, 36
 Direct Damage..... 35
 Disadvantage..... 8
 Diseased..... 31
 Disengage..... 14
 Distributing Strikes..... 16
 Divine Paths..... 58
 Dragonquest..... 208
 Dragons..... 222
 Druid..... 60
 Druid Skills..... 174
 Dual Wield..... 16
 Dungeon Adventures..... 101
 Dungeon Special Rules..... 101
 Dungeon Traps..... 103
 Dungeon Unexpected Events... 102
 Dwarven Quarter..... 142
 Dwarves..... 53

E

Edge of Battlefield..... 38
 Elementals..... 223
 Elven Quarter..... 143
 Elves..... 53
 Ending a Tale..... 127
 Enemy..... 12

Engaged Models..... 14
 Entourage..... 42
 Environments..... 62
 Escort Duty..... 78
 Ethereal..... 42
 Event Adventures..... 159
 Experience Points..... 128
 Exposed..... 31
 Extra Strikes..... 43, 169

F

Failure..... 36
 Falling..... 15
 Falling Damage..... 15
 Familiars..... 247
 Fate..... 7, 32
 Favor..... 36
 Fearless..... 43
 Fearsome..... 43
 Feeble-Minded..... 43
 Fighter..... 55
 Fighter Skills..... 170
 Fighting Over a Barrier..... 17
 Fighting Pit..... 144
 Fire..... 43
 Flammable Scenery..... 39
 Fleet..... 43
 Fletcher..... 144
 Fly..... 43
 Focused..... 31
 Follower Injuries..... 128
 Followers..... 25, 242
 Forces of Nature..... 224
 Forest Spawn..... 43
 Fortification..... 38
 Fortune Teller..... 152
 Free Actions..... 23
 Fumbles..... 17

G

Gambling Den..... 145
 Game Sequence..... 12
 Gaolbreak..... 94
 Giant-Kin..... 224
 Gnolls..... 225
 Goblins..... 226
 Going Solo..... 49
 Graveyard..... 29
 Griffons..... 227
 Guard..... 43

H

Hack..... 43
 Halfling Cookhouse..... 145
 Halflings..... 54
 Half-orcs..... 54
 Hard Cover..... 38
 Harpies..... 227

Hate..... 44
 Health..... 7
 Hero Defeat..... 66
 Hidden..... 31
 Hide..... 23
 High Ground..... 17
 Hobgoblins..... 227
 Huge..... 44
 Humans..... 52, 228
 Hurl..... 44
 Hydras..... 230

I

Ignoring Armor..... 19
 Ignoring Resistance..... 19
 Immobile..... 44
 Immunity..... 44
 Impassable Terrain..... 14, 37
 Improving Attacks..... 16
 Indirect..... 44
 Injuries..... 128
 Intangible..... 44
 Intellect..... 7
 Interact..... 23, 65
 Into the Wilds..... 146
 Invisible..... 31

J

Journey Events..... 130
 Jumping..... 15

K

Keyshards..... 118
 Kobolds..... 230

L

Large..... 44
 Legendary Items..... 121
 Levels..... 49
 Level Up..... 130, 168
 Level-Up Table..... 169
 Lightning..... 44
 Light the Beacons..... 98
 Line of Sight..... 18
 Living Expenses..... 136
 Lizardfolk..... 231
 Locks..... 40
 Loot..... 44
 Lumbering..... 44
 Lurker..... 65

M

Magic..... 34
 Magical Damage..... 35
 Magic Artifacts..... 120
 Manticores..... 232
 Master..... 44
 Mastery..... 34
 Maximum Adventures..... 136



Measuring..... 9
 Melee Adversaries..... 27
 Melee Attacks..... 16
 Melee Skill..... 7
 Melee Weapons..... 22
 Mighty..... 44
 Mighty Blows..... 17
 Mimics..... 232
 Minotaurs..... 232
 Miracles..... 36, 181
 Miscasts..... 34
 Modifiers..... 8
 Momentum..... 44
 Monastery..... 147
 Monk..... 61
 Monk Skills..... 174
 Monster Lair..... 104
 Morale..... 33
 Move..... 13
 Moving Adversaries..... 28

N

Nagas..... 233
 Narrative Tales..... 184
 Night Falls..... 65
 Nightvision..... 44
 No Leaf Unturned..... 162
 No Target?..... 28
 Numberless..... 45
 Number of Players..... 48

O

Off-hand Weapon..... 45
 Ogres..... 233
 One-Handed..... 45
 Oozes..... 233
 Open Terrain..... 36
 Orcs..... 234
 Out of Action Heroes..... 30
 Owlbears..... 235

P

Pack Hunter..... 45
 Paladin..... 59
 Paladin Skills..... 173
 Panic..... 33
 Party Balance..... 50
 Patrons..... 25
 Pay Retainers..... 130
 Petrified..... 31
 Petrify..... 45
 Pierce..... 45
 Pillagers..... 88
 Pinned..... 31
 Pinning..... 45
 Poison..... 45
 Poisoned..... 31

Potions & Scrolls..... 118
 Pounce..... 45
 Power..... 7
 Precision Strike..... 18
 Priest..... 45
 Push..... 45

Q

Quick..... 45

R

Races..... 52
 Randomizing..... 9
 Range..... 17
 Ranged Adversaries..... 28
 Ranged Attacks..... 17
 Ranged Skill..... 7
 Ranged Weapons..... 22
 Ranger..... 56
 Ranger Skills..... 171
 Rare Items..... 138
 Reckless Charge..... 45
 Recovery Phase..... 30
 Recruit..... 137
 Recruiting Followers..... 49
 Regenerate Health..... 45
 Reload..... 23
 Rerolls..... 9
 Resist..... 45
 Resistance..... 7, 18, 51
 Rest..... 137
 Restore Attributes..... 130
 Restoring Attributes..... 7
 Retrain..... 137
 Retreat..... 66
 Revenge!..... 164
 Rewards..... 128
 Rogue..... 57
 Rogue Skills..... 171
 Run..... 13

S

Sacred Grove..... 147
 Search..... 24
 Secondary Characteristics..... 7
 Setting up a Game..... 10
 Settlement Actions..... 136
 Settlement Adventures..... 85
 Settlement Events..... 154
 Settlements..... 136
 Settlement Special Rules..... 85
 Settlement Traps..... 87
 Settlement Unexpected
 Events..... 86
 Shaken..... 32
 Shambling..... 45
 Shardfall..... 80

Shield Bash..... 18
 Shocked..... 32
 Signature Equipment..... 55
 Signature Weapons..... 22
 Slowed..... 32
 Slow Reload..... 46
 Small..... 46
 Sneaky..... 46
 Soft Cover..... 38
 Spawn Pool..... 29
 Spawns..... 29
 Special Ability..... 46
 Special Objective..... 65
 Special Rules..... 41
 Spellcaster..... 46
 Spells..... 175
 Spell Types..... 34
 Staggered..... 32
 Starting Over..... 129
 Stomp..... 46
 Storm..... 65
 Stout..... 46
 Strafe..... 46
 Strength..... 7
 Strength Bonus..... 7, 51
 Strikes..... 7
 Stunned..... 32
 Stunned Adversaries..... 27
 Stupid..... 46
 Summon..... 35
 Supply & Demand..... 74
 Support..... 46
 Surrounded..... 14, 17
 Swap..... 24
 Sweeping Blow..... 18

T

Take a Breath..... 24
 Tales..... 126
 Taunt..... 24
 Taunting..... 32
 Tavern..... 148
 Teleport..... 47
 Templar Hall..... 149
 Temple..... 149
 Temporary Bonuses..... 9
 Terrain..... 14, 36
 Terrain Types..... 36
 Terrifying..... 47
 Tests..... 8
 The Cursed Grave..... 189
 The Cursed Idol..... 106
 The Endless Catacomb..... 112
 The Message..... 82
 The Nethering Lord..... 185
 The Prisoner..... 166
 The Ritual..... 114

THE BASICS

THE RULES

THE PARTY

ADVENTURES

TREASURE

TALES

ADVANCEMENT

NARRATIVE

BESTIARY

APPENDIX

INDEX

The Tower of the Sorcerer 160
 Thieves' Guild..... 150
 Tomb Raiders 110
 Trade..... 138
 Training Grounds 150
 Traps 66
 Travel..... 130
 Treasure..... 116
 Treasure Chests..... 66
 Troglodytes 235
 Trolls..... 236
 Two-Handed 47

U

Undead..... 236
 Universal Skills..... 169

V

Vengeance of the
 Nethering Lord 211
 Village of Dread 92
 Visit Special Location..... 139

W

Wallcrawler..... 47
 Weakness 47
 Werewolves..... 241
 Where Others Fear to Tread... 108
 Wilderness Adventures 69
 Wilderness Special Rules 69
 Wilderness Traps 71
 Wilderness Unexpected
 Events 70
 Willpower 7
 Wizard..... 57
 Wizards Guild 152
 Wizard Skills 172
 Woodland Creature..... 47

X

XP Table..... 168

Y

Yetis 241

Z

Zero Health 19





LIVE YOUR LEGEND

The world of Aetha was free of evil throughout its history—certainly there has been conflict, misery, and suffering since the beginning of time, but evil itself would not come into being until the Age of Unthroning over three hundred years ago. Since the Unthroning—when the gods were bound to the world through divine treachery—the power of Light was conceived, and in turn the Shadow was born, ushering in the malign force of evil to corrupt and inspire those mortals desperate enough to give in to its call.

It is now the dawn of a new age, and the lands of Aetha are held under sway by the new struggle between good and evil, Light and Shadow. The call to adventure is ringing out louder than ever, and those brave enough to stand against the legions of Shadow will be the heroes of lasting tales for ages to come.

Lasting Tales is a cooperative tabletop miniatures game for 1–5 players. Designed by acclaimed game designer Mark Latham (*The Walking Dead: All Out War*, *The Elder Scrolls: Call to Arms*), **Lasting Tales** lets players create their own heroes and embark on an epic campaign, linking game sessions together to create a rich story set in a classic fantasy world.

Inspired by pen-and-paper roleplaying games and tabletop skirmish games, **Lasting Tales** is a fully cooperative experience in which every player is the hero in their own tale, battling the enemy on their own or with their friends, and crafting their legend through the variety of events they'll stumble upon during their journeys.

The **Lasting Tales** core book contains all the rules you need to play the game, including hero creation, adversary profiles, campaign rules, adventures (scenarios), as well as a full narrative campaign—or Tale—and pre-made heroes to get new players right into the action!

A game of **Lasting Tales** will also require a handful of standard six-sided dice, a tape measure or ruler, and miniatures. Fortunately, **Lasting Tales** is a miniatures-agnostic game, meaning players can use any fantasy miniatures and terrain in their collection.

THIS RULEBOOK CONTAINS:

- Gameplay rules
- Rules for hero creation
- Adversary profiles
- Campaign rules
- Adventures (scenarios)
- A full narrative campaign (Tale)
- Pre-made heroes
- and more!

