

GET STARTED PLAYING ERENTYR: The Forgotten Darkness Basic Game

**A Cooperative Fantasy Board Game set
in the Perilous Magical World of Erik Goodwyn's
KING OF THE FORGOTTEN DARKNESS**



By: The Mage Moot

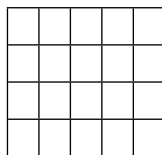
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RULES FOR THE BASIC GAME

SETUP

1. Erentyr: the Forgotten Darkness is designed for 4 players. If you have fewer than four players, have someone play 2+ Heroes. Each player randomly gets a Hero from one of the four given in this set: Sylmaran Paladin, Tree Elf Warrior, Dwarf Warrior, or Sorcerer (page 5-8). Just write down their stats and equipment on a sheet of paper. Roll randomly for their skills and give each player a d6 to represent their wounds. Everyone starts at 6 wounds. Choose a token or miniature to represent your Hero.
2. Cut out the 20 numbered Board Sections (pages 15-34) and place them in a 4x5 rectangle pattern Layout (see below), all *face down*, considered *Unexplored*:



3. Choose one of the outer Board Sections, turn it over, and place your Heroes in the middle of that Board Section. Place the arrow on the Board Section to face in any direction the Players wish.
4. Place 3 Dice near the Layout—these are the Warning Dice, representing Groups of Enemies trying to find the Heroes. Set them at 2, 4, and 6, with lower numbers representing closer to the Heroes.
5. If the first Board Section you uncovered is a Room (i.e., it has a “R” on it), roll for a Room Feature on the Basic Room Features Table (page 10) and resolve its effects.
6. Roll a d20 and write the result down: this is the Board Section number the Heroes are looking for and is called the Quest Room. Re-roll if the number equals the number of the Board Section you started on.
7. Each Hero marks off 1 torch: they light it in order to explore the Layout.

PLAY: TURN SEQUENCE

1. Determine Initiative Phase
2. Hero and Enemy Phase
3. Exploration Phase
4. Danger Phase

1. Determine Initiative Phase

1. The Hero or Enemy Group on the board with the *lowest speed* gains initiative. Ties go to the Heroes.
2. If it is a Hero, that Hero will act first in the Hero and Enemy Phase. If it is an Enemy Group, *all* of the Enemies in that Group will act first in the Hero and Enemy Phase.

2. Hero and Enemy Phase

1. If there are no Enemies present, Heroes act from lowest to highest speed in turn in the Hero and Enemy Phase and can either a) Move 4 squares (not diagonally), b) Search for Treasure or c) Search for Secret Doors, outlined in section 4 of the Hero and Enemy Phase.
2. If there are Enemies, the Hero or Enemy Group that has initiative moves and attacks first. Combatants (i.e., Hero or Enemy) can move 4 squares (not diagonally) and then complete a round of attacks or vice versa. Attacking is outlined below (page 3). Enemies will close in on the nearest Hero and attack that Hero. If more than one Hero is equidistant, divide up the attacks as evenly as possible. Randomly determine Enemy actions if there is any doubt about what they do. Consult the “Attacking” sections on the next page for details on how to attack, choosing Melee Attacking or Missile Attacking for whomever is taking actions currently. Enemies with a Bow stat that is not “-“ will attack with their missile weapons unless adjacent to a Hero.
3. Once the Combatant with initiative moves and attacks, determine who goes next: if a Hero had initiative, after that Hero moves and attacks, pick the Enemy Group with the lowest speed and repeat the above step for all Enemies of that Group next. If the Enemies had initiative, the lowest speed Hero gets to act next.

Melee Attacking

1. The attacking Combatant gets a number of melee attacks equal to their melee attacks characteristic listed on the Hero or Enemy section. The attack stats will be listed as +to hit, +to penetrate, and damage, in +X+Y+2d6+Z format, i.e., +1+2 2d6+4 means +1 to hit, +2 to penetrate, and 2d6+4 damage.
2. For each attack, resolve the to hit roll and add the to hit modifier if any. If the number is equal to or exceeds the defenders Fight stat, that attack is a hit. Unmodified rolls of 1 automatically miss and rolls of 6 automatically hit.
3. If any attacks hit, then roll to penetrate armor for each hit unless the defender has an Armor stat of 0. Add the penetrate bonus to the die roll to see if that hit penetrates the defenders armor. If that die roll exceeds the Armor stat of the defender, the hit has penetrated armor. Unmodified rolls of 1 automatically fail to penetrate and rolls of 5-6 automatically succeed penetrating armor for melee attacks.
4. For any successful hits that also penetrated armor, roll damage. Compare the number to the Toughness stat of the defender. The attacker inflicts 1 wound for every multiple of the defender's Toughness, i.e., if the defender has a 5 Toughness, then rolling 10 damage inflicts 2 wounds, and 15 damage inflicts 3 wounds, etc.
5. If the defender is reduced to zero wounds, it is Clobbered and removed from the Board.

Missile Attacking

1. Attackers using missile attacks must have a clear line of sight to the defender with no intervening Combatants apart from any adjacent allies, whom they can ignore for line of sight purposes.
 2. The attacking Combatant gets a number of missile attacks equal to their missile attacks characteristic listed on the Hero or Enemy section. The attack stats will be listed as in for melee attacks (i.e. +X+Y 2d6+Z).
 3. For each attack, roll to hit as above, but the target is the attackers Bow stat rather than the defender's Fight stat. Defenders must be 5 squares or less from the attacker. Unmodified die rolls of 1-2 automatically miss when using missile attacks.
 4. If any attacks hit, then roll to penetrate armor for each hit unless the defender has an Armor stat of 0. Add the penetrate bonus to the die roll. If that die roll exceeds the Armor stat of the defender, the hit has penetrated armor. Unmodified rolls of 1 automatically fail to penetrate and rolls of 6 automatically succeed armor penetration for missile attacks.
 5. Resolve damage as for melee attacks.
4. If the acting Hero did not move or attack, you can instead Search for Secret Doors or Search for Treasure. Searching for Secret Doors can only be done if there are no open exits to Unexplored Board Sections available on the Board, and it is successful on a d6 roll of 6, whereupon you can now travel through a wall on the searching Hero's Board Section. Searching for Secret Doors is automatically successful on the third attempt by a given Hero. Searching for Treasure is successful on a 5+ and can only be done successfully once per Board Section by any Hero. If successful, you gain a random Treasure (page 12).
 5. After completing actions for whoever has initiative, repeat this process (Hero acts, Enemy Group acts if present, Hero acts, Enemy Group acts if present, etc.) from lowest to highest speed until all Combatants present on the Layout have acted.
 6. If Any Combatant leaves their Board Section and enters an Unexplored Board Section (i.e., it is face down), they are placed on the face-down Board Section until the Exploration Phase and they cannot move any further.

3. Exploration Phase

1. Turn over any Unexplored Board Sections that have Combatants on them or have Combatants in the square adjacent to them. If it is a Hero, that Hero must have more than zero torches, otherwise they are swallowed up by the darkness and removed from the game—consult the Left for Dead section.
2. If any one of the overturned Board Sections is the Quest Room, count the number of explored Board Sections. If the total number (including the one just overturned) is 9 or less, re-roll the d20 for the Quest Room until you get a number not overturned yet. The Heroes need to explore more before they find it. Otherwise, they have found the Quest Room and must place the Quest Room Board Section in its place and place 3 Enemy Groups (page 13) in it randomly.
3. If any overturned Board Sections that are not the Quest Room are Rooms (i.e., marked "R"), roll for Room Features on the tables below.

4. Danger Phase

1. Roll a d6 for each Warning Die. On a 1-3, reduce the value of it by 1 and on a 6, increase it by 1. Warning Dice will not increase beyond 6. If any Warning Dice reach zero, remove that Warning Die from play, and place 1 Enemy Group (page 13) and move them 4 squares from a random open area of any Board Sections with Heroes on them. They will move toward the Heroes when possible. If this removes the last Warning Die, place a new one on "6" in the play area and give each Hero 1 Victory Point.
2. Roll d6 for Random Danger: on a 2-6 nothing happens. On a 1, a Random Hero must subtract a torch and roll another die: On a 1, place an Enemy Group as if a Warning Die had reached zero. On a 2-3, add 1 Warning Die to the play area. On a 4+, roll for an Event on the tables below (page 9).

Winning or Losing Combat

1. Any turn in which there was attacking is considered “in Combat”.
2. In the Danger phase, players have the option to Flee the Adventure. If they do so, they are removed from the game and must consult the Fleeing the Adventure rules: Heroes who Flee the Adventure must roll a d6. On a 4+ they Escape the Layout but lose 1 random Item. Otherwise, consult the Left for Dead rules below. Regardless of outcome, remaining Heroes will have to carry on without their fleeing allies.
3. If all Heroes have fled or have been Clobbered, Clobbered Heroes must consult the Left for Dead section.
4. If there are no Enemies left on the board at the end of the Danger Phase, the Heroes have won the Combat and roll for a Treasure (page 12). Any Heroes who are Clobbered at this point must consult the Recovering from Clobbered section.

Recovering from Clobbered

If Heroes win the Combat but there are Clobbered Heroes, each Clobbered Hero must roll a d10: on a 1, you have been killed! Create a new Hero with zero victory points and try again. Otherwise, you narrowly escape death and get back up at 1 wound on the next Hero and Enemy Phase, placing your Hero back on any Board Section where there are Heroes.

Left for Dead

Heroes who have been Left for Dead must roll a d6: on a 1, you are dead. Create a new Hero with zero victory points and try again in the next game. Otherwise you are Captured! Captured Heroes lose ALL items and you must complete a successful Adventure with surviving Heroes (making new ones to round out the number to Four Heroes) to rescue them, as they will be held prisoner in the Quest Room of the next game you play.

Winning the Game

If the Heroes win Combat after the Quest Room has been revealed, all the players have won the game. Each Hero still in the Layout (not fled or Left for Dead) gains a Treasure (page 12). Each Hero gains 1 victory point for each Board Section that was explored, 1 victory point for each Enemy Group encountered, and any Heroes who did not flee gain 10 more victory points.

Losing the Game

1. If all the Heroes have fled or are Clobbered, all the players have lost the game.
2. Surviving Heroes gain 1 victory point for each Board Section you have uncovered, and 1 victory point for every Enemy Group you have encountered. Surviving Heroes can try again, creating new Heroes to round out the number to Four Heroes if necessary.

After Win or Loss—continuing Adventures

1. Roll 6d6: that is the number of provisions it takes to get back to civilization. If any Hero runs out of provisions they die of starvation and must create a new Hero with zero victory points. If you don't starve, you can restock your provisions at 1 gold per provision, up to a maximum of 36. Restock torches for 5 gold per torch, maximum 5.
2. Try again to gain more treasure and victory points! The highest victory points gains the greatest glory.

THE END

We hope you have enjoyed the *ERENTYR: The Forgotten Darkness* Basic Game. If you did, stay tuned for a Erentyr: the Forgotten Darkness webpage: www.erentyr.com. As of this writing, there are many planned expansions that will appear on the website, including:

1. Dozens of new Heroes with 30+ skills or spells each.
2. Rules to raise your Heroes from lowly level 1 neophyte to mighty level 12 Legend, gaining new skills and adding to their Stats along the way.
3. The full Goblin Skull Keep, with Wildlands Events and 80 Room Features, 80 Random Events, and dozens of Enemies, from Goblin Scavengers to the Goblin Throng Lord, and even Great Dragons.
4. Completely new Adventure Settings beyond the Goblin Skullkeep, with entirely unique Room Features, Events, Enemies, and more.
5. Expanded Treasures lists, with 80 Minor Items, 300 Major Items, and a new Treasure Type: the Fabulous Item. There are 400 Fabulous Items you can find in your Adventures.
6. Rules to travel across Teralia, the central realm of Erentyr, in Cities, through Borderlands and into the Wildlands, with 1000+ Events where practically anything can happen, not counting the Events listed for each Adventure setting!

Happy Gaming!
--The Mage Moot

For more information, check out Erik Goodwyn's website: www.erikgoodwyn.com for more updates on future Erentyr books in the Raven's Tale Series!

THE FOUR BASIC HEROES

SYLMARAN PALADIN

Starting Profile

Fight	Bow	Str	Agi	Will	Brave	Stam	Spd	Tough	MR	Armor
4	6	+1	0	+1	+1	+1	5(6)	8	6+	4

Melee Attacks: 3

Missile Attacks: 2

Starting Equipment

Chain mail (2 points of armor, +1 Speed), shield (1 point of armor), helmet and gauntlets (combined to 1 point of armor), long sword +0 +0 2d6+4. Also start with 1 Sylmaran Prayer Bead (heals d3 wounds) and 1 Healing Salve (1 wound), 5 torches and 36 provisions.

Skills: 2 skills, roll d12 for each, re-roll repeats

1. Aura of Courage- All Heroes within 2 squares of you gain +1 Bravery (you also get the bonus). You also gain +1 Toughness.
2. Aura of Purity- You gain +2 damage with missile and melee weapons.
3. Battle Cry- 1/turn on a 5+ you gain a free Battle Cry attack. The attack automatically hits, ignores armor and does +d6 additional damage.
4. Blade of the Just- +1 attack with melee weapons, and +1 Toughness.
5. Blessing of the Lady- 6 times per Adventure you can heal yourself 1 wound. This ability can be used at any time, even if it is not your turn. Multiple healings in 1 turn is allowed.
6. Healing Touch- When not pinned in melee you can lay on hands, healing 1 Hero 1 wound. Use this skill 6 times per Adventure. You will gain d3 VPs for every successful use of this skill during the Adventure, but you will not use this power on yourself. Requires a d6 roll of 4+ to succeed, but failed attempts do not count against the maximum number of uses. Attempt 1/turn.
7. Holy Might- For any 9 turns of the Adventure you can summon the Holy Might of Antiochus, which gives you +1 to hit, +1 to penetrate and +5 damage on all melee attacks on the turn that you use it. Use this skill at will, and each use lasts 1 full turn.
8. Once More Unto the Breach- If you are Clobbered, roll a d6. On a 5+ you ignore the result and remain standing at 1 wound. Also you gain +1 damage with melee weapons.
9. Prayer to the Lady- 3 times per Adventure, you can pray to the Lady, which heals you 1 wound per turn for an entire combat. You may pray for an ally within 3 squares to bestow this ability on them instead of yourself.
10. Prayer to the Lord- 3 times per Adventure, you can pray to the Lord, and his Divine protection will cause all Enemies to penetrate your armor only on a natural 6, regardless of your actual armor.
11. Steel Resolve- Ignore the effects of Fear and you can cancel Sneak Attacks on a d6 roll of 4+.
12. Thou Art Unworthy- Speaking your loyalty to the Lord and Lady in ancient Sylmaran and boldly brandishing your holy Sunsymbol, you challenge your Enemies before the gods. When Enemies would attack, before they make their attacks, roll a d6 for each Enemy adjacent to you. Any that roll a 6 are afflicted with Pain and lose all their attacks for that turn.

DWARF WARRIOR**Starting Profile**

Fight	Bow	Str	Agi	Will	Brave	Stam	Spd	Tough	MR	Armor
4	5	+1	-1	0	+1	+1	7(8)	8	6+	4

Melee Attacks: 3

Missile Attacks: 2

Starting Equipment

Chain mail (2 points of armor, +1 speed) and shield (1 point of armor), helmet and gauntlets (1 point of armor total). Battle axe +0 +0 2d6+4. Also, you have 1 map piece (once during the Adventure you can use the Map Piece to turn over a single Board Section, then it is useless). Also start with 1 Sylmaran Prayer Bead (heals d3 wounds) and 1 Healing Salve (1 wound). Start with 5 torches and 36 provisions.

Skills: 2 skills, roll d12 for each, re-roll repeats

1. Endurance of the Mountains- gain 1 Damage Absorb/Adventure. Also gain +1 Toughness. Damage Absorbs can be used to ignore damage just dealt to you.
2. Extremely Tough- re-roll 1 Recovery from Clobber attempt/Adventure. Use when recovering from Clobbered effects after combat. Also you gain +1 Toughness.
3. Granite Skin- ignore 1s and 2s rolled for any and all damage against you, from any source.
4. Grizzled Greybeard- Gain +1 Toughness and +1 damage with melee weapons.
5. GrudgeBearer- Having studied the long history of the Froldin, you recognize many of the denizens of Teralia as having wronged the Dwarves at some time in history. Once per Encounter, pick 1 foe. You know that Enemy (or his ancestors) to have incurred an act of evil or insult against the dwarves, and you name him as one you bear a grudge against. You now gain +3 attacks vs. him until he is dead. Gain 1 Victory Point for every "grudge" Enemy you kill.
6. Mighty Swing- Once per combat, gain an additional Mighty Swing attack that strikes all adjacent Enemies. The Mighty Swing attack is at +1, +1 +d6 to hit, penetrate, and damage, respectively.
7. Most hated foes- There are many Enemies that deserve the wrath of the Dwarves. Roll once per turn: on a 4+ you spot an Enemy that is highly deserving of your wrath. For the rest of this turn, you heal 1 wound for every wound you cause to this Enemy due to the satisfaction of pounding them senseless.
8. Never Accept Defeat- Shrug off all damage and heal to full wounds on your turn. Use 3/Adventure on your turn.
9. Rooted to the Earth- You are kin to the very stone of the earth. 6 times per Adventure, you can root yourself to the earth for 1 turn: -1 Movement penalty, but during this turn you reduce all damage done to you by one damage die. That is, if an Enemy hits you for 2d6 + 5 damage, you reduce it to 1d6+5.
10. Slam Them All!- on a natural 6 to hit in melee combat, gain +2 to penetrate and +2 damage with your weapon with that attack.
11. Steel Heart- You are so familiar with heavy arms and armor that you feel naked without them. Gain +1 armor.
12. We Fight Together! An expert in combat tactics, you rasp out combat orders to your companions and inspire them to fight as one. 1/turn, choose one ally. That ally gains +1 attack per turn until the end of combat. Once all allies have gained a bonus attack in this manner, you gain one yourself. Also, you gain +1 damage.

SORCERER

Starting Profile

Fight	Bow	Str	Agi	Will	Brave	Stam	Spd	Tough	MR	Armor	Magic
2	6	-1	0	+1	0	-1	4	6	5+	0	0

Melee attacks: 3

Missile attacks: 2

Starting Equipment

Wizard Staff- +0, +0 2d6+3+Will damage. Also start with 1 spell gem: use once to roll 2 dice for a spell attempt. Choose the best die roll for your spell attempts. Finally, start with 1 Sylmaran Prayer Bead (heals d3 wounds) and 1 Healing Salve (1 wound). Start with 5 torches and 36 provisions.

Spells: Start with 4, roll d20 for each, re-roll repeats. Spells are listed as Spell Cost in Spell Points, then the number needed to successfully cast in (X/Y+) format. Use 1 attack to cast a spell, limit once per turn. You begin the game with 27 spell points. Once you reach zero Spell Points you cannot cast spells. Regain all 27 at the beginning of each game. Extended Duration spells last until end of the second Combat after you cast it. Enemies targeted by spells roll a d6. If this number equals or exceeds their Magic Resistance stat (MR), they ignore the spell.

1. Blink Away (1/4+)- Magically transport yourself to any square within your line of sight. You can move normally either before or after you "blink".
2. Fiery Bolt (1/3+)- 1 Enemy in line of sight takes 2d6 + 2 damage.
3. Fireblast (3/5+)- All Combatants in a 3x3 area take 3d6 damage and on a 3+ they catch on fire, taking 4d6 additional damage at the beginning of every one of their turns.
4. Forcefist (2/4+)- cast on up to two Enemies within line of sight. Those Enemies are knocked down and suffer -2 attacks on their next turn.
5. Fly (3/5+)- With a sweeping gesture you float into the air with a mere thought. While flying, you are -2 to be hit, and can move an additional d6 squares per turn. You also can fly over obstacles and pits. Extended Duration.
6. Gift of Healing (1/5+)- Heal 1 Hero on the same Board Section, or within 5 squares (whichever is greater) 1 wound, or heal 1 adjacent Hero 2 wounds.
7. Hidden Eyes (3/4+)- +1 to all search attempts by the sorcerer. Lasts for the entire Adventure.
8. Images (2/4+)- Create several mirror images that surround you. Any Enemy hit against you actually strikes a mirror image on a 5+, causing you no harm. Extended Duration.
9. Inferno of Doom (8/5+)- Shouting a devastating incantation, you engulf all of your foes in a blaze of hellfire. All Enemies in line of sight take 3d6+1 damage. Enemies affected by the spell are also set on fire on a 3+, taking an additional 4d6 damage at the beginning of every one of their turns.
10. Inscribe Weapon (3/4+)- Add +1 to hit, penetrate and damage to any weapon in light of sight. Extended Duration.
11. Invisibility (3/5+)- You can become invisible at will. When attacked, your Enemy cannot find you on a 4+ and must seek out another Combatant. You cannot combine this spell with the Images spell. Extended Duration.
12. Knit Wounds (1/4+)- Heals 1 adjacent Hero 1 wound.
13. Lightning Bolt (3/5+)- All Combatants in a straight line take 2d6 + 2 damage. Enemies damaged by this spell also suffer -2 attacks on their next turn.
14. Misdirection (5/6+)- Creating a series of voices, noises and commands that magically permeate the fortress, you confuse wandering patrols and add 3 to all warning dice. Once cast, this spell cannot be cast again until a 6 is rolled for Random Danger.
15. Morithain's Defense (3/5+)- Whenever you are attacked with melee or missile (but not magic), before the Enemy rolls, you can disappear in a cloud of smoke on a d6 roll of 5+, confusing your Enemy and causing them to lose the rest of their attacks (even if missile attacks). You reappear anywhere within line of sight. Extended Duration.
16. Mystic Mail of Allsland (3/5+)- You gain 3 armor points (maximum 7 armor). You are also -1 to be hit while under the protection of the Mystic Mail. Extended Duration.
17. Omniscience (3/5+)- turn over any Board Section in the Layout, and learn its room features and inhabitants, if any.
18. Pass Portal (2/5+)- This spell takes all of your actions for 1 turn and no Enemies can be present. It can be used once per Adventure. Place your hand upon the wall and cause a transformation of the stone—creating a hole that leads to the rooms and passages beyond (if there are any). Also it allows you to eliminate portcullises and gates, or locked doors, and the like.
19. Skilled Assistance (3/5+)- Enchant an ally to give him/her an uncanny sense of the combat situation. That Hero can now reroll 1s to hit and penetrate for 1 Extended Duration. Heroes that already have such skills gain no additional benefit.
20. Bloodfire Return (4/6+)- Cast on a Clobbered Hero and roll a d10. On a 2+, that Hero gets back up unscathed and at 1 wound on their next turn.

TREE ELF WARRIOR**Starting Profile**

Fight	Bow	Str	Agi	Will	Brave	Stam	Spd	Tough	MR	Armor
4	5	0	+1	+1	0	0	3	7	6+	1

Melee Attacks: 4

Missile Attacks: 2

Starting Equipment

2 long swords +0 +0 2d6+3, elven long bow- +0 +0 2d6+2, leather armor (1 point of armor, no penalties) and 1 lensi potion (heals 2 wounds when used). Also start with 1 Sylmaran Prayer Bead (heals d3 wounds) and 1 Healing Salve (1 wound). Start with 5 torches and 36 provisions.

Special: Tree Elf warriors cannot wear armor heavier than light chainmail.

Skills: Start with 3, roll d12 for each, re-roll repeats:

1. Battleweave of Aeth Brenin. Once per Combat, you can move your full movement through any Enemies present, gaining +1 free attack against each square you pass through. You must end on an empty square. This is in addition to your normal attacks.
2. Bow Master- gain a -1 bonus to Bow skill (lower Bow is better). Also, get +1 damage with missile weapons.
3. Burning Arrows- Instead of loosing normal arrows on your turn, you can loose flaming arrows that add +0, +1, d6 to the combat values of your bow. Doing this is slower, however, and you only get ½ your normal attacks per turn with Burning Arrows, rounding fractions in your favor. Enemies wounded by the burning arrows suffer Burning Damage: 4d6 damage on every one of their turns.
4. Deadly Accuracy- +3 damage with bows.
5. Double Shot- 1/turn you can loose 2 arrows with 1 attack at a -1 penalty to hit. If the attack hits and penetrates armor, gain +d6 damage with that hit.
6. Eagle Eye- Normally, archers can only hit targets within 5 squares. Being an expert archer, however, you are can hit targets within 8 squares.
7. Evasion- Evade any melee or missile hit on a d6 roll of 6, suffering no possible effect from that hit. Roll for each successful hit.
8. Fleet Footed- +1 missile and melee attack and you can move 5 squares per turn instead of 4.
9. Lensi Potion Master- You have learned the secrets of brewing the powerful and legendary *lensi* potions of elvenkind. Brew 2d3 *lensi* potions per Adventure, and each of these amazing potions heals 2 wounds when used.
10. Rapid Shot- +1 attack with bows, and +1 damage with bows.
11. Reflexes of Analin- gain -1 Speed and +1 Toughness, as you have honed your reflexes to roll with hits.
12. Vengeance of Aeth Brenin- Though it is well known that the dwarves vow revenge for slights against them and are fiercely vigilant in this regard, it is in fact the elves that have the longest memories, and the most vengeful souls. You have been chosen to mete out the Vengeance of Aeth Brenin. At the beginning of each Combat roll a d6 for each Enemy group Encountered. On a 5+, the Enemies placed have incurred the wrath of the elves, and you aim to see justice meted out at the tip sword or arrow, for the elves claim vengeance upon these and their descendants a dozen fold. You will gain +2 attacks and +d6 damage vs. that chosen group for the entire Combat. You cannot have this benefit against more than one Enemy group per Combat. You will also seek out those Enemies whenever possible to the exclusion of all other Enemies, and while fighting them you will not flee the Adventure until they are slain. Gain one Victory Point for each of these Enemies you Clobber.

GOBLIN SKULLKEEP BASIC RANDOM EVENTS: Roll d20

1. The roar of a giant thunders throughout the fortress, shaking the Heroes to their very marrow. All Heroes must roll a d6 and add their Bravery. On a 3+ they suffer no effect. Otherwise they are at -1 attack for the rest of the Adventure.
2. From somewhere above Goblin Sneaks open murder holes and drop burning refuse on the Heroes, causing d2 wounds to each.
3. Suddenly the Heroes realize they have walked into a trap! Surrounding them on all sides are Enemies intent upon spilling their blood for invading their corner of the great Skull-keep. The Heroes are attacked by 2 Enemy Groups. Enemies are set up 4 squares in from a random open area of a random Board Section with Heroes on it.
4. A random Hero notices a Goblin Sneak scampering into the shadows—he is too late to stop him, however. The Goblin warns the rest of the keep. -1 to all Warning Dice.
5. Suddenly someone sets off a trip wire (or a Goblin Sneak pulls a lever from the shadows), causing the floor to open up. The Heroes fall into a huge tunnel that splits up and scatters everyone all over the Skull-keep. Each Hero barrels down a separate stone chute and ends up in a random Board Section. Any Enemies will be scattered randomly with the Heroes. Set up a new board section for each Hero as necessary, along with any Enemies that may have fallen down the same chute with them.
6. From somewhere below the Heroes hear the call of the Troll hounds having been unleashed! The Giant Troll hounds are on their scent, and all warnings now get closer on a 1-4 for the rest of the Adventure.
7. Since the ages of antiquity the Skull-keeps have been known to contain strange qualities, particularly in the blocked stone areas. Now the Heroes begin to see the effects: from now on, any time a 1 is rolled for random danger, you must roll a d4 for all board sections with Heroes on them: 1) rotate this board section d3 turns clockwise. 2) a stone slab closes off one random doorway 3) the stone shifts and a new doorway opens on this Board Section where there was previously none (if every wall has a doorway, treat this as 2). 4) stone slabs cut off all doorways in this board section, requiring a secret door must be found, but searches gain +1 on this Board Section. These effects last for the rest of the Adventure.
8. The terrible smell of the brewery wafts throughout the fortress. It seems the Goblin Brewers have been working in double shifts. Due to the increase in drinking that is occurring in the Skull-keep, warnings will get +1 in the Danger Phase on a 5 or 6 rather than a 6. This effect lasts for the rest of the Adventure. Also, any time the Heroes find an item, they will also find a cask of Goblin Brew. Drinking Goblin Brew heals 1 wound, but causes wild hallucinations for d3 turns unless a you roll 5+ to avoid it on a d6. Hallucinating Heroes will move randomly on their turn and do nothing else.
9. For what seems like hours the banging of troll-hammers against anvils has echoed throughout the Skull-keep. It seems the trolls are outfitting the Goblins with superior weaponry. From now on, all newly Encountered Enemies will have +1 to hit above their normal bonuses. Since this makes things much more difficult, add 10% bonus to victory points awarded when the Adventure is over.
10. If there is combat currently, re-roll this event. Otherwise, the Heroes come across a Sathenite spy who has infiltrated the Skull-keep. He says he is on a secret mission for the Sultan and the Khalif Chandrama of Shindar, but he knows the location of the Quest Room: randomly determine one unexplored Board Section. Regardless of the Quest Room die roll at the beginning of the Adventure, this Board Section is now known to the Heroes to be the Quest Room. Once they arrive, roll a d6: on a 1, the spy was lying and has led them right into a trap: the Heroes are immediately ambushed by 3 Enemy Groups (and gain 3 Victory Points).
11. Rendarian horns ring out from somewhere, signifying that the Princes are rallying and command the Goblins to join the legioners outside the Skull-keep. Remove 1 Warning Die.
12. The sounds of dwarven battle-dirges echo from deep within the fortress. Place a special warning die on 6: this represents a band of dwarves that have declared a grudge against the Goblins. This special warning die will reduce by 1 every turn until it matches another warning. When this happens, the dwarves clash blades with the Goblins and claim vengeance, then disappear from whence they came. Remove both warnings.
13. If there is only 1 warning in play, reroll this event. Shouting and cursing fill the caves and tunnels of the keep: the fractious Goblins are brawling with each other, as the wonton Torigothi often do. Pick the two closest warnings. These two groups are pounding each other into mincemeat for the next d3 turns and will not increase or decrease during the Danger Phase. After this, should the Heroes Encounter either of these groups, all Enemies Encountered will be at -d2 wounds from the aftereffects of the brawl, and they will all be Chaotic 6+ (see page 14) from the aftereffects of too much Goblin Brew.
14. A tremendous rumble shakes the ground of the Skull-keep as a mammoth earthquake tears the very foundations asunder! After picking yourselves up, you and your allies discover the very nature of the dungeon has changed—reshuffle all unexplored Board Sections and place them in new locations about the layout randomly. Board Sections that have already been explored are rotated d3 turns clockwise.
15. Bad news- you've set off a trap! The good news? A wandering patrol has just appeared and steps *right* into the spot you were about to. Add one Enemy Group, but each Enemy placed suffers 1 wound.
16. You've cursed your luck, your equipment, your judgement and your sanity for the miserable experience you've had so far on this Adventure. To your horror you find that- as you sow- so have you reaped (apparently the gods have a warped sense of humor- or just don't like it when their creations are a bit unappreciative). Select a random hero- they now suffer -1 wound for the next Extended Duration, until you reach 1 wound.
17. The great drums of the Skull-keep usually sound out with urgent messages of danger but now sound as if they are being pounded by a crazed, drunken elephant that happens to also be tone deaf and blind. Such is the cacophony that for d3 turns all warnings will increase (and no events that summon or lower warnings will occur) until the

rambunctious party animal has been dealt with. The noise is so disturbing, however, that all Heroes suffer the effect of being Dazzled (half attacks, rounded up) for 2d4 turns.

18. Goblin hospitality and cleanliness are both oxymoronic- no doubt the reason that all the Heroes suddenly slip and slide d3+1 squares in a random direction after stepping into the awful mess that has been left to congeal on the filthy floor, taking 2d6 damage. If there are any Enemies present, they laugh at you. The only good news is that on a successful search for treasure on the following turn, searching Heroes will find d3 Goblin Brews added to their treasure.
19. (If not in combat reroll this event). White bone bars suddenly spring from the unpredictable Skull-keep tunnels, trapping you inside the room (or passageway) where you fight your Enemies to the death, and they seem just as surprised as you do. With retreat cut off for both sides—no Fleeing the Adventure allowed. This will be a fight to the finish.
20. The scourge of rabies has broken out among the general population of the Skull-keep. All future encounters now have a chance to both Frenzy and be Chaotic on a 6+ (add +1 to any enemy that already has these skills).

GOBLIN SKULLKEEP BASIC ROOM FEATURES: Roll d20

1. You enter a dingy barracks where the Goblins live their meager existence. The room is filthy and cluttered with bones, rusty metal, torn clothes and smashed barrels. It also reeks of Goblin Brew. If a Hero is wounded in this room, he must make an Agil 3 check to avoid tripping over the garbage. Stepping over the beds or lockers requires an additional movement point. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
2. Carved along the walls of this chamber are crude depictions of dragons being awakened by Goblin Sorcerers, to wreak vengeance upon those who oppress and threaten them. Any Goblins Encountered in this room will be enraged that anyone would desecrate their shrine and fight at +1 attack. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
3. Mounds of dirt and rubble fill this low chamber of carved stone, causing unsure footing and impeding progress. -1 Movement while in this room for all Heroes except dwarves (who are used to such conditions). Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
4. Pressing further in, you leave the strange bone mazes and block stone passages directly into a large cave. Stalactites drip into small pools along the stone floor, and black markings from torches scorch the stalactites. The acoustics in the cave muffle sounds, making it more difficult for the Enemy to find you. While every Hero is in the cave, warnings will only get closer on a 1. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
5. Pushing open a rusty gate you enter the fighting pit. Blood stains the walls between the spikes where the Goblins enact their own gladiatorial combats reminiscent of the infamous Carnival of Death deep in the Spiral City. On a d6 roll of 1-3 there will be a fight in progress when the Heroes approach the fighting pit and the gate will be locked: Roll a d6 to see what type of gladiators are fighting: 1) Goblin-kin champion; 2) Rendarian slave 3) random Alliant slave 4) Minotaur 5) Rornus 6) Wolfen. As the gladiators fight you hear the cheers of Goblins in the viewing coves above. If the Heroes choose to break through the gate and break up the fight they will cause a major disturbance, scattering the audience who immediately sound the alarm and add d3 Warning Dice, but if they set free any Alliant or Rendarian slaves they will gain +1 Victory Point. Otherwise, they can choose to watch the fight (laying bets if they so choose), and at the end of each turn roll a d6 for each gladiator, and the highest roll wins the battle (ties signify the gladiators pound each other into a standoff this turn). If there is no fight going on, Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
6. You find yourself at the bottom of a stone pit covered with Goblin bodies in various states of decay. Ladders lead up to each exit. If there are no exits in this area there is no effect. Otherwise the Heroes must use 3 movement points to climb the ladders. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
7. As you enter the garbage dump you are repulsed by the horrid stench. Heaps of disgusting foodstuffs, Goblin Brew ingredients, refuse and detritus of all sorts hinder progress into this miserable stone room. Movement is -1 through this room and the stench is so horrid that any Heroes entering must roll a d6 and add their Stamina. On a 4+ you avoid the effects, otherwise you suffer -1 Toughness for the rest of the Adventure. Each turn spent in this room for any Hero or Enemy causes a d6 roll when moving: on a 1 that Combatant slips on something slimy and disgusting and falls face first into the reeking mass, ruining d4 provisions.
8. Penetrating the depths of the Skull-keep the Heroes come upon a strange room of grey and white bone where cots and hay bedrolls are scattered about haphazardly. Bone chips and rubble are strewn about as well. Searching this room for treasure is only successful on a 6+. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
9. This stone barracks is full of cots, moldy bedrolls, rotted bearskin-rugs and scattered rubbish. The skunk-like odor of Goblin Brew is undeniable, as is the hound-droppings dispersed among the belongings. Roll a d6: on a 1-3 the barracks is occupied by sleeping Goblins and their faithful hounds. Remove the closest warning—this warning represents the sleeping Enemies. The Heroes can slaughter them with ease, slitting throats and piercing hearts, but lose d6 Victory Points each for such dastardly methods. If they try to sneak across unheard, they must each roll a d6, adding Agility. On a 3+ you are successful. Only 1 check is required per Hero sneaking across the room. Any Heroes that fail will awaken one of the Goblins on a d6 roll of 1-3. Awakened Goblins will jump to their feet, draw weapons and loose their hounds at the heels of the Heroes: Place one Enemy Group immediately. Successfully sneaking across the Barracks when it is occupied gives a bonus of 1 Victory point to each Hero. The “sleeping” warning die will “awaken” on a random danger roll of 1, otherwise it will not move during the Danger Phase. Heroes, of course, can simply shout at the goblins “on your feet!” and combat will ensue normally. In this case the Heroes wait for the Goblins to get their bearings, then charge with blades bared. If the barracks is not occupied, Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!

10. Fine weapons and armor are locked away in barred cases along the walls of the stone armory. Heroes can try to break into the cases by spending all moves and attacks next to a wall and making a d6 roll and adding your Strength. On a 4+ you succeed. Each Hero can attempt this only one time. Success opens up a case that contains d4 torgonite weapons. Roll for type with a d4: 1) sword 2) axe 3) mace 4) bow. Torgonite weapons are +0 +1 2d6+4. Normal treasure cannot be searched for in this room. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
11. Pushing open a creaking cell door, you enter a cubicle where prisoners are tossed and fed thin gruel for weeks. Currently there are no prisoners here, but neither are there any exits from this room. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
12. You find a prison cell that is locked and contains a prisoner. There are no exits and the door is locked. The door is heavily barred and impossible to open without a key. The only other way to open it is possibly magic: if a Hero wizard casts an attack spell on the gate, you can break through it on a d6 roll of 4+. Roll a d6 for the type of prisoner: 1) Avithainian 2) Brendanian 3) Sathenite 4) Svoedic 5) Sylmaran 6) Velian. The prisoner pleads with the Heroes to find a way to free him/her. From this point on, any Goblin Encountered will have a 1 in 6 chance to be the Jailer. The Jailer will have slightly higher Toughness than the others (+1) and carry the keys to the prison cells. If the Heroes defeat the Jailer, they can take the keys and return to the cell to free the prisoner, telling them directions to get out of the fortress, each gaining 1 Victory Point.
13. You find an empty prison cell that is nonetheless locked. Inside the cell, however, you see a large crack in the wall that leads to the rest of the fortress—the problem is the barred door. From this point on, any Goblin Encounter will have a 1 in 6 chance to have the Jailer. The Jailer has +1 Toughness and carries the keys to the prison cells. Finding the Jailer in room feature 12 will help to open this room, and the barred door can be opened with magic in this room as in that one.
14. You find a chamber that has been mined out of the mixture of petrified bone and rock that makes up the Skull-keep. Picks, wheelbarrows and scattered filth litter the area. Upon entry, roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
15. You find an area that has been mined extensively. Along the walls are scaffolding and pulley systems to carry and examine the material for whatever the Goblins have been mining. Along the uneven floor are wheelbarrows full of rock and petrified bone. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
16. Dirt, rubble and other filth are spread about in this dark chamber of rock. Movement is very difficult, causing -2 Move for all Heroes that are not dwarves. Enemies are unhindered by the detritus. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
17. You have entered what looks to be the kitchen. Along the other side of the stove are stored barrels and sacks of various rotten foodstuffs that the Goblins use to feed themselves. Hanging over the table is an assortment of knives and other mostly wooden utensils. The stench is very strong. Roll a d6: on a 1-3 the kitchens are empty--roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event! Otherwise, if the kitchens are not empty they will be occupied with d3+2 cooks busy preparing a meal for the Goblin garrison and the stove will be lit. The cooks are non-Combatants and are very surprised when the Heroes enter. They throw down their greasy spoons and surrender. If any Hero kills the hapless cooks, it requires only 1 turn of movements and actions, but such merciless slaughter causes -d6 Victory Points to the Heroes that that perpetrate or allow such crimes. Otherwise one Hero can attempt to intimidate the cooks into letting them pass and keeping quiet about it. Roll a d6 and add your Will. On a 4+ you succeed. If unsuccessful the cooks will let them pass but sound the alarm in d6 turns, adding d3 warnings. If successful they will keep quiet and finish preparing their slop in fear.
18. You enter a large chamber of bone. Cracks in the ceiling let in the light of day in sharp curtains through the dust. This area is a common gathering place for Goblins. Roll a d6: on a 1-2 the area is empty, so Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event! If the original d6 roll was 3+ there will be d2+1 Enemy Groups worth of Goblins (+2 Victory Points are gained by each Hero), but one of the groups will immediately run away to alert the rest of the Keep. If at least one of them is in a Board Section without Heroes in it at the end of the turn, create a special warning die for that group. From now on, that warning die will go away on a 1-3 and get closer on a 6, reversing the normal warning movement during the Danger Phase. If that special warning ever gets to 6, they will sound the great horns and add d4 + 2 warnings
19. This chamber contains a portion of the spine of one of the large beasts that comprises part of the Skull-keep. Huge ribs extend away from the hollow vertebral body that comprises the room, extending into the darkness. The effect is very unsettling, but the bone is petrified and strong here, and there is no danger of falling through and into the blackness from here. If a secret door is found, it is within a giant rib bone that extends through the darkness and opens into the adjacent area—taking a full 4 movement points to traverse the two Board Sections. Roll a d6: 1: Ambush! 2-3: Add a Warning 4+: Event!
20. The floor of this chamber is uneven and rocky, but the ceiling is serrated and extremely jagged bone—a cave within the substance of the bone itself. As you carefully enter, your footsteps echo loudly: Roll d6 twice (but all Heroes gain 1 Victory Point): 1: Ambush! 2-3: Add a Warning 4+: Event!

BASIC GAME TREASURES

There are two types of Treasures: Minor and Major. If you win a battle or successfully Search for Treasure, roll a d6: on a 1-4, gain a Minor Item and on a 5+ gain a Major Item. If you win the game, each Hero gains 3d6x50 gold and 1 Major Item. "Extended Duration" effects last until the end of Combat, whichever happens last.

Minor Item: roll d20 (trade unwanted Minor Items for 3d6x20 gold)

1. Arrow of Irovan- automatically hits and gains +1 to penetrate. 1 arrow found.
2. Barbed Arrows- d6 found. Heroes gain +1 to hit & penetrate.
3. Casks of ale- +1 Brave, +1 Tough and -1 attack for 1 turn. 2d4 casks found.
4. Dust of Shadows- ignore Random Danger and Warning dice rolls for 1 turn.
5. Dwarven Beer- +2 Brave, +2 Tough and -1 attack for 1 turn. But when you use it, roll a d6: you are drunk on a roll of 1 on a d6, at which point you can do nothing for that turn. 1d3 casks found.
6. Elven arrows- +0 +0 +2 damage. 2d6 found.
7. Grass Whistle- roll a d6; on a 4+ add 1 to one warning die. d3 uses.
8. Healing Herbs- Roll d6 and add Stamina. On 4+ heal 1 wound. D6 uses.
9. Holy beads- +1 to one Bravery check for Fear for 1 turn. 1d6 found.
10. Holy wafers- automatically pass one Bravery check for Fear. 1d6 found.
11. Incense of Mystics- d6 sticks found. Add 1 to 1 warning die when used.
12. Lensi Potion of the Abrethair Tali- heal 1 Hero 2 wounds.
13. Magic Oil of Tors- +1 armor for 1 Combat.
14. Oil of Velian Steel- +1 to hit for 1 Combat.
15. Potion of the Avurine- +1 Agi for an Extended Duration.
16. Potion of Maple Magicwood- +1 Move for an Extended Duration.
17. Potion of Ogre Might- +1 Str for an Extended Duration.
18. Potion of Stoneheart- +1 Toughness for an Extended Duration.
19. Potion of the Moonlord- -1 to Speed for an Extended Duration.
20. Potion of Tyrioc- +1 attack for an Extended Duration.

Major Item: roll d20 (trade unwanted Major Items for 3d6x50 gold)

1. Adventure's Pack- this lost pack contains 3d6 provisions, d4 torches, d2 healing potions and 1 minor item.
2. Arrows of Irovan- arrows automatically hit and are +1 to penetrate armor. 3d6 found.
3. Arrows of Evigo du Montenesque- 2d6 arrows found. When a 6 is rolled to penetrate with these arrows, you gain +2d6 damage.
4. Bearded War Axe- This torgonite Dwarven axe is +0 +1 2d6+4 and gives the Hero one additional attack per turn.
5. The Blinding Orb of Amun-Ra- 1 use. When used, this orb of brilliant sunlight shines, and any time that an Enemy attacks you, roll a d6. On a 6+ they lose ½ of their total attacks for that turn as the brilliant sunlight contained within the orb blinds them. Extended Duration.
6. Bow of Alozan- +0 +1 2d6+3. Torgonite bow. Gain Extended Range of 10 squares.
7. Bracers of Kor the Unstoppable- [1, 1] once/Combat 1 normal attack automatically hits and penetrates. Cannot wear with gauntlets.
8. Brendanian Masterwork Mail- enchanted torgonite light chainmail [3, 1, +1 Speed]. Ignore missile hits on a d6 roll of 5+. Roll for each hit. Also, gain +1 Toughness while wielding.
9. Carnage Blade- enchanted torgonite two handed sword. +1 +1 2d6+8.
10. Crown of Skarin, Lord of Svoeden- +1 Stamina for 1 Adventure.
11. Crystal Ball- turn over any 3 Board Sections you wish then discard the crystal ball.
12. Dust of Passage- ignore Random Danger rolls for d3 turns then discard.
13. Enchanted Torgonite Axe- +1 +1 2d6+5.
14. Enchanted Torgonite Bow- +1 +1 2d6+4.
15. Enchanted Torgonite Mace- +1 +1 2d6+5.
16. Enchanted Torgonite Sword- +1 +1 2d6+5.
17. Hammer of Ulrich- torgonite. +0 +1 2d6+4+on natural 6 to penetrate, Enemy is at -1 attack on their next turn.
18. Heart Shield- torgonite. [1 point of armor] Once per Adventure, ignore a roll of 1 to recover from Clobber.
19. Helm of Durgon- [1 point of armor]. Gives wearer +1 Toughness.
20. Ring of Alozan- heals the wearer 1 wound/turn on a d6 roll of 6+ during the Exploration Phase. Lasts for d3 Adventures, then discard.

Note: Extended Duration effects last until the end of the second Combat AFTER they have been triggered.

BASIC GAME ENEMIES

When attacked, roll a d6 on the following table to determine what Enemy Group to place on the Board.

1. D3+3 Finx Archers
2. D3+3 Goblin Dung Dwellers
3. D3+3 Goblin Sneaks
4. D3+3 Frenzy Rats
5. D2+1 Goblin Archers
6. D2+1 Dire Dogs

Finx Archer

Speed: 2
 Fight: 2
 Bow: 5
 Strength: -1
 Agility: +1
 Will: -1
 Bravery: -1
 Stamina: -1
 Toughness: 3
 Armor: 1 Magic: - MR: 6+
 Melee Attacks: 3
 Bone Dagger +0 +0 2d6 + 2
 Missile Attacks: 2
 Finx Bow +0 +0 2d6 + 4

Special Rules: Range: 7 squares instead of 5

Frenzy Rat

Speed: 5
 Fight: 4
 Bow: -
 Strength: 0
 Agility: +1
 Will: -1
 Bravery: 0
 Stamina: 0
 Toughness: 3
 Armor: 1 Magic: - MR: 6+
 Melee Attacks: 4
 Bite +0 +0 2d6 + 3

Special Rules: Frenzy 4+

Goblin Dung Dweller

Speed: 6
 Fight: 4
 Bow: -
 Strength: 0
 Agility: 0
 Will: -1
 Bravery: -1
 Stamina: +1
 Toughness: 4
 Armor: 3 Magic: - MR: 6+
 Melee Attacks: 4
 Rusty Sword +0 +0 2d6 + 3

Special Rules: Stench 3

Goblin Sneak

Speed: 1
 Fight: 3
 Bow: -
 Strength: -1
 Agility: +2
 Will: -2
 Bravery: -2
 Stamina: -1
 Toughness: 3
 Armor: 1 Magic: - MR: 6+
 Melee Attacks: 4
 Long Knife +1 +0 2d6 + 2

Special Rules: Stealth 3+

Dire Dog

Speed: 5
 Fight: 5
 Bow: -
 Strength: +1
 Agility: +1
 Will: 0
 Bravery: +1
 Stamina: 0
 Toughness: 6
 Armor: 3 Magic: - MR: 6+
 Melee Attacks: 4
 Bite +0 +1 2d6 + 6

Special Rules: None

Goblin Archer

Speed: 2
 Fight: 2
 Bow: 4
 Strength: -1
 Agility: +2
 Will: +1
 Bravery: 0
 Stamina: -1
 Toughness: 4
 Armor: 2 Magic: - MR: 6+
 Melee Attacks: 3
 Dagger +0 +1 2d6 + 4
 Missile Attacks: 4
 Goblin-kin Bow +0 +1 2d6 + 7

Special Rules: None

Enemy Abilities

Stealth X+: On a d6 roll of X+, place Enemies adjacent to Heroes rather than the usual way.

Frenzy X+: roll at the beginning of each turn this Enemy acts. On an X+, it is frenzied and gains +2 attacks for combat.

Fear 4: attacking Heroes must roll a d6 and add their Bravery. If you roll 1-3, you lose 2 attacks that turn.

Stench 3: attacking Heroes must roll a d6 and add their Stamina. If you roll 3+, no effect, otherwise for 1 turn you suffer -1 attack and -1 to hit vs. this Enemy.

BOARD SECTIONS

