REFERENCE – SPELLS

PROXIMATE MAGIC

Proximate magic is a form of Maladum that affects the user.

Spellcasters proficient in proximate magic are a match for any warrior with traditional martial training. They channel malacytes through their own bodies to give them the strength, speed, toughness and agility that may be lacking in their physical form. Advanced proximate magic can even change the nature of the user's cells.

Proximate spells are marked in blue on the Maladaar reference cards.

TARGETING

All proximate spells target the spellcaster themselves.



LEVEL 1	
Healing	: Restore X Health (max 3).
Focus	: Gain X Blessed counters.
Strength	: Gain +X until the end of the round.
Speed	Use during a Move to move an additional X+1 squares.
Harden Skin	: Gain +X until the end of the round.
Recover	: May be used when Fatigued to remove a Fatigued counter. : Remove a Poisoned counter.

LEVEL 2	
Malacyte Shield	: Increase your Warded value by X (max 1).
Insight	: Add X automatic hits to your Persuade rolls until the end of the round.
Hyper Awareness	: Place a Reminder counter on your Adventurer and become Blessed. At any time, including midway through an enemy's Move, discard the Reminder counter to take an action. Remove the Reminder counter in the Assessment Phase if not used.
Jump	: Move your character X+1 squares away, counting each square horizontally and vertically.
Invisibility	: Gain the listed effects until the end of the round. X=1: You cannot be targeted by enemies beyond short range. X=2: You cannot be targeted by non-adjacent enemies. You do not block LoS. X=3+: You cannot be targeted. You ignore attacks of opportunity but may still make them. You do not block LoS. You only block movement if you choose to.

LEVEL 3

Malacyte Aura

Passive: This character's level 1-3 proximate spells may affect adjacent friendly characters. Effects may be freely split between the caster and other characters. This character may also use their magical armour to negate hits on adjacent friends.

Advanced Healing

: Apply these effects in any combination up to X times:

- Restore 1 Health (max 3).
- Restore 1 Skill peg (max 1).
- Remove a status counter.

Levitation

Use during a Move to ignore terrain or characters (including ignoring attacks of opportunity) of up to X inches in height.

Alter Appearance

: Temporarily distort your features to resemble any other character of the same size (e.g. a Lamentor; an Adventurer from another party).

Other characters in play will treat you as that character type for all purposes, and will give permission to your character where required (e.g. to move through them or to take an item from them).

Characters with a higher rank than the caster ignore these effects.

Place X Reminder counters on your character board. Remove one counter in each Assessment Phase. The effects last until the last counter is removed.

LEVEL 4

Phasing

: Make a Move of up to X squares, freely moving through walls and terrain and ignoring attacks of opportunity. Must end the Move in an empty square.

Foresight

: Look at the top X cards of the Event Deck. Place them back in any order, but turn them 90° to mark which ones you have seen.

When any of these rotated cards is resolved, you may spend a Magic peg to re-roll any randomised effect such as an Entry Point or chosen Adventurer.

LEVEL 5

Rearrange Cells

: Temporarily mutate your body into that of a beast. Increase the following statistics by a total of X+2 in any combination:

(max 4)

(max 3)

(max 2)

Instead of increasing a statistic, you may add any of / / / / to your attacks.

Make a note of these increases.

Increase your size by 1, or increase it by 2 and become if X is 3 or more.

While mutated you cannot use any equipment, although you can still carry it.

Place X Reminder counters on your character board. Remove one counter in each Assessment Phase. The effects last until the last counter is removed.



VICARIOUS MAGIC

Vicarious magic affects other people and sentient creatures, manipulating their minds and bodies to the caster's will.

Those who would use vicarious spells in combat must keep a clear head. Their magic is by far the hardest to perform as they must overcome the will of their target. In doing so they put themselves in grave danger – a specialism in vicarious Maladum often leaves their proximate protection abilities lacking so they must be guarded in battle by tougher companions.

However, vicarious magic is incredibly powerful. Illusions conjured into an enemy's mind distract them, while more powerful spellcasters can boil the blood of their foes or even control them like puppets. What better way to defeat an enemy than forcing them to defeat themselves?

 Vicarious spells are marked in purple on the Maladaar reference cards.

TARGETING

Vicarious spells can target any character, friend or foe, in medium range and LoS other than the caster themselves. Cover has no effect.

As the spells directly target the victim, the victim may resist them if applicable.

LEVEL 1

Bless	⚡: Target gains X Blessed counters.
Protect	⚡: Target gains +X 🛡 until the end of the round.
Calm	⚡: Target removes a Terrified counter.
Fortitude	⚡: Target may ignore any status counters that would be applied until the end of the round.
Deflection	⚡: Target increases their Warded value by X (max 1) until the end of the round.
Clouded Minds	⚡: Place X Reminder counters on eligible targets. If a target would act outside their turn (e.g. Attacks of Opportunity, Parry, Shield Block, Reaction Skills, etc) they must discard a counter instead of acting. The counters are removed in the Assessment Phase.

LEVEL 2

Strengthen	✓: Target removes X Fatigued counters.
Healing Hands	⚡: Target restores X Health (max 3).
Nausea	⚡: Target is Poisoned.
Enchantment	⚡: Target is Moved up to X squares following all normal movement rules.
Illusion	⚡: Place an Illusion in any empty square in range and LoS of both the caster and a chosen enemy. The enemy is distracted (see Illusions).

LEVEL 3

Malacyte Sensitivity	**Passive**: This character's vicarious spells may target characters in short range **without** LoS.
Stun	⚡: Target suffers X Fatigued counters.
Blood Boil	⚡: Target suffers an attack with 1 die and 🗡.
Rouse	⚡: Target removes a Stunned counter.

LEVEL 4

Remote Resistance	**Passive**: This character may resist any spells cast within short range of themselves, using their own pegs, regardless of the target.
Advanced Illusion	⚡: Place up to X Illusions in empty squares in range and LoS. **All** enemies within range and LoS of both the caster and an Illusion are distracted (see Illusions). For resistance purposes, this spell is considered to be cast with one peg. ✓: Move an Illusion as if it were a character, ignoring attacks of opportunity.

LEVEL 5

Advanced Enchantment	⚡: Target takes up to X actions (max 3) under your control.

ILLUSIONS



Illusions are represented by markers placed onto the gaming area.

Only characters distracted by an Illusion spell can see the markers - these characters should be marked with a Reminder Counter. They will consider Illusions enemies and target them exactly like any other enemy. Distracted characters cannot see through or move through Illusions.

Unlike NPCs, players could normally have their Adventurers ignore these Illusions. However, if an Illusion is the closest visible enemy to a distracted Adventurer when they are activated, the Adventurer may spend a Skill peg to ignore the distraction. If they do not, the player temporarily loses control of the Adventurer, and they will take their actions that turn according to the NPC Activation Chart on page 41, with the Illusion as the target.

An Illusion targeted by a melee attack is instantly removed from the gaming area, without rolling. Ranged attacks targeting an Illusion will always miss unless a critical hit is rolled – if this happens the Illusion is removed. Discard the Reminder counter from any distracted enemy in LoS of the removed Illusion – they are no longer distracted.

All other characters ignore Illusions – they may see and move through them with no effect.

Illusions do not move unless their caster moves them.

Illusion spells may be cast multiple times, but a caster can only sustain a number of Illusions up to their rank at any one time.

ELEMENTAL MAGIC

Elemental magic affects inanimate objects and the immediate environment around the user. It cannot create objects; only manipulate them.

With no sentient mind resisting a caster's malacyte manipulation, elemental spells are among the easiest and most widely used magic. However, most elemental maladaar have a limited repertoire as the malacytes in each different substance must be controlled in a different way.

Elemental spells range from moving small objects and creating blasts of energy to the manipulation of fire and even dimensional boundaries!

 Elemental spells are marked in green on the Maladaar reference cards.

TARGETING

Elemental spells can target any square or item in medium range and LoS. Cover applies to ranged attacks as normal, but otherwise has no effect.

Any spell that resolves as a ranged attack may be used at any time outside a character's turn that they could use such an attack, such as the *Ambush* Skill.

While elemental spells sometimes resolve as ranged attacks against a character, the target of the spell is the object or energy used against that character, not the character themselves, so Elemental spells cannot be resisted.

LEVEL 1

Telekinesis ✓: Choose one:

- Move a loose item, an item in a friendly character's inventory, or a random item inside an unlocked terrain piece (whichever one you draw first) up to X+2 squares. Traps drawn are triggered against a single target in contact with the terrain piece, if any, and then discarded. If the item reaches a friendly character place it in their inventory. If the item is a weapon and it reaches an enemy, treat it as having been thrown at them.
- Spread a fire – choose a source of fire and add a Burning counter to any character or terrain piece within X+2 squares of it.

Open Door ✓: Open or close an unlocked door.

⚡: Lock or unlock a door or terrain piece.

Focused Energy ⚡: Make a ranged attack with X dice,  and .

Extinguish ⚡: Remove a Burning counter, Torch (even from another character's inventory) or Brazier.

Detect Use during a General Search action to take X additional items (max. 3) from the pouch. Traps are resolved immediately. Any other additional items are scattered from the caster.

Refract ⚡: Place or flip a Darkness or Light counter and add X Reminder counters. Remove one Reminder counter in each Assessment Phase. Once the last is removed, return the room to its previous state.

LEVEL 2

Push ⚡: Move an item, character, or portable terrain piece up to X squares directly away from you, with no attacks of opportunity. You must spend at least as many pegs as a character/object's size to move it. If a character is moved more squares than they have actions they are knocked prone.

Barricade ⚡⚡: Create a barricade of your choice.

Alternatively, mark up to X squares of a pit with Reminder counters. These squares are considered solid ground. When all squares of a pit are marked, remove it. If a pit is removed while a character is inside, they are defeated and Left for Dead.

Advanced Detect ⚡: Look inside a Searchable terrain piece that fills up to X squares. You may discard an additional Magic peg to remove one Trap found.

Advanced Telekinesis ⚡: Choose one:

- Move any terrain piece you could normally move (see page 60) up to X+2 squares. If it reaches a character, stop moving and treat it as a Knockback with X+2 dice.
- Move an item in an enemy's inventory up to X+2 squares. They may spend a Skill peg to scatter the item instead. Otherwise, if the item reaches a friendly character place it in their inventory. If the item is a weapon and it reaches an enemy, treat it as having been thrown at them.

Weaken Armour	: Reduce an enemy's by X until the end of the round.

LEVEL 3

Malacyte Perception	**Passive**: This character's elemental spells may target objects in short range **without** LoS.
Fireball	: Requires a source of fire within range of the caster **and** the target. Make a ranged attack from the source of fire with X dice, Blast and .
Torrent	: All targets must be in short range and LoS of a source of water. Choose one: • Remove X Burning counters, torches or sconces. • Knock X characters prone. • Choose a character and roll X dice. Each hit scored Fatigues the target. If the character becomes Stunned, any remaining hits are treated as an attack with .
Cocoon	: Gain the benefits of a Rest action, regardless of enemies in the room or in short range and LoS (enemies engaged with a Resting character will still prevent it as normal). Nearby characters may Rest as part of the spell – it affects up to X characters (including the caster) with a range of X squares.

LEVEL 4

Energy Burst	: Move characters or portable terrain pieces with a total size up to X up to X squares directly away from you, with no attacks of opportunity. Characters are knocked prone.
Rebuild	: Choose a wall of up to X squares in length. Detach it and reconnect it anywhere else within short range. This cannot cause any room to become inaccessible from the rest of the gaming area.

LEVEL 5

Portal	: Place a Portal in an empty square.

PORTALS



Portals are usually placed by spell effects, but may also be in play in certain quests. They are distortions in space that can be passed through to emerge elsewhere, if you know how!

Portals block LoS.

If a character enters a square with a portal they are removed from the gaming area, ending any action they were taking. The character may spend a Magic peg to be placed in contact with any other portal of their choice. Otherwise, or if they roll a Mental Overload result, roll the Magic Die:

1-2: The character has emerged a long distance away. They are considered defeated and they play no further part in the game. Adventurers will be Left for Dead (see page 79).

3-4: They are placed in contact with a random portal in play (including the one they entered). If possible they should be placed into a different square to the one they entered from.

5-6: A new portal opens. Scatter from the portal the character entered, doubling the distance and ignoring terrain. Place a portal in the closest empty square to that position and place the character in contact with it. If no portals are available, remove one already in play and use that.

NPCs will not voluntarily enter portals but can be pushed into them. If they have Magic pegs they will spend one, emerging from a random portal in play. If not, roll for the result on the table above. Other objects can be pushed or thrown into portals, randomising the result as above.



FORBIDDEN MAGIC

Forbidden magic is not taught by the guilds, and for good reason. It is absorbed by those with unfettered access to Maladum; the manifestation of darker dimensions brought forth into the material plane. While traditional, sanctioned magic cannot create matter, forbidden magic can… or at least it appears to… In reality, that which appears to have been conjured from thin air has in fact been plucked from another realm and dragged into this one through a hellish portal.

With no structure or limits on how forbidden magic is learned, forbidden magic is more powerful than anything seen in the civilised world, but it causes irreversible effects to the user's mental state.

 Forbidden spells are marked in black on the Maladaar reference cards.

TARGETING

Forbidden spells have a variety of targets, from the caster themselves to other characters to locations. This is usually clear from the spell's text. All targets must be in medium range, and cover has no effect.

If spells directly target a victim, they may be resisted as normal. Spells marked * are Elemental in nature and may not be resisted.

LEVEL 1

Sanguine Speed	Use during a Move to move an additional X squares. Apply this bonus to all other Move actions made by this character until the end of the round, at no additional cost.
Sanguine Power	Use during a melee attack to roll X additional dice.
Sanguine Sight	✓: Gain Night Sight. Place X Reminder counters on this character's Dashboard. Remove a Reminder counter at the end of each round. These effects last until the last is removed.
Otherworldly Affinity	⚡: Target an Otherworldly character in range of up to rank X. Mark it with X Reminder counters. While the counters are in place, it is considered to be your Companion for all purposes and may act in the current round. Remove one Reminder counter in each Assessment Phase.

LEVEL 2

Hellfire Portal*	⚡: Target suffers an attack with 1 die, Burning and Vicious. ✓: Create an Arcane Torch.
Hail of Malacytes*	⚡: All other characters (friend or foe) in short range suffer a ranged attack with X dice and Sharp.
Curse	⚡: Target is Cursed.
Cardiac Strike	⚡: Target suffers an attack with X dice and .
Psionic Strike	⚡: Target suffers an attack with X dice. No damage is caused. Instead, for each hit the target loses a Magic peg. On a critical hit, the target loses one Skill peg as well. For each peg the target is unable to lose, they become Fatigued.

LEVEL 3

Spectral Shroud	⚡: Place a Darkness counter and X Reminder counters on your Dashboard. While these are in place all enemies consider everywhere within short range of this character to be in the dark. This is cancelled out by light sources as normal. Friendly characters are unaffected. Remove a Reminder counter in each Assessment Phase. When the last is removed, remove the Darkness counter too.
Raise Dead	⚡: Place a Revenant character of up to rank X (max. 3) at the nearest empty Grave Point (or at a point scattered from the caster if Grave Points are not being used). Mark it with a Reminder counter. Treat the marked Revenant as if it were summoned, but it does not leave a Dimensional Portal when removed.
Dimensional Portal	⚡: Place a Dimensional Portal in a target square. Dimensional Portals work like regular Portals with the following additions: • They may be placed in a square containing another character. That character enters the Portal immediately. • They are a summoning point for the Summoning spell. • A character forced to emerge randomly following a Mental Overload result changes all of their Health pegs to black ones and loses control. Otherworldly characters ignore this rule.

Power Dispersal	**Passive**: After this character becomes Corrupted, roll a combat die for each other character (friend or foe, with a dashboard) in short range, if any. • If any hits are rolled, they gain one Magic peg. • On a critical hit, they also gain one Health or Skill peg (owning player's choice). • On a ☠ the character becomes Fatigued. • On a blank there is no effect.
Leech	**Passive**: All of this character's attacks, magical or otherwise, gain ✊ against targets within short range.

LEVEL 4

Corrupt	⚡: Target becomes Corrupted. If this causes them to lose control, you may control them until the end of the round. From the next round onwards they follow the normal rules.
Summoning	⚡: Choose an Otherworldly ◎ character from those not being used for this game of up to rank X. Place it adjacent to a summoning point in range. You may spend one additional peg (within normal rank limits) to use the Elite side of the character's board, if applicable.

LEVEL 5

Sanguine Blast*	Use during a melee attack. Instead of resolving the attack as normal, instead resolve an attack with X dice, Blast, and Bludgeoning from the caster's position. All characters hit are pushed one square away from the caster, if possible, and are knocked prone. The caster is unaffected.
Conjuration	✓: Gain a common item of your choice with buy value up to G4X. ⚡: Gain an uncommon item of your choice with buy value up to G4X. ⚡⚡: Gain a rare item of your choice with buy value up to G4X.

SUMMONED CREATURES

Otherworldly characters can be summoned and controlled as Companions. The summoning character is their master. They arrive via summoning points, which include Entry Points, Dimensional Portals, and any other locations specified by quest rules.

The character's link to its master must be maintained. In each Assessment Phase, for each summoned character the master **discards** a Magic peg and rolls any Magic die. They must roll equal to or higher than its rank to continue controlling the character. They may increase their roll by 1 for each **additional** peg they discard.

If they cannot or choose not to maintain control, remove the summoned character from play and place a Dimensional Portal in its place.

If a master is stunned, defeated, or loses control, any summoned characters it controls leave play in the same way.

Summoned characters may use their master's Warded value, following all normal rules, and may use their master's Magic pegs to resist effects.

Sometimes summoned characters may be controlled by NPCs. They follow the normal rules, and NPCs always discard additional pegs to maintain their summoned characters if possible.

Summoned characters with the Pack 🐺 rule arrive in multiples as normal. The required maintenance roll is increased by 1 for each in play beyond the first (e.g. three rank 1 characters would require a roll of 3 or higher). If your roll is insufficient, you may choose to remove characters from play instead of discarding pegs, starting with the furthest from the master.

Some characters have specific requirements for arrival, e.g. the Cursed Portal and Chest (from the Oblivion's Maw expansion) replacing terrain pieces. When summoned, these should be placed in the closest eligible location to the summoning point, following their normal rules.

REFERENCE – SKILLS

AGILITY SKILLS

SKILL	LEVEL	ACTION
ACROBATICS 	1	Make a Move action with . **Passive**: You may Stand Up as an effortless action.
	2	**Reaction**: Use when targeted with an attack. Roll three combat dice. Each hit scored negates one hit from the enemy's attack. If no hits remain, all other effects of the attack are ignored. **Passive**: You may treat Rough Ground  values as one lower.
	3	You burst out of combat. All enemies engaged with your character may be pushed up to two squares away in a direction of your choice, stopping if they hit a wall or other obstruction. No attacks of opportunity are made, but each enemy pushed back suffers an attack with 2 dice. Then, you may make a Move action.
COMBAT ARTS 	1	You sweep your enemy's feet from under them. An enemy in contact is knocked prone. **Passive**: This character's attacks gain Quickstrike. If using a weapon that also has Quickstrike, you may Dash AND Attack.
	2	**Reaction**: Use when an enemy engages you, before they attack. Their attack has no effect. Swap positions with the enemy, and then make a Move action with no attacks of opportunity or a Knock Back action with +1 die.
	3	Jump from a higher level, increasing your safe distance by 3. All characters of the same size or smaller adjacent to your landing position are knocked prone. Then make a Melee Attack with additional dice equal to the distance of the Jump.
FLEET OF FOOT 	1	Make a Move action.
	2	**Passive**: Gain Fast 1 
	3	Make a Move action. This and all your other Move actions in this turn ignore attacks of opportunity. Make an attack with one die against each enemy contacted during your Moves. Any hits will also knock them prone, even if no damage is caused.
REFLEXES 	1	**Reaction**: Use when an enemy engages you. Make a Move action, ignoring attacks of opportunity. **Passive**: Ignore one hit scored against you during any attack of opportunity.
	2	**Reaction**: Use when an enemy engages you. In any order, make a Move action, ignoring attacks of opportunity, and an Attack action. **Passive**: This character may use Parry against ranged attacks.
	3	**Reaction**: Use when an enemy engages you. The attacker is Stunned. In any order, make two Move actions, ignoring attacks of opportunity, and an Attack action. **Passive**: You may use an effortless action to ignore an attack of opportunity.

CUNNING SKILLS

SKILL	LEVEL	ACTION
DISTRACTION 	1	A character in medium range and LoS becomes Fatigued.
	2	Make a Ranged Attack action or Throw an item. The target or another enemy within short range of the target suffers two Fatigued counters in addition to damage caused, if any. Then make a Move action.
	3	You may make a Move action with a character in medium range and LoS (you cannot use this Move to engage an enemy or do anything that could cause the character direct harm), and they suffer two Fatigued counters. You may make a Move and an Attack action yourself, in any order, before or after moving the target.
LIGHT FINGERS 	1	**Reaction**: Use after suffering a melee attack in which you took no damage. Take any item from the attacker's inventory other than the one they attacked with. If you do not have space for it, drop it or another item you are holding.
	2	Move into contact with another character and make a Pickpocket action. **Pickpocket**: When in contact with another character, roll a combat die: • : You fail. There is no effect. • Blank: One of the target's items, chosen at random, is scattered. • : Take a non-large item of your choice from the target's inventory. • : Take an item of your choice from the target's inventory and knock them prone. • The target may spend a Skill peg to avoid this effect. Then make another Move action, with no attacks of opportunity.
	3	**Passive**: You have access to the Pickpocket action as standard.
PERSUASION 	1	Use before making a Persuade roll. Add two automatic hits to the roll.
	2	Make a Persuade action against an Adventurer from another party to try to dissuade them from their mission. They suffer one Fatigued counter per unblocked hit. **Passive**: Add one extra die to your Persuade rolls.
	3	Make a Persuade action against any character, adding three automatic hits. The normal options apply, except that Adventurers from other parties will not join you.
TRICKS OF THE TRADE 	1	You may lock or unlock a door or terrain piece in contact, OR you may use when Searching, after drawing tokens, to ignore any Trap token(s) drawn with no effect.
	2	**Reaction**: Use when a trap card or token is drawn targeting this character or a friendly character within short range and LoS. This character spots and disables the trap's trigger. Discard the card/token with no effect. **Passive**: You may make a General Search as an effortless action.
	3	Use when Searching (terrain or General) to draw one additional token from the pouch and one random uncommon item. Do not resolve any traps drawn – they should either be returned to the pouch or left inside a Searched terrain piece. **Passive**: Your attacks gain .

ENDURANCE SKILLS

SKILL	LEVEL	ACTION
IMPERVIOUS 	1	**Reaction**: Use whenever you would suffer a status counter of any type. Discard the counter with no effect.
	2	Gain +2 until the end of the round.
	3	Restore 1 Health. This may take you above your starting level as long as there is space on your dashboard. You may discard any status counters you wish to. In addition, you ignore all damage, resist all spells without spending pegs, and discard all status counters with no effect until the end of the round.
ONSLAUGHT 	1	**Reaction**: Use after scoring one or more hits on an enemy in melee. Make another Melee Attack action.
	2	**Reaction**: Use after scoring one or more hits on an enemy with any attack. Move if you wish, and then make another Melee Attack action.
	3	Use during a Move action. You may ignore attacks of opportunity during this Move, and you may make a melee attack against each enemy you engaged with while moving.
QUICK RECOVERY 	1	Restore 1 Health.
	2	Use before activating to remove any Stunned, Poisoned or Wounded counters.
	3	**Reaction**: Use after being defeated. You are no longer defeated – restore 1 Health and Stand Up. **Passive**: At the start of your turn you may remove one Fatigued counter.
STEADY 	1	You cannot be Stunned, Knocked Back or laid prone until the end of the round.
	2	You cannot Move this turn, but you gain one extra die on all attacks and Knock Backs until the end of the round. **Passive**: You may ignore the Cumbersome rule in any turn in which you do not Move.
	3	Until the end of the round: • You cannot become Fatigued, Stunned, Knocked Back or laid prone. • Enemies cannot move out of contact unless you allow them to. • After any melee attack made against you, you may make a free Knock Back action against the attacker. • If an enemy moves within two squares, you may make a free Dash to engage them, becoming their target if you weren't already.

Magic Skills

Skill	Level	Action
Forbidden Arts 	1	Use Purification 1 - replace your rightmost black Health peg with a green one.
	2	Cast any spell at any level, whether you have access to it or not, ignoring rank and peg limits. Spend actions as normal. This spell uses the Forbidden Magic die even if the user is not Unsanctioned. After resolving the spell, become Corrupted for each level that the spell is higher than your rank. **Passive**: All of your spells that involve rolling for an attack gain Vicious.
	3	You draw on the powers of an otherworldly being to perform acts beyond your physical limitations. Resolve the effects of any Skill at any level. Then become Corrupted. This Skill can be used with reaction Skills at the appropriate time. It can only be used during a quest - it does not apply in the Campaign Phases.
Fortified Mind 	1	Use before casting a spell to cast it while engaged.
	2	**Reaction**: Use when a friendly character in short range suffers an attack. Use this character's magical armour to negate hits. Magic pegs from any combination of this character and the target character may be used to boost the armour. Any Magic Die effects are applied to this character.
	3	Until the end of the round, all spells targeting friendly characters in short range are automatically resisted without spending pegs, unless an Unstoppable result is rolled. All attacks against friendly characters in short range can be negated using this character's magical armour, spending any combination of this character and the target characters' Magic pegs to boost the armour. Any Magic Die effects are applied to this character. **Passive**: When casting spells of a level lower than your own rank, you do not become Fatigued when you suffer a Mental Overload result.
Malacyte Mastery 	1	Cast any non-Forbidden level 1 spell, whether you have access to it or not, spending an action or effortless action as normal.
	2	**Reaction**: Use after rolling the Magic Die to roll it again and pick which of the two results to apply.
	3	**Reaction**: After rolling an Unstoppable result during your turn, immediately cast any or spell you have access to at a casting value of 2, without spending any pegs. Instead of rolling the Magic Die you may choose which die result you want to apply to this spell. Then take any action for free. **Passive**: Gain Regeneration 1 - restore 1 Magic peg in the Assessment Phase.
Power Manipulation 	1	**Reaction**: Use at any time. Cast any or spell you have access to.
	2	**Passive**: You may spend any number of Skill pegs when casting a spell to increase its casting value by the number of pegs spent. This can exceed your rank.
	3	You force a huge burst of energy through one of your magical items. Choose a weapon you hold with the Channel icon, and decide how many Magic pegs you will spend (minimum 1). Make a ranged attack at short range using a number of dice equal to the pegs spent +3 (this includes the +1 for the Passive effect below). Any icons on the chosen weapon are applied to the attack. Mental Overload results on the Magic Die are ignored with no effect. **Passive**: When you use an item with the Channel icon, resolve the effects as if one additional peg had been spent.

MELEE SKILLS

SKILL	LEVEL	ACTION
BRUTAL ASSAULT 	1	Make a Melee action using only your fist with one extra combat die. If the target survives lay it prone.
	2	Choose a character you are engaged with that is no larger than you and throw them. Move them into any square within short range and LoS. They suffer no attacks of opportunity from this move. They suffer an attack equal to your fist+1, rolling an additional die if a wall or other terrain piece prevented them being thrown the full distance. Then lay them prone. If their trajectory was blocked by a character, that character also suffers an attack equal to your fist+1. **Passive**: You may ignore the Cumbersome rule for melee weapons.
	3	Make up to three Melee actions using only your fist+1. If the target survives lay it prone. Then make a Move action.
DISARM 	1	**Reaction**: Use after suffering a melee attack in which you took no damage. The weapon that the attacker used is removed from their dashboard and scattered.
	2	**Reaction**: Use after suffering a melee attack in which you took no damage. The weapon that the attacker used is removed from their dashboard and added to yours. If you do not have space for it, drop it or another item you are holding.
	3	**Reaction**: As level 2. In addition, you may make an immediate Melee Attack action with the stolen weapon, followed by a Move action with no attacks of opportunity allowed.
FRENZY 	1	Use before making a melee attack. Add two dice to the attack.
	2	Use before making a melee attack. Add three dice to the attack.
	3	Use before making a melee attack. Add four dice to the attack. After rolling the dice, you may split the hits scored between any number of enemies in range of your weapon. Any other effects such as Bludgeoning are applied to all enemies that suffer a hit. **Passive**: Gain First Strike.
WEAPONS MASTER 	1	Make a Melee Attack with a weapon. You may re-roll one die. **Passive**: You may use the Shield Block ability as an effortless action. You still become Fatigued if it is used outside your turn.
	2	Use after making a melee attack with a weapon. The target is Wounded and Stunned. **Passive**: You may make a Melee Attack as an effortless action.
	3	Use after rolling for a melee attack with a weapon. You may roll again for a different weapon in your inventory, combining hits and effects. skull results apply to each weapon separately. Then make a Knock Back action with +1 die, or a Move action ignoring attacks of opportunity. **Passive**: When making melee attacks, results on the blue die are critical hits.

RANGED SKILLS

SKILL	LEVEL	ACTION
BULLSEYE 	1	Make a Ranged Attack at short range. This attack does not roll any dice – it scores 1 automatic hit, ignoring cover.
	2	Make a Ranged Attack at up to medium range. This attack does not roll any dice – it scores 1 automatic hit, ignoring cover and physical armour. **Passive**: This character's ranged attacks ignore cover at short range.
	3	Make a Ranged Attack at up to medium range. This attack does not roll any dice – it scores 2 automatic hits, ignoring cover and physical armour. **Passive**: This character's ranged attacks ignore cover at medium range.
COUNTER SHOT 	1	**Reaction**: Use after being targeted with a ranged attack or spell, before the attack is resolved. Make a Ranged Attack or cast a spell against the attacker.
	2	**Reaction**: Use at any time after a target enemy has taken its first action in the current round. Make a Ranged Attack or cast a spell against the target.
	3	**Reaction**: Use at any time. Make a Ranged Attack or cast a spell against an enemy with one extra combat die (if applicable), and then make a Move action.
RANGED EXPERT 	1	Use when making a melee attack to use a ranged weapon instead. Roll to hit as normal using the weapon's short-range statistic and add one die to the attack. **Passive**: You may ready a ranged weapon with Preparation as an effortless action.
	2	Throw **any** melee weapon, rolling two additional dice, OR throw any other item as if it was a weapon, rolling two dice. **Passive**: You may make a Ranged Attack as an effortless action.
	3	Make a Ranged Attack with a Shot weapon. Ignore the Unreliable rule and add the Bludgeoning, Sharp and Piercing rules to the attack. **Passive**: When making ranged or thrown attacks, results on the blue die are critical hits
TRICK SHOT 	1	Make a Ranged Attack. You may re-roll one die.
	2	You shoot an item from an enemy's hand. Make a Ranged Attack. If at least one hit is scored, no damage is done, but an item of your choice is removed from their inventory and moved up to six squares in a direction of your choice.
	3	Make a Ranged Attack with three extra combat dice. After rolling the dice, you can split the hits scored between any number of eligible targets within range of your weapon and within short range of each other.

STEALTH SKILLS

SKILL	LEVEL	ACTION
AMBUSH 	1	**Reaction**: Use when an enemy ends a move within 4 squares and you are in full or partial cover. Make a Ranged Attack action against that enemy. You may Dash before or after this action.
	2	**Reaction**: Use when an enemy ends a move within 4 squares and you are in full or partial cover. Make a Move action and then an Attack action against that enemy. You may Dash once before or after either of these actions.
	3	**Reaction**: Use when an enemy ends a move within 4 squares and you are in full or partial cover. Make a Move action, an Attack action against any enemy, and then another Move action. You may Dash once before or after any of these actions.
CAMOUFLAGE 	1	While you are in contact with any wall you cannot be targeted for the rest of the round. Enemies can move through adjacent squares without stopping or attracting attacks of opportunity from you and cannot end a move in contact with you. You do not block LoS in any way.
	2	Make a Move or Ranged Attack action. While you are in contact with any terrain you cannot be targeted for the rest of the round. Enemies can move through adjacent squares without stopping or attracting attacks of opportunity from you and cannot end a move in contact with you. You do not block LoS in any way.
	3	While you are not in contact with an enemy you cannot be targeted for the rest of the round. Enemies can move through adjacent squares without stopping or attracting attacks of opportunity from you and cannot end a move in contact with you. You do not block LoS in any way. **Passive Reaction**: At any time (including midway through an enemy's Move) during a round in which you are camouflaged using this Skill you may make a Ranged Attack action and then become Fatigued.
DUCK FOR COVER 	1	**Reaction**: Use after being targeted with a ranged attack or spell if you are within 4 squares of cover. Move into cover.
	2	**Reaction**: Use after being targeted with a ranged attack or spell if you are within 4 squares of cover. Move into cover and ignore all effects of that attack.
	3	**Reaction**: Use at any time. Make a Move action into cover ignoring attacks of opportunity, and make an Attack action, in any order. You cannot be targeted for the rest of the round as long as you do not move from your position.
HARD TO HIT 	1	While in cover, you cannot be affected by ranged attacks until the end of the round, although you can be targeted as normal.
	2	While in cover or at more than short range, you cannot be affected by ranged attacks until the end of the round, although you can be targeted as normal.
	3	Make a Move action ignoring attacks of opportunity. You cannot be affected by any enemy ranged attacks until the end of the round, although you can be targeted as normal.

SUPPORT SKILLS

SKILL	LEVEL	ACTION
BARTER 	1	**Market Phase**: You may perform one of the following: • Purchase an item of any value, in addition to the normal limits. • Draw an additional rare item from the supply – this will now be available to purchase. • Sell one item for its buy value, to a maximum of G10 x your rank.
	2	**Market Phase**: Deduct up to G2 from the buy prices or add G2 to the sale prices of up to three items, in any combination. **Passive**: Deduct up to G2 from the cost of one item or Adventurer upkeep cost in each Market Phase.
	3	**Market Phase**: Increase the number of G gained from any quest objectives (if applicable) by 50%, rounding up.
INSPIRING 	1	Remove a Terrified counter from a friendly character in short range.
	2	**Reaction**: Use after defeating an enemy. All other friendly characters in short range may remove a Terrified counter OR take one action. **Passive**: Any other friendly character that starts its turn in short range and LoS of this character removes a Terrified counter before activating.
	3	All friendly characters in short range (including this one) remove all Terrified and Fatigued counters. Each may then make one action.
INTIMIDATING 	1	**Reaction**: Use when an enemy in LoS activates. You may choose the enemy's target for the round from any eligible characters it can see, even if it is already engaged and/or another target is closer.
	2	**Reaction**: Use when an enemy enters LoS or starts their turn within LoS. Their turn immediately ends and they are Stunned. **Passive**: As an effortless action, you may take an action with any friendly character in short range. They then become Fatigued.
	3	All enemies of this character's rank or lower within short range and LoS are Stunned and Terrified. **Passive:** You gain Terrifying .
TRAINING 	1	Use after taking an action. Another Adventurer in your party within short range and LoS immediately makes the same action for free, if able.
	2	**Advancement Phase**: Add one Experience to any other Adventurer in your party. This Experience may only be assigned to Agility, Endurance, Melee, Ranged or Stealth Skills. The trainee's rank may be no higher than X.
	3	**Advancement Phase**: Add one Experience to any two Adventurers in your party. One can be at any rank; for the other the trainee's rank may be no higher than X.

SURVIVAL SKILLS

SKILL	LEVEL	ACTION
NATURAL REMEDIES	1	Use when Resting. You and any other friendly characters that Rest this round restore an additional Health peg and an additional Magic peg.
	2	You or a friendly character in contact removes a Wounded or Poisoned counter and restores one Health.
	3	You and all friendly characters in contact are Blessed, and may each take an additional action this round.
ONE WITH NATURE	1	Use during a General Search action to forage, taking the items listed below in addition to any drawn. Roll the Magic Die. • **1:** You did not find anything other than the item drawn. • **2-3:** Take a *Morsel* or *Herbs** token.  • **4-5:** Take a *Provisions* or *Fungus** token. • **6:** Take a *Remedy* or *Minerals** token.  **Passive**: When staying in the Wilderness in the Rest Phase you may roll once on the above table for each character with this Skill.
	2	At the start of your turn, choose a non-Otherworldly ◎ Wandering Beast within medium range and LoS. You may use any of your actions this turn to control the Beast instead.
	3	Select a random non-Otherworldly ◎ Wandering Beast of rank 1-3 (see page 44). It enters play at an Entry Point of your choice and will be controlled by you in the Adventurer Phase for the rest of the game. It may activate this round. **Passive**: Non-Otherworldly ◎ Wandering Beasts will never target you.
READY FOR ANYTHING	1	**Reaction**: Use at any time. Take an action.
	2	**Passive**: Use at any time, once per round. Take an action and then become Fatigued.
	3	**Reaction**: Use at any time, including midway through an enemy's Move. You may take up to two actions and an effortless action.
TRACKING	1	Look at the top three cards of the Event Deck.
	2	Based on the current Dread, roll for the arrival of all NPCs due to arrive this round and place them next to the appropriate Entry Points. Grave Points or any other arrival location within short range of this Adventurer cannot be used. You may then move the NPCs at any one Entry Point to a different one. Their arrival will not be rolled again this round – they will just be activated and enter the gaming area as normal. **Passive**: If any rule causes your Staging Point to be swapped with a random Entry Point, you may roll the Magic Die twice and pick your preferred result.
	3	**Reaction**: Use either before or after an enemy enters LoS/is placed onto the gaming area, interrupting their Move if necessary. This character may take a free turn immediately. All friendly characters within short range may take one action. Any of these actions that target the arriving enemy gain one extra die. If the arriving character survives any attacks they may take/ continue their turn as normal. **Passive**: You may treat Rough Ground X values as two lower.

* *Herbs*, *Fungus* and *Minerals* can be found in the Of Ale and Adventure expansion.

Townsfolk Skills

You will note that some of these Skills have multiples of the same level, which will **all** be unlocked as a character marks a sufficient number of spaces. As characters allocate XP to these Skills they will not always unlock new abilities, but will still increase that Skill's X value, affecting the number of pegs that can be spent on the abilities already unlocked.

Skill	Level	Action
Bombast 	1	**Rest Phase:** After **any** Raucous Night result, gain X additional Renown. **Passive:** Whenever Renown would be spent, this character may spend their Skill pegs instead of the party's Renown, following the usual restrictions on Skill use.
	2	**Reaction:** Use whenever Renown is gained by your party. Gain one additional Renown.
Entertainer 	1	Remove a Fatigue counter from another character in short range. **Rest Phase:** Add up to 2 to any Inn roll without spending Renown.
	2	Use when Resting. Bless each friendly character (including this one) in short range. You may increase the Dread level by up to two to Bless each character that many additional times. **Rest Phase:** At the end of the Phase, Bless all characters in your party.
	3	This character inspires all around them to draw upon their inner strength to perform great feats. Place three Reminder counters on this character's board. While these are in place, all friendly characters in short range may use their Magic pegs as if they were Skill pegs. Remove one Reminder counter in each Assessment Phase. **Passive:** This character may use Magic pegs as if they were Skill pegs.
Herbalism 	1	**Reaction:** When an attack is made by a friendly character in short range, add the Poison rule to the attack. If it already has the Poisoned rule, add Vicious instead. **Passive:** Apply the benefits of a *Herbs, Fungus or Minerals* token as a regular action, instead of during a Rest.
	1	During a quest, spend two actions in the same round to Craft a potion token (those marked on the back) as if you were visiting the Artisan's Guild at no cost. You may craft items requiring any number of H, F, and M resources, and up to a total of X other resources. **Market Phase:** Craft an item as above at no cost.
	3	You brew a potion () with whatever you have at hand. Draw three crafted potion tokens at random and choose one to keep at no cost. Mark the potion with the pen. After the potion is used, roll a combat die. For each hit scored, the user gains their choice of a Health, Magic or Skill peg. On a the user is Poisoned.
Loremaster 	1	**Advancement Phase:** Add one Experience to any other Adventurer in your party. This Experience may only be assigned to Townsfolk, Cunning, Magic, Support or Survival Skills, or to Spells. The trainee's rank may be no higher than X.
	1	Use when Searching (terrain or General) to draw X additional tokens from the pouch. If any of these additional tokens is a Hidden Location or a Rare item, you may choose one to take in addition to whatever else was found. Otherwise the additional tokens are returned to the pouch with no effect.
	2	Use before setting up a quest to add an additional random rare item to the token pouch. **Passive – Market Phase:** You may re-roll the die when resolving a Book .

SKILL	LEVEL	ACTION
SMITHING 	1	During a quest, spend an action to Repair a broken item as if you were visiting the Artisan's Guild at no cost. The items you may repair depend on X: **1.** Common **2.** Common or Uncommon **3.** Any Item **Market Phase:** Repair an item as above at no cost.
	1	During a quest, spend two actions in the same round to Craft a weapon or armour token as if you were visiting the Artisan's Guild at no cost. You may craft items requiring any number of S, W, T and R resources, and up to a total of X other resources. At least one peg must be spent. **Market Phase:** Craft an item as above at no cost.
	1	Spend an action to create a Barricade in an adjacent square.
TACTICAL GIFT 	1	**Reaction:** Teamwork! When this character or another friendly character within short range and LoS makes an attack, for each friendly character in contact with themselves or the target of the attack they may either add one die to the roll or gain Vicious. A maximum of X dice and/or effects can be added.
	2	**Reaction:** We Trained for This! Use after an Event Card is drawn but before it is resolved; or use after rolling for the arrival of one or more characters at an Entry Point in LoS. This character and all others within short range may take one action for free. They may become Fatigued to take a second action. Then continue the game, resolving the interrupted effects. **Passive:** During a friendly character's turn, between actions, another unactivated character may become Fatigued to take an action. Both characters must be in short range of the character with this Skill.
	3	Use when in a room containing no enemies. You may close any doors in that room and flip any Entry Point markers within short range of a character in that room. You may reposition any characters in that room. Then, for each friendly character in the room, replace the uppermost peg in the Dread Tracker with a green one. Green pegs do not count towards the current Dread. When a peg is to be added to the tracker, replace the lowest green peg instead. While any green pegs remain, the flipped Entry Points must be re-rolled for arrival purposes. When the last green peg is replaced, flip the Entry Points back.
UNLIKELY HERO 	1	This character makes use of their seemingly mundane talents for the good of the party. In the campaign phases between games, this character may spend up to X pegs. For each peg spent: • **Escape Phase:** Adjust a Left for Dead roll for this Adventurer by 1. • **Advancement Phase:** Add one Experience to any Adventurer in your party (max 1 per Phase, Adventurer's rank may be no higher than X). • **Market Phase:** Ignore the Upkeep for an Adventurer. • **Rest Phase:** Re-roll any result at the Inn or in the Wilderness. **Passive:** This character is never targeted by enemies unless they are the only target in LoS.
	2	**Passive:** This character may spend the party's Renown as if it were their own Skill pegs.
	3	**Reaction:** This character seems to be exceptionally lucky and unlucky at the same time. Use after rolling an attack for or against this character. If this character is attacking, the attack causes one additional damage regardless of the roll, and is considered to have rolled a critical hit. If this character is being attacked, ignore all effects of the attack and Stun the attacker. Then draw and resolve an Event Card.

REFERENCE – ICONS

Some rules will have an 'X' value. This refers to the number in or next to the associated icon.

Icons found on weapons apply each time the weapon is used. Weapon abilities found on character boards or other types of token such as Gear apply to all attacks made by the character (regardless of weapon) while the item is in effect.



+X dice: This is usually found alongside the Channel icon. The attack may roll an additional number of dice equal to the number of pegs spent.



Ammunition: A character firing a weapon with this icon must have a Gear or Armour token of the matching type to fire it.



However, Throwing Stars are a weapon in themselves – they do not require a separate Gear token and the Weapon token itself is discarded if they run out.



Balanced: This weapon rolls +1 dice when thrown.



Bludgeoning: If this attack rolls a critical hit, the target is Fatigued, even if no damage was caused.

The target suffers one additional Fatigued counter for each damage caused.

This attack rolls one extra die when attacking terrain pieces.



Book: In the next Market Phase after obtaining this item, roll the Magic Die to see what literary secrets you've uncovered. If the token is Uncommon, add 1 to the roll. If the token is Rare or Exclusive, add 2 to the roll.

- **1-2:** The book is worthless – discard it.
- **3-5:** The book is sold for equal to the number rolled.
- **6-7:** An Adventurer of your choice gains 1 Experience. Discard the book.
- **8:** You find information on an ancient artefact. Add one random relic resource token to the token pouch and discard the book.



Burning: If this attack rolls a critical hit, the target is Burning, even if no damage was caused.

Equipment with this icon is considered a source of fire.



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



Channel: This icon will be seen alongside other statistics or abilities. At least one Magic peg must be spent to use the statistic/activate the ability. If an ability has an X value, additional pegs may be spent to improve the effect.



Abilities with the black Forbidden Channel icon work in the same way, but the Forbidden Magic Die must be rolled instead of the regular Magic Die.



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



Crafting – Resource: This item is used as an ingredient for crafting – see page 84. The letter and colour determine the resource type. Numbered items are used to craft unique relics.



Creature: Unless stated otherwise, this character cannot Open Doors, Search, use equipment or Interact with terrain.



Cumbersome: If an attack with this weapon rolls any and is not broken, turn the token 180°. It cannot be used in this position. It requires an effortless action to ready the weapon for use again.

Cumbersome weapons cannot be thrown.



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



Darkness/Light: Treat this item as the appropriate counter. It will move with any character carrying it, affecting the area in short range as usual.



If the item is discarded when it resolves, place the counter in the room instead.



Defensive Re-roll: The character may force a single die to be re-rolled from any attack made against them, unless the attack ignores physical armour. Critical hits cannot be re-rolled.



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



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



Entangling: If this attack causes one or more hits, the target is Fatigued. If this attack rolls a critical hit, the target is knocked prone. These effects apply even if no damage was caused.



Fast: When making a Move action, this character can move X additional squares. If a character has this ability from multiple sources, they use the highest value – they do not stack.



First Strike: When this character enters within melee range of an enemy (including when placed onto the gaming area or when a door opens), it gets an immediate free Melee Attack action.



Fly: This character can fly above the ground with the following benefits:

- Scramble 
- They ignore the first hit of any attack of opportunity against them.
- They cannot be knocked prone. They are still subject to any other parts of a rule that would normally make them prone.



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



Hazardous: When this item would be used, roll the blue die. If a hit is scored, the item's normal effects are applied. On a blunder, the user suffers the effects shown alongside the Hazardous icon instead (such as gaining status counters or losing pegs). On a blank, no effects are applied.



Hidden Location: Draw the Hidden Location card with the number matching this token. Return the token to its supply (the pouch for common tokens, or the separate bag otherwise).



Hit and Run: After making a melee attack, if this character is still engaged it will make a free Move directly away from the defender, ignoring attacks of opportunity, if there is space to do so. It will not engage other enemies with this Move.



Immobile: This character cannot Move or be moved unless a rule explicitly says otherwise.



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



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



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



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



Lasting Effect: Effects granted by this item last until the end of the round. Rotate the token 180° as a reminder. If the token is discarded after use, place it on your character board instead and discard it at the end of the round.

The user may spend X Magic pegs (max 2) to add X Reminder counters to the item. In each Assessment Phase, remove a Reminder counter instead of discarding/rotating the item.



Location-Specific: Unless stated otherwise in a quest briefing, this item only works in the quest in which it was found, or the next quest if purchased in a Market Phase.



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



Lull: Reduce the Dread by the amount shown when this item is used.



Magical Armour: Spend an action and up to X Magic pegs to increase your Warded value by the number of pegs spent.

Rotate the token 180° to mark it as active. The token cannot be used in this position.



Malacyte Enhancement: This character may cast spells with one more Magic peg than their rank allows.



Malacyte Stability: You may discard a Magic peg to re-roll the Magic Die.



Malacytic Conduit: This character cannot contain the magical energy in their body. At the start of each of this character's turns, add a blue peg to the Dread Tracker. If on an item, the rule applies while it is being carried or worn.



Master: This icon will be seen alongside other abilities on Companions or Summoned characters. The linked ability applies to the controlling character while they are within short range of this character.



Night Sight: This character ignores all effects of Darkness (see page 61).



Otherworldly: This character originates from another dimension. The icon (found on character boards and any associated Event Cards) has no effect on its own but will interact with other rules found in Maladum expansions.



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



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



Piercing: Physical armour cannot negate hits from this weapon.



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



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



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



Purification: When this ability is used, the character may replace their X rightmost black Health pegs with green ones.

This ability will specify when it applies, such as when Channelled, when Resting, or by spending an action or Skill.



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



Rank: The power level of an NPC. NPCs activate in order of rank, starting with the highest, and their rank may also be referenced by other rules and effects.



Reach: This weapon may be used to make a Melee Attack against an enemy up to X squares away, including diagonally. Unless in contact, the characters are not considered to be engaged for any other purpose, including attacks of opportunity.

When using multi-level terrain this rule applies vertically as well – the marks on the ruler can be used to determine how many squares a target is from their attacker when measuring up or down at an angle. Measure from ground level.

NPCs with this rule will make Attack actions as soon as their weapon is in range of their target – they will not Move closer if they do not need to. Characters with First Strike may also choose to stop and attack once they are within their weapon's range.



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



Regeneration (peg type): Restore X pegs of the type shown in the Assessment Phase. If a character has this ability from multiple sources, they are cumulative.



Relentless: A character attacked multiple times in a single round by characters with this rule will have their physical armour reduced by 1 for each attack after the first, to a minimum of zero.

For example, the first attack by a character with Relentless will use the defender's standard armour value. The second will reduce it by 1; the third will reduce it by 2, and so on.



Re-roll: If on a weapon, the character may re-roll a single combat die each time the weapon is used to attack or parry.

If on a character board or any other type of token, for each roll made, the character may re-roll a single die of any type used for any action or effect on their behalf.



Rest: This icon will be seen alongside other abilities and is only used during a Rest action. This character may discard the token to apply the abilities shown.



Restoration: These icons are found on potions and other remedies. When used they restore X pegs or grant X additional actions (based on the icon shown) to the user or another Adventurer in contact. Actions must be used in the character's turn in the current round.



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



Rope: This character may spend an action to place this token in contact with them. While the token is in position, any character may Climb up or down from that location at a cost of one action for each level (height of a wall) climbed.

If placed in contact with a gap, characters may Jump across the gap from its location, adding 2 to their safe distance.



Rough Ground: This area follows the rules for Rough Ground on page 58, using the value shown. Characters or items may have this icon with a negative value, reducing the effect of any area of Rough Ground they are in accordingly.



Scramble: The top number is the maximum height or width in squares/inches of objects/characters that the character can move up or over as part of a normal Move action – they do not need to Climb them or spend any actions, just like a regular character climbing stairs.

The bottom number is the character's safe distance for Jumping down or across.



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



Shield Block: This character may spend an action to raise the shield, taking this token from their inventory and placing it on their miniature to gain the effects shown inside the shield icon. The token is placed back into the inventory again as soon as the user does any of the following:

- Takes any action other than Move or Dash.
- Suffers damage.
- Becomes Stunned.

The character may also raise the shield when the character is attacked outside of their own turn, before dice are rolled. After the attack the character will become Fatigued.

Only one Shield can be raised at a time.



Size: This character is smaller or larger than an average human and additional rules apply, most commonly used for LoS (page 10), Knock Backs (page 29) and Moving Objects (page 60).



Skill: The Skill shown here can be used by the character at up to the level shown, exactly as if they were on the character's Class board.



Stash: This item may be instantly discarded when found to add its value to your Stash – it does not have to be placed into an Adventurer's inventory.



Terrifying: If this character rolls a critical hit when attacking, the target is Terrified.

If an enemy character ends their turn within short range of this character, roll the Magic Die. On a 1 that character becomes Terrified.



Trap: This item is a trap that can be set by an Adventurer. They may make an Interact action to set it and place it in an adjacent square.

NPCs are unaware of the trap and will not adjust their route to avoid it. The trap is triggered immediately when an enemy enters a square containing or adjacent to it and its effects are resolved against that enemy. Then flip the token face down – it will not resolve again this round. Flip it face up again in the Assessment Phase. Each time the trap is resolved, roll a die. On a ☠, discard the token.

Adventurers may pick the item up.

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

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

Unsanctioned: This character follows the rules for Unsanctioned Maladaar on page 39.

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

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

Volatile: If this attack rolls a skull on the blue die, the user takes one damage. Then, all adjacent characters suffer an attack with a number of dice matching the original attack and the Burning rule.

Worthy Opponent: If an Adventurer defeats this character, their party gains one Renown. The character must be defeated with a direct attack or effect – death from delayed effects such as being Poisoned or Wounded do not grant Renown.

This character can only appear once per quest. Once it has arrived, any further rules that cause another to enter play are ignored, even after it has been defeated.



ITEM NOTES

Some equipment requires more specific rules than can be covered by the standard icons and statistics. These items will be marked ! – if you see this on an item you should check the rulebook for full details.

POTIONS: Some rules refer to "Potions". These are all items marked on the back.



Healing Knowledge: This is not an equipment token. When granted to an Adventurer this is placed into either side of the armour slot on their character board, and is treated as part of their board for all purposes.



Adamantine Elixir: While in effect, this potion grants Immunity to the following effects: Bludgeoning, Burning, Entangling, Poison, Sharp, Terrifying, as well as increasing the user's physical armour by 2. This armour increase does not hinder magic use.



Blessed Water: This item can only be used to attack Revenants.



Camping Gear: The party may re-roll all Wilderness rolls in the rest phase.



Cordial of Cognisance: When this item is used, the character gains three Experience and may immediately assign it to their Class Board. Skills and Spells chosen may be used this round. We suggest marking the gains in a different colour as they are temporary.

When the token is discarded the character loses two of the gained Experience and Skills/Spells.

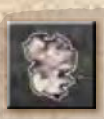
Note that characters only Level Up in the Advancement Phase.



Daemon Mantle: This item may be used to cast the Rearrange Cells spell with X = 5. No pegs are spent and the Magic Die is not rolled. Rotate the token 180° - it cannot be used for the rest of the game.



Doorbuster: This item adds three dice to a character's unarmed combat value against terrain pieces only.



Gas Trap: This is resolved as a Ranged Attack with Blast against the character that triggered it. It does not cause damage. Instead each target suffers one Fatigue counter per hit.



Maladaar's Almanac: Characters must have a spell track on their Class board to use this item. The user marks spaces on it equal to their rank (marking a new space when they reach a new rank). For each space marked, the user may learn a new spell as if XP had been spent. Mark these with an X on the Maladaar reference card.

If after any quest a different character carries this item, erase any filled spaces here and erase the corresponding spaces on the character's reference card.



Mystic Grimoire: The character holding this item may learn spells one level higher than their rank. Learned spells are retained if the character no longer holds the item.



Oblivion's Echo: This device channels the Crucible of Resurrection. The user may Interact with the item as if they were Interacting with a Crucible. All the same rules apply. See page 53.



Sceptre of Dominion: The character with this item can Persuade any character to do anything (except Adventurers from other parties will not join you). NPCs with no Persuade value use their rank instead.



Sledge of Burden: This character is considered to be one size larger for the purposes of moving objects.



Tome of Revenance: This item allows the user to re-roll attacks and effects against Revenants only.



QUICK REFERENCE

ORDER OF PLAY

1. Dread Phase
2. Adventurer Phase
3. Adversary Phase
4. NPC Phase
5. Assessment Phase

DREAD PHASE (P.21)

- Add 1 black peg to Dread Tracker.
- Draw Event Card (round 2 onwards).

ADVENTURER PHASE (P.22)

Players take turns activating Adventurers. Each takes up to actions + 1 effortless action.

- – see status effects first (p.16).
- Defeated characters cannot activate.
- Prone characters must Stand Up before other actions.

ACTIONS (P.22)

MOVE (P.23)

Up to 4 squares (3 if). Enemies make attack of opportunity if you leave contact.

MELEE ATTACK (P.26)

Make melee attack against engaged target or target in range of .

- = dice for Melee Attack.
- = forceful – +1 die but 2 x breaks weapon (p.15).

RANGED ATTACK (P.26)

Make ranged attack against target in range and LoS.

- = dice at short, medium and long range.
- = blast (p.27).
- 1 x = out of ammo (p.27).

ATTACK ROLLS

- Roll dice, one , others . = hits.
- Reduce hits by cover (p.11) and armour (p.25).
- Reduce target's health by remaining hits. If last health removed, character is defeated (removed if NPC, see p.33 if Adventurer).
- = critical hit – other rules may apply – check icons.

Check Skills (p.140-150) and Icons (p.151-155) for any further effects.

SEARCH (P.28)

EITHER: Look in Searchable terrain in contact, take or swap items.

OR: Place in room and take token from pouch.

OR: Pick up, drop or swap items in same or adjacent square.

KNOCK BACK (P.29)

Roll dice (on character board + 1) against adjacent target. +1 hit per your larger, -1 hit per target's larger.

Push target back 1 square per hit. May follow up. 3+ hits = target prone. > = no effect, target may Knock Back attacker.

PERSUADE (P.29)

Choose result and roll dice against target with in short range. Increase Dread by 1 if not in contact. Reduce hits by . Check remaining hits:

TRADE ITEM: 1+ hits (contact only) – swap item of up to same size and rarity.

TAKE ACTIONS: 1 per hit, Fatigue for each, cannot harm friendly characters.

TRUCE: 2+ hits – they become friendly.

JOIN: 3+ hits – they join your party (p.42)

INTERACT (P.30)

Refer to rules for object Interacted with. Must be in contact and unengaged.

DON/REMOVE ARMOUR (P.30)

Move/swap items from inventory to armour slot.

STAND UP (P.30)

Stand up prone character.

CAST SPELL (P.30)

spells target caster. Otherwise target in medium range and LoS.

- Choose spell from Reference card, Character board, Class board or Equipment token.
- Spend X Magic pegs (max = rank). Discard pegs = .
- Roll Magic Die (see Magic opposite).
- Resolve spell.
- Resolve Magic Die effects. Add peg to Dread if first Magic used this round.

REST (P.30)

Two actions. No enemies in room or short range and LoS. Cannot be .

- Remove all .
- Restore 2 Magic pegs.
- Restore 1 Health or Skill peg.
- Remove or .
- Stand Up.

EFFORTLESS ACTIONS (P.31)

- Dash – move 1 square.
- Throw Item.
- Use ✓ item or spell.
- Open/close door.
- Lay prone.
- Give/take/swap item with adjacent character or square.

SKILLS (P.32)

Once per round, during turn, spend X Skill pegs to use available Skill at X level.

Once per round, spend Skill pegs outside turn as a **reaction** to a triggering condition to use Skill or avoid effect.

Passive Skills do not need pegs and may be used with no limits.

See p.140-150 for Skill lists.

MAGIC (P.34)

The first time an Adventurer spends Magic pegs each round, add 1 to Dread.

Whenever pegs are spent, roll Magic Die:

1 Magic does not resolve. Character is Fatigued.

2 No further effect.

3 Restore 1 Magic peg.

4 Other characters in 2 squares moved 1 square away and laid prone. They may spend Skill peg to avoid.

5 This and other characters in 2 squares gain 1 Magic peg (may exceed starting value).

6 Resolve effects as if 1 extra peg was spent. Cannot be resisted.

RESISTING: Spend Magic pegs to reduce X for spell targeting character.

CHANNEL ✿: When used, spend at least one Magic peg to activate linked abilities.

MAGICAL ARMOUR ◎: Spend action and up to X Magic pegs shown to gain Warded X. Rotate token used.

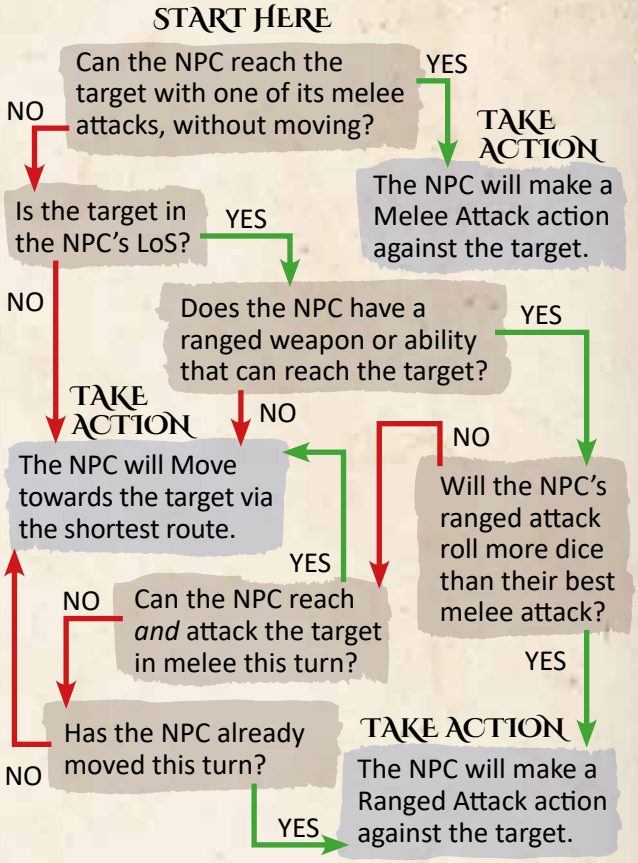
- X = magical armour value.
- If more hits taken, spend Magic peg to block each.
- If X>1, spend pegs/become Fatigued in Assessment Phase to maintain.
- Warded removed if damaged or Stunned.

NPC ACTIVATION (P.40)

If NPC has Event Card, follow stated targets and actions.

Otherwise target closest enemy, prioritising those in LoS and not in cover. Target does not change during turn unless target defeated or NPC engages different target.

Take actions as follows:



ADVERSARY PHASE (P.42)

See Dread Tracker for arrivals based on current band. Roll ⬛ and ⬜ dice as appropriate to randomise numbers and entry locations.

= closest Grave Point to Adventurer

If specified type not available, use next lowest ranked.

Activate in descending rank order.

NPC PHASE (P.44)

Activate ◯, ♉ and other NPC characters in descending rank order.

ASSESSMENT PHASE (P.21)

- Remove Activation Counters
- 🩸/☠/🔥/◯ – see status effects (p.17).
- Any other 'end of round' effects. Check any Reminder counters in play.
- Next player clockwise becomes first player.

STATUS EFFECTS (P.16)

- : Must Rest or use actions to remove counters before taking other actions. Cannot make attacks of opportunity. If more than , replace all with .
- : -1 movement. In Ass. Phase, roll: 1-3 -1 Health, 4-6 no effect.
- : In Ass. Phase, roll: 1-2 -1 Health, 3-4 -1 Skill (Health if none), 5 Fatigued, 6 Remove .
- : In Ass. Phase, -1 Health. Cannot Rest. Is source of fire, attacks have . May use actions to remove (p.16).
- : Cannot act voluntarily. During turn, must flee (p.16). May spend Skill to remove.
- : Cannot act voluntarily. Cannot suffer . Remove counter instead of activating (p.17).
- : Value is magical armour (p.37). May be boosted. Lost if damaged or stunned. If 2+, maintain in Ass. Phase.
- : Spend to re-roll die or force re-roll of die against you.

DARKNESS (P.61)

- LoS limited to short range against targets in the dark.
- -1 to attack rolls, no .
- All Climb/Jump actions fall on a . Safe distance is zero.
- NPCs prioritise targets in light.

RENOWN (P.72)

Spend to:

- Shuffle 1 card into deck before game.
- +1 hit to Persuade.
- Purchase item of any value in Market Phase.
- Adjust Inn roll by up to 2.

OTHER IMPORTANT PAGES

- Setting Up (p.18)
- Terrain (p.46-58)
- Traps (p.57)
- Large/Small Bases (p.59-60)
- Moving Objects (p.60)
- Companions (p.62)
- Sentries (p.66)
- Difficulty (p.72)
- Side Quests (p.73)
- Hidden Locations (p.74)

CAMPAIGN REFERENCE

ESCAPE PHASE (P.78)

If Adventurers defeated, choose:

- Rescue Mission (p.78).
- Left for Dead – roll:
  1. Permanently dead, equipment lost.
  2. Miss two quests.
  3. Equipment lost.
  4. Miss one quest.
  5. Pay G5 x rank or treat as 1.
  6. No effect.

Reduce roll by 1 for each /. may be used.

ADVANCEMENT PHASE (P.80)

- Earn XP:
- 1 2 – survived game
- 3 4 – survived + completed objective
- 5 – special – see p.80.
- Spend XP – apply to Skills/spells.
- Level Up – if row filled, increase stats (p.81).

MARKET PHASE (P.82)

- Take quest rewards.
- Sell items.
- Buy any items up to G10.
- Buy 1 item per Adventurer at up to G10 x rank (no limit for rank 5).
- 1 random rare is available to buy.
- Hiring Adventurers:
  - Draw 3 random characters with random classes. Add Adventurers previously hired temporarily. Any may be hired at full price.
  - Chosen Adventurer and Class may be temporarily hired (1 game) at 25% cost.
  - NPCs that joined party may be hired at 50% cost.
- Repair Items:
  - Common: G1
  - Uncommon: G3
  - Rare: G5
- Craft Items: See p.84.
- Upkeep: Pay G1 per Adventurer per rank + G1 for each that took part in latest quest.

REST PHASE (P.86)

Choose Inn (G2 per Adventurer) or Wilderness (free). Then roll:

INN

1-2: Choose: Bless all Adventurers or random rank 1 Adventurer gains 1XP.

3-4: Roll again:
- **1:** Take random uncommon token.
- **2:** Draw 2 random uncommon and one rare token. May purchase any at sell price. Roll for each – on a 1 discard it.
- **3:** At start of next game either:
  - Look at top 3 Events, shuffle Traps back in, return rest.
  - Look in searchable terrain piece.
- **4-6:** Draw a Side Quest card.

5-6: Roll again:
- **1:** -1 Health for random Adventurer.
- **2:** Take *Provisions*.
- **3-4:** Gain 2 Renown.
- **5-6:** May spend GX. Flip a coin – if you win, receive G2X.

WILDERNESS

1: Lose GD6. Random Adventurer loses two items. They may suffer -1 Health and -1 Skill to avoid all effects.

2: Roll again. Random Adventurer starts next game with 1-3=, 4-6=.

3-4: Roll for each party member. They start next game with:
1-2: -1 Health **3-4:** -1 Skill **5-6:** -1 Magic

5-6: No effect.