

mantic

Dungeon Saga



The Adventurer's Companion



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An expansion by JAKE THORNTON

Adventuring has become such an accepted profession that there is even a whole branch of lowbrow tavern humour associated with it. Variations on old tropes, such as the 'how many wenches does it take to milk a cow' routine have begun to surface, such as 'how many Dwarfs does it take to complete a quest? All of them, one to do the questing and the rest to make up heroic sagas about it'. Though these types of ribaldry are commonplace and variants exist for almost every race, for some reason the Barbarian peoples of the Steppes – one or more of whom are often to be found in any questing party – are mysteriously absent. Or perhaps not so mysteriously, when one considers their relatively common appearances in both Questing parties and Taverns, coupled with their reputation.

Extract from 'The Questing Life' by A. R. Carttley



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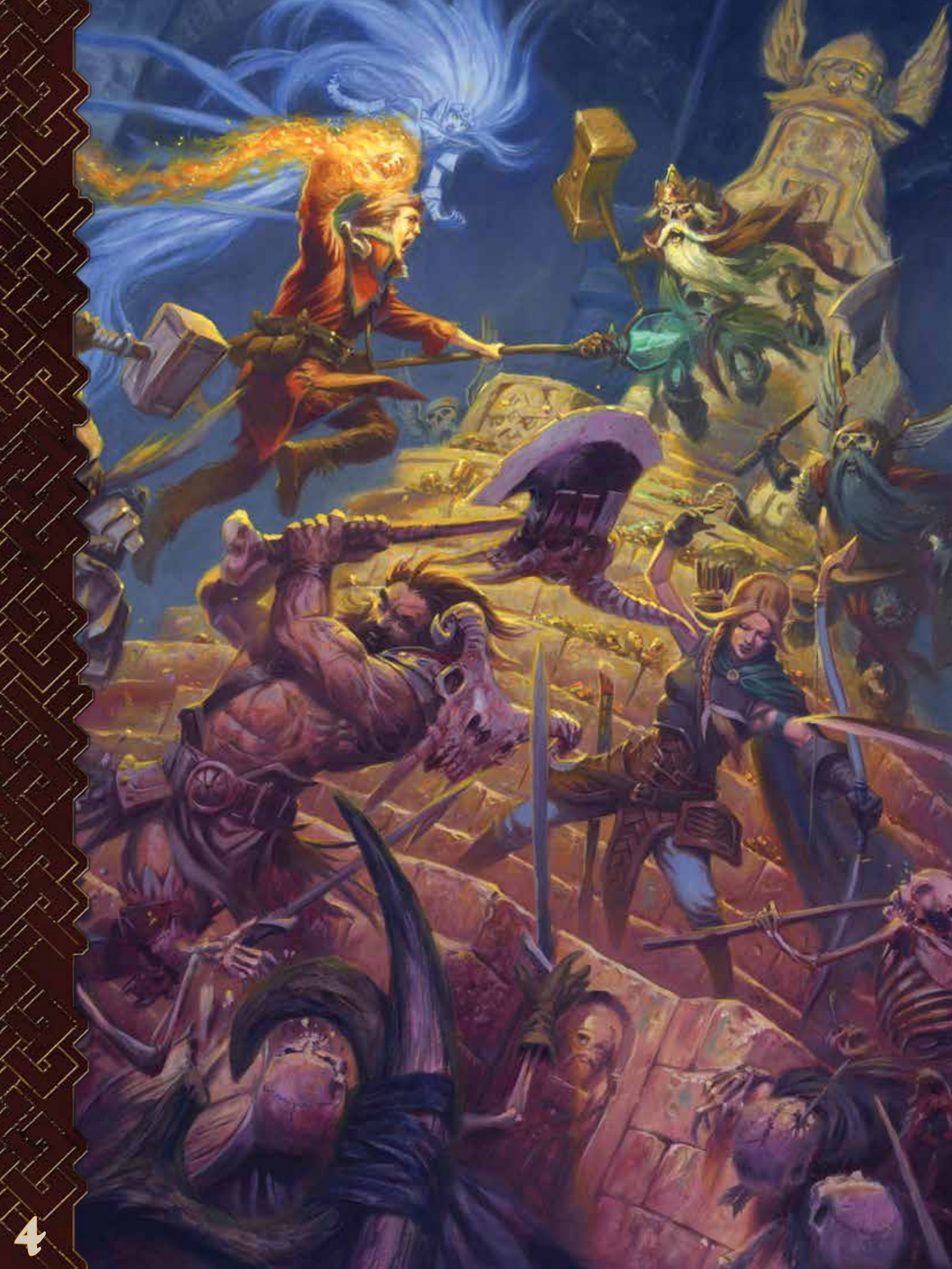
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Introduction

Dungeon Saga is the game that tells the smaller, but no less epic stories of the Kings of War world of Mantica. Instead of mighty armies clashing on the field of battle, Dungeon Saga gives us small groups of heroic individuals fighting their way through hordes of minions to face the evil overlord and win the day. They might be attempting to stop some dastardly scheme, recover an important relic or simply slay a mighty beast – they may even be doing a combination of all of these things!

The main boxed game will have given you a taste of the possibilities, taking you through a pre-prepared narrative campaign with a set party of heroes and all of their equipment. This book allows you to take the next step, and play Dungeon Saga on a whole new level. Now YOU can take the part of the evil overlord, designing your own labyrinth for the heroes to navigate their way through, and your own ultimate goal for them to chase. For their part, the heroes can choose their own character from the full range of miniatures in their collection, settling on whatever race and profession suits them best and equipping them accordingly. In this way, you can all tailor the game to play how you want it to, setting your own victory conditions, selecting your own participants and

building your own dungeon. The only limits are your imagination and your own collection!

Some of the features included here can be added to the core rules on their own, and if you have played the core adventures you may already know which sections you are most interested in. Other parts work together, such as the campaign rules and the rules for experience. Do feel free to experiment with the different options and choose the ones that suit you. Adding them gradually over a few games will make it easier to learn the new rules and let you decide which bits you like best.

The adventures in the boxed game trained you in how to go adventuring – now it is up to you to seek out your own adventures, and determine for

yourselves who is the ultimate Evil Overlord, and who is the mightiest hero of all!

GETTING STARTED

If this is your first time playing Dungeon Saga, we recommend you play through the Quick Start Guide included in the Dungeon Saga: The Dwarf King's Quest box before reading the rest of the rules. The step-by-step examples will begin the heroes' story and ease you into the rules, making this book more familiar and straightforward. For those who already know their way around a dungeon, read on!





He looked around the place with a discreet eye, assessing the various and sundry ne'er do wells that inhabited it. In one corner, a group of men were talking in loud voices about their exploits and how tough each of them was. In another, a group of Dwarfs were in full throated song, though what they were singing about was indecipherable to him, and likely to them too judging from

the exaggerated hand movements and the amount of their beer sloshing over their table, the floor and everywhere but their mouths. His eye continued to rove around the room as he took another pull at the ale, seeking out what he had come here for. Any other man might have missed it, but the flicker of movement in the darkest corner of the tavern caught his eye. It was the slightest of things, the indication of a presence that was trying very much to keep itself to itself. Even the light from the candles in that area seemed somehow dimmer, as though the very air itself around it were somehow thicker. That was exactly what he was looking for. He ordered another beer, and picking up both tankards walked over to the corner. As he approached, he could feel the gaze fixed upon him, almost sensing the feeling of being willed away. He walked up to the table and set both tankards down.

"This seat taken?"

A noncommittal grunt was his only reply, and he hooked the stool out with a foot and sat down. Sliding the new ale across to the other side of the table, he picked up his own and took a long pull, giving every sign of enjoyment. He even smacked his

lips for good measure, letting off a loud, exaggerated sigh of satisfaction. There was a quizzical tilt of the head from the other side of the table.

"Precious few like Karl's ale" said the stranger, "and nobody loves it."

Borin waited a moment, allowing time for more to be said, but it seemed that the stranger was done for now.

"I've been on the road the last few nights – first decent drin-"

"Let's avoid the pleasantries" the stranger cut across him, "I know that you think you were being oh so careful when you walked in, but it was painfully bloody obvious to me that you were watching the room. You didn't just wander in here by accident and you certainly didn't sit at my table for my sparkling company so let's just get to the part where you ask the question you came to ask and I say no and then we can both avoid wasting our evening."

Borin blinked. Of all the rehearsed scenarios in his head as he'd walked over, this hadn't been one of them. It was obvious from the quiet way of the stranger and his seclusion at the back of the place



that he was the kind of person Borin was looking for. The iron in the voice and the confidence it spoke of only reinforced that. But he hadn't expected this.

"Cat got your tongue, boy?"

Boy. It took a certain kind of mettle to address a stranger in a tavern like this with that sort of epithet. In spite of himself, Borin was impressed.

"Clearly you aren't interested in being social. Very well then, to business."

He reached into his pocket and took out the folded square of parchment, tossing it gently to the tabletop between them and leaning back in his chair.

"I have an offer, though I'm sure that you already worked that out. If you have better things to be doing with your time then I'll leave and be on my way, though I'm fairly certain that you won't have anything to do that will be worth quite this much money."

The stranger snorted, leaning back in his own chair and crossing his arms so that his own cloak fell open, revealing the hilt of a short sword.

"What? Some local maid wander off on her own in the woods? Squire of the village kidnapped by rogues?"

Borin smiled, showing a row of perfect white teeth broken by a single dull gold one.

"Neither in fact. This is a map of the basements and dungeons beneath the old Fortress ruins at Khatarn. My employer wishes to retrieve something from there – nothing of any interest to a gentleman like yourself of course – but valuable enough to ensure decent payment. And your freedom to collect anything else of interest along the way of course."

The stranger shifted in his seat. The movement was slight, and to an inexperienced observer it would seem nothing more than an adjustment for comfort. Borin however was very experienced. He'd noticed the almost imperceptible intake of breath, he was alive to the way that the stranger was leaning forward, and he hadn't failed to notice the hand brushing against the sword hilt.

"If you are wondering what is to stop you from killing me and taking the map, the answer is nothing" he enjoyed the stiffening of the posture that indicated

surprise in the other, "but I wouldn't rate your chances of getting very far past my friends outside. The Dwarf can't run very fast, I'll grant you, but she can throw an axe pretty well. And the demon hunter, well he's just not all that subtle."

The stranger's hand moved from the hilt and up to the hood, throwing it back with a casual flick. Flashing blue eyes were revealed, pale like a winter sky and framed by a slightly oval face. Unlike Borin's own visage, this one was smooth, with no trace of hair nor scars to mar its alabaster paleness. The mouth twitched in an approximation of a smile, though the impression it gave was more unsettling than friendly.

"They say that the ruins at Khatarn are haunted you know."

"They also say that the Forest Kin never venture this far East, and yet..."

The stranger laughed. It was a short, tight sound and like the smile that had preceded it, carried absolutely no trace of warmth or humour.

"Then let us go and see if they were wrong about the ghosts as well."



What you need to play

This section describes the various components that you'll need to get going. Before you begin, it's worth quickly looking at each component so that you'll be more familiar with it when it is mentioned later in the rules.

You'll find everything you need for your first few games in the *Dungeon Saga: The Dwarf King's Quest* set, but if you don't have a copy you can use whatever you've got in your collection to get started. This set includes all of cards and counters you need to play, so all you'll need are some models – Mantic's *Kings of War* range is a great source of epic fantasy miniatures. *Dungeon Saga* also has a range of narrative expansions, each of which provide new cards, tiles and models to take your games into a new setting.

The Adventurer's Companion

This is the book you are reading. It contains the complete rules for the game, and the many ways of customising your characters and adventures. You can create your own Heroes and nurture them as they gain experience over many adventures, choosing where they spend their downtime between dungeons and which new abilities they learn. Overlords can design their own dungeons and populate them with a wide variety of different

minions. They can use the Hero rules to create their own unique Bosses to act on their behalf (a Boss is a Hero that works for the Overlord). In addition, there are rules for furniture, traps, random dungeons and more. The *Adventurer's Companion* takes *Dungeon Saga* to an even deeper level.

Dungeon Saga: The Dwarf King's Quest

If you are new to *Dungeon Saga* you should consider getting the *Dwarf King's Quest* set. This includes a wide selection of tiles, Heroes and Undead Minion miniatures as well as cards, counters and dice – everything you need to kick-off your collection. It includes a Quick Start Guide to ease new players into the rules. It also gives you a whole campaign to play and use as inspiration for your own adventures.



Miniatures

All of the Heroes and monsters in the game are represented by highly detailed Mantic miniatures (also called models). The Hero player(s) will need a miniature for each of the Heroes in the adventure – this is usually four. The Overlord will need a miniature to represent his minions as well as the Overlord himself. He doesn't need a separate model for every minion that takes part in every adventure, just enough that he can put as many on the board as may be in play at the same time.

Painting Your Miniatures

The finely detailed miniatures in this game will serve perfectly as they come. The different colours make it easy to tell who is on each side, and there is no assembly required so you can play the game straight out of the box. However, some people enjoy painting their miniatures and personalising their dungeon experience, and throughout these rules you will see painted examples to show you what can be done with care and practice.

To find out more about painting your miniatures, visit www.manticgames.com.



Tiles & Clips

The dungeons in Dungeon Saga are built from individual tiles, clipped together to form the layouts in the adventure maps. Each tile is double sided and can be used either way up. See the dungeon building rules on page 77.

The Dungeon Saga range includes a large number of different tiles that represent several different types of dungeon (natural cave, volcanic channels, and so on). These tiles come in the core set and expansions, with extra sets of tiles available for those who wish to combine several and build really huge layouts.



Doors, Treasure Chests, and More

Doors are a key part of the dungeon, separating different zones of the map. Other furniture can be important too, and the Dungeon Saga range includes bookcases, chests, weapon racks and more.



Cards

The cards in the game have various functions and will be mentioned throughout the rules. Each expansion to Dungeon Saga will build on these card decks, adding spells, magic items, locations, and more. As you collect the expansions you can shuffle these new cards into the main deck for use in your Adventurer's Companion games.



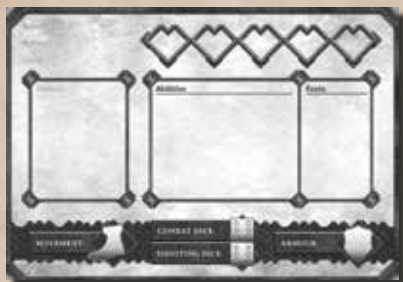
Note: Many of the Overlord, Spell and Itemcards in the Dwarf King's Quest boxed game are duplicated in this set, so do not need to be shuffled into the deck – the boxed game is a standalone set.

OVERLORD COMMAND CARDS



The Overlord has their own set of cards that allow them to make special actions during the game. This set contains a deck of generic cards that can be used for any Overlord, but each narrative Dungeon Saga set will allow you to expand the deck with new abilities related to a certain type of Overlord. The Dwarf King's Quest set for example contains Command Cards for the Necromancer Overlord, allowing the player to Raise the Dead and cast necromantic spells upon the Heroes. Each expansion will add a new twist to the way the game is played.

Hero Sheets



This set includes a pad of Hero sheets for you to record the game values of your own Heroes, any weapons and equipment they pick up, and any new skills they learn. You may also want to keep notes of your Hero's triumphs (and defeats) to tell your friends, or use as the basis of your own sagas. See the Hero design rules on page 32.

Counters

Dungeon Saga uses a number of different types of counter to keep track of various game items and effects.

The most common are explained here, but you will see other types appear throughout the rules.

WOUND COUNTERS



Wound counters are placed on a hero's card to show how badly hurt they are.

SPELL EFFECT COUNTERS

Spell effect counters help you remember who has had a spell cast on them. Each spell has its own counter.



Divinity



Hydromancy



Aeromancy



Pyromancy



Geomancy



Petty Magic



Sorcery



Druidism



Necromancy



Song Effect

HERO COUNTERS



There is one hero counter per hero (not Bosses). These are used to keep track of which heroes have had their turn in the current round.

Range Rulers

These are used to check the range of Shooting attacks and spells (see pages 20-25).



Dice

Dungeon Saga uses regular, six-sided dice.





Setting up the Game

Dungeon Saga can be played in a number of different ways, so the first decision you need to make when setting up a game is how you want to play – **Out of the Box**; **Design Your Own Dungeon**; **Uncharted Dungeons and Campaigns**.

OUT OF THE BOX

The simplest way to play is with 1 Overlord player and 1-4 Hero players using one of the predesigned adventures. These come in the Dwarf King's Quest box, or one of the Dungeon Saga expansions. Everything is ready to just set up and play.

However, you don't have to use the pre-set Heroes if you don't want to - you can play through these quests with characters of your own devising - see page 32.

If you want to play the original Dwarf King's Quest campaign with your own Heroes, this can be done by using the levels given in the table below. A total of zero means that you must use starting Heroes. See page 32 for more details.

Adventure	Level Total
1	0
2	3
3	6
4	9
5	12
6	15
7	18
8	20

DESIGN YOUR OWN DUNGEON

This works just like the Out of the Box option once the adventure starts. However, before that can happen the Overlord has to design the dungeon he will defend against the Heroes (see page 77).

UNCHARTED DUNGEONS

These are uncharted dungeons, without anything predefined (see page 74). You can either use Heroes that have been included in one of the prewritten adventures, or you can design a new one of your own (see page 32), or use a mixture of the two.

CAMPAIGNS

A campaign is a series of linked adventures where the Heroes gain experience between dungeons (see page 68). This could be a series of linked prewritten, homebrewed, or uncharted adventures, or a mixture of all three. You can either use Heroes that have been included in one of the prewritten adventures, or you can design a new one of your own (see page 32), or use a mixture of the two.

- ◆ No Overlord
- ◆ Instead of a player being in charge, the Invisible Overlord card deck controls the Minions and Bosses of the dungeon. Apart from that the game remains unchanged, and could be played solo, with a

prewritten, homebrewed, or uncharted adventure.

As there are so many variations of how to play, the set up rules below cover general stages rather than specifics. See the individual sections for more detail.

Set Up Steps

To set up a game of Dungeon Saga follow these steps:

1. Decide which adventure you will play. This could be prewritten, homebrewed, or uncharted.
2. Decide who will play the Overlord and which forces he will use, if they are not predefined for you. Create any Bosses needed for the adventure.
3. Decide how many people are playing Heroes and which Hero(es) each will take. The heroes can all be controlled by one player, or they can be divided among up to four. If the Heroes are not predefined, decide which you will use now. Create any Heroes needed for the adventure.
4. The Overlord tells the Hero players about any extra items defined by the adventure, before proceeding to lay out the dungeon as shown on the map. The Overlord player should be careful not to reveal the map or any of its secrets to the other players.

IMPORTANT! Only set up the tiles from the heroes' starting position to the first door(s). Anything beyond is not yet in play and remains a mystery to the heroes.

While the Overlord is setting up the tiles, the other players should sort out the cards, counters, and dice they will need. If the Overlord player has been replaced by the Invisible Overlord deck then one of the Hero players will have to set up the tiles. Note that the items listed for each Hero in the Adventure text will only apply if playing

the game using the pre-designed Heroes. If using custom Heroes, you will use the Items and Spells given to your Hero during the design process.

5. Prepare the Overlord command card deck (or the Invisible Overlord deck). The Overlord player shuffles all of the Overlord Command cards and deals a certain number face down to form his deck, as specified in the Adventure.



The correct type of Overlord Command Cards should be shuffled into the main deck before playing. He then draws 3 of these to form his starting hand.

6. When everyone is familiar with their characters and abilities, the Overlord reads out the story text for the adventure along with the victory conditions for each side and any special rules.
7. The game starts with one of the Heroes taking their first turn.

Selecting Heroes

Each Hero has three core game values listed on their Hero card. These will be used throughout the game, so make sure you know where they are for quick reference.



Movement: How many squares the model may move in a turn – see page 18.



Combat Dice: How many dice the model may roll when in combat situations – see page 20.



Armour: The number that an opponent must roll above in order to harm the model – see page 21.

Each hero has strengths and weaknesses. The mighty barbarian can slaughter many foes at a time, yet he is lightly armoured and vulnerable to stronger enemies. The Dwarf, while not quite as powerful, is steadier in his fighting, his thick armour resisting most attacks. The Elf is not as skilled a fighter as either of these, instead preferring to stay at a distance where her finely-honed archery skills can best be used. Finally, there is the wizard. The others may laugh at his lack of fighting skill, yet it is often his magic that carries the day.



Playing the Game

When the adventure has been set up as described in the Quest Book, the game can begin. Dungeon Saga is played in rounds, ending when one side achieves the victory conditions for that adventure.

Each round consists of 3 parts: Hero Turns, Overlord Turn, and End of Round.

The death of any Hero can result in a victory for the Overlord - so watch each other's backs!

Hero Turns

During a Turn a Hero may Move (see page 18) and/or perform 1 Action, in that order. If you do not want to move before taking an Action, the Action is all you may do in that Turn. A Hero can choose to do nothing in their Turn if they wish.

Actions

- ♦ **Fight:** see page 20
- ♦ **Shoot:** see page 22
- ♦ **Cast Spell:** see page 25
- ♦ **Other:** some adventures allow for additional actions – these will be listed in the text for the adventure

The Actions available to a model depend on their abilities and situation. For example, a Hero cannot shoot a bow if they don't have one. Even if they have one they cannot use it if they are in the middle of a Fight.

Feats

Instead of taking a normal Turn, a Hero may instead decide to use the Heroic Feat(s) detailed on their Hero Card. Each Hero may

only use each Feat once per game. Choosing when to use each Feat is very important.

Note that you cannot Move, change facing or perform a normal Action when using your Heroic Feat unless the Feat itself says so – the Feat replaces the Hero's entire Turn.

HERO COUNTERS



The Hero counters are included to use as a reminder of who has taken their Turn so far this Round. Place them where everyone can see them, and flip each one face down as that Hero takes their Turn.

HEROES OR PLAYERS?

Dungeon Saga can be played with 1–4 players controlling the four Heroes, and this means that different players may control different numbers of miniatures. Note that it is the Hero who takes the Turn, not the player. So, if three players were controlling the four Heroes between them, one would have two and the others would have one each. The player that controlled two Heroes may move first and last in the order of Heroes, second and third, or any other combination. Each Hero is dealt with separately regardless of how many are controlled by a single player.

WORKING TOGETHER

The Heroes will only be able to beat the Overlord if they work as a team. Each Hero needs to support the others and adapt to the situation at hand. You need to think carefully not only about how to achieve your objectives, but how to do so without anyone getting killed in the process.

The Dwarf and Barbarian will often need to protect the physically weaker Elf and Wizard, allowing them to skillfully deal with their foes at a distance. On the other hand, when a magical ward needs to be broken the Wizard will need to be front and center, so be flexible!

If you are one of several players controlling the Heroes, talk to each other! Is someone in trouble? Should you rush forward? Will that leave another Hero exposed? Should you fan out, or fight methodically in tight formation? Can you afford the time to explore that side passage?

One of the most important considerations is which Hero should take the initiative each round and act first. The first Hero to act in each Round cannot be interrupted by the Overlord (see page 10), but everyone else can...

Overlord Turns

As the Overlord is controlling a large number of followers, his Turns work differently to an individual Hero's Turn. The player may give Commands to his followers, one at a time, allowing him to Move and Act with several models and/or Raise several Piles of Bones within a single Turn. Each adventure lists the number of models he can Command in a Turn. None of the Overlord's models may Act more than once in a Turn, but may Act more than once in a Round using Interrupts - see below.

Actions

- ◆ **Fight:** see page 20
- ◆ **Shoot:** see page 22
- ◆ **Cast Spell:** see page 25
- ◆ **Other:** some adventures allow other actions – these will be listed in the text for the adventure

The Actions available to a model depend on their abilities and situation. For example, a Hero cannot shoot a bow if they don't have one. Even if they have one they cannot use it if they are in the middle of a Fight.

The Overlord can also play a single Overlord Command card (see page 16).

Overlord Powers

Instead of Moving and Acting with a model that is already on the board, a magic-using Overlord can use his Commands to cast spells - for example in the case of Mortibris the Necromancer he may cast the Raise Dead spell.

When the Raise Dead spell is cast, the Overlord player replaces a single Pile of Bones counter with a miniature of his choice from the adventure's list, facing any direction he chooses. If the minion is raised in one or more enemy front arcs, then each of those enemy models gets a Free Strike (see page 19) as the creature tries to reassemble itself. Resolve these in an order chosen by the player(s) making the Free Strikes. A Minion that is raised from a Pile of Bones counts as having made its Action, and cannot do anything else in that Turn.

You cannot cast Raise Dead on a Pile of Bones if any model is standing on top of it. If there are multiple Piles of Bones on top of each other, only the top one can be raised.

Other Overlords may have different powers, and these will be listed in their relative expansions.

WORKING FOR THE OVERLORD

There are two types of follower in the Overlord's army: Minions and Bosses.

Minions are the rabble of the army. These are the lowly warriors who will struggle against the Heroes on their own, but can cause damage when they gang up and work together.

A Boss is a Hero that works for the Overlord. Heroes are normally thought of as good guys, but similarly powerful individuals fight for the Overlord too. A Boss works exactly like a Hero and has a Hero card in the same way. All the normal rules for Heroes apply to a Boss as well, with the exception of when they are allowed to Act in a Round. Bosses only Act as part of the Overlord's Turn (or during an interrupt). Other than that, a Boss can have feats, use magic items and so on, just like other Heroes.

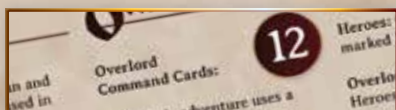


Overlord Command Cards

The Overlord has a deck of cards that grant him additional Actions and special abilities over and above his regular Commands. Each type of Overlord has a different set of these cards. Some games will use just the generic cards that come in this set. Depending on which type of Minions you want to use in your dungeon, there are Overlord-specific cards available in the various Dungeon Saga expansions. These are simply shuffled into the deck with the standard ones before the game.

For example to play against a Necromantic Overlord, you would shuffle the nine Necromancer Overlord cards (found in the Dwarf King's Quest boxed game) and the thirteen regular Overlord cards together.

Before the game begins, shuffle the deck and deal out the number listed in the adventure to form the draw pile that the Overlord will use in this game.



Place the remaining cards back in the box – they will not be used for now. Don't look at any of these cards.

The Overlord then deals himself the top **three** cards from the

draw pile he has made for this adventure to form his initial hand. There is no limit to the number of cards the Overlord can have in his hand.

The Overlord player may look at his hand of cards now, and should keep them secret from the Heroes.

The Overlord may play a single Command card in each Turn. This can be done at any point before or after Moving and Acting with a model, but not during. These cards are one-use only, and the different types are explained below.

In addition, the Overlord is dealt one extra card at the end of each Round, drawn from those remaining in the draw pile.

If the deck of cards is exhausted then the Overlord cannot draw any more, and in most cases this will mean that the adventure is over.

EXTRA COMMANDS CARDS

These allow the Overlord to Move and Act with that many additional models this Turn.

DOUBLE COMMANDS CARDS

These allow the Overlord to give double the base number of Commands allowed in the adventure for that Turn. Note that a single model may still

only Move and Act once during a single Overlord Turn.

INTERRUPT CARDS

These are played in between two Hero Turns, after one Hero has completed their Turn and before the next begins. The Overlord immediately gets to Move and Act with the number of models listed on the card, one at a time. This is not the Overlord's Turn and therefore these models may Move and Act again either by using extra Interrupt cards later in the Round, or during the Overlord's Turn.

You **cannot** play an Interrupt card **before** the first Hero's Turn, or **after** the last Hero's Turn in that Round. In addition, you **cannot** play two interrupt cards in a row without a Hero taking their Turn between them.

End of the Round

Once the Overlord's Turn is over, he draws a Command card from the draw pile.

If the deck of cards is exhausted then the Overlord cannot draw any more, and in some cases this may even mean that the adventure is over. This will be detailed in the Quest Book.

Furthermore, all Spell cards that are not currently the right way up may be rotated a quarter turn (see page xxx).

Crushing the Weak

The Overlord should be doing his best to disrupt the Heroes and exploit their weaknesses. Remember, the direct approach may not always be best. For example, perhaps the most cunning way to stop the advance of the surly Dwarf is to threaten the ill-armored Wizard loitering in the rear, thereby luring the Dwarf into an act of heroic foolishness that plays right into your hands. Be devious, and always keep them guessing...



Dying for the Cause

As an Overlord, it is important not to worry too much about the fate of your underlings. Most of them will die and early and messy death at the hands of meddling Heroes. That's their job.

The important thing is your plan to dominate the world. Every Overlord has one. When you think of it in this light the lives of your minions and even your trusted Bosses are unimportant. As long as they're sacrificing themselves to your benefit, that's fine.

So don't be shy about throwing your minions into the fray, even if the odds are hugely stacked against them. Even the lowliest skeleton can get a lucky hit on a heavily armoured Dwarf, and these wounds all add up. Weaken the Heroes with your rabble so your Bosses can finish them off later.

Use your advantages of numbers to swamp lone Heroes. Surround them and pin their best warriors in place while you slaughter their weaker allies. Remember, mercy and honour are weaknesses indulged by the so-called good guys. You don't need either of them.

Ruling the World

Each Overlord has a specific mix of cards in their Overlord deck. The rules described here are the general rules that apply to all Overlords, and use the cards available in this set. These rules can be used for any Overlord you desire.

Each of the Dungeon Saga expansions has a different Overlord, and each one has their own set of Overlord cards to add to the generic ones they all share. The particular mix of cards included in an Overlord's deck is part of his character and works together with the mix of followers he has available to make playing one Overlord quite different to playing another.



Movement

Movement is a vital cornerstone of tactical play for both the Heroes and the Overlord. A good understanding of the movement rules can not only get you into the ideal striking position, but also thwart your opponent's plans by blocking their best moves.

Adjacent

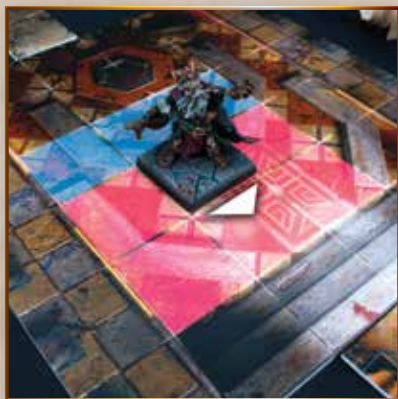
Throughout these rules, whenever the text refers to something being *adjacent* it means in any one of the squares next to the model in question. For a normal-sized model there are 8 adjacent squares, shown in red and blue in the diagram below.

Facing

A model must sit in a single square and clearly face one of the four sides of that square. The direction the model is pointing is called its facing.

ARCS

In general, both Heroes and minions pay more attention to things that happen in front of them. For this reason, the squares adjacent to a model are divided into a front arc and a rear arc, based on the direction the model is facing.



The 3 squares behind the model (shown in blue) form its rear arc. The remaining 5 (shown in red) are its front arc.

These arcs are important and many rules refer to something happening, or only being possible, when a model is in or moves into a model's front arc.

Piles of Bones and Other Counters

Note that until raised with a Raise Dead spell (see page 15), Piles of Bones cannot Move, do not have any arcs, and cannot attack or be attacked. The same applies to any other counter placed onto the board itself.



The model at square A wants to move to square B. This is possible as long as the model could legally move to one or other of the squares marked X. If both of the squares marked X are blocked, then square B is also blocked.

Moving Models

- During its Turn, a model can move a number of squares up to its Movement value.
- The model is moved one square at a time to show the intended path. A model cannot enter or end its movement on a square containing another model or a piece of furniture - those squares are considered blocked.
- However, a model can enter or end their Movement on a square containing a Pile of Bones counter.
- Models may move diagonally as long as movement into one of the squares either side of the diagonal would be permitted, as shown in the following diagram.
- A model may change its facing freely during movement. You may not change facing at any other time.
- If a model Moves into the front arc of an enemy model it must immediately end its movement, choosing its final facing.
- If a model starts its Turn in the front arc of an enemy model it cannot Move freely. It has two options:
 - It can remain in the same square and change its facing.
 - It may Move out of the front arc of that enemy, exposing itself to an attack. This is called Breaking Away (see page 19).

Breaking away

Models that start their Turn in an enemy model's front arc do not have to Fight them if they don't want to. If they prefer they can try to escape from the Fight by Breaking Away. However, any enemies will get a chance to Attack them as they move away. This is called a Free Strike.

Breaking Away is only possible if the first square that a model moves into is not in the front arc of any enemy models. If there is no suitable square to move to, the model cannot Break Away and must remain where it is. A model that Breaks Away may still Move into an enemy's front arc later in that Move.

If the model stays where it is then it may still turn on the spot as its Move, and then Fight or cast a Spell (if allowed) as its Action. **Changing facing will not trigger any Free Strikes.**

To Break Away a model must first survive a Free Strike from its foes. Each enemy model that has the Breaking Away model in its front arc gets to make a separate Free Strike. These are resolved in the order chosen by the player making the Free Strikes.

Resolve all the Free Strikes before moving the miniature. If the Breaking Away model is not destroyed then it may make its Move.

Free Strikes

A Free Strike is a Fight (see Fighting on page 20) with all the normal modifiers. The differences are that:

- ◆ It is not resolved in your own Turn.
- ◆ It is not limited. You may make as many Free Strikes as your opponent offers you.
- ◆ It does not count as your Turn. You may make a Free Strike regardless of whether you have had a Turn that Round or not.

A model gains a Free Strike when a rule specifically mentions it. In addition, each model can make a Free Strike against any enemy model that is placed on the board in his front arc. This could be a Skeleton that was resurrected from a Pile of Bones, a Ghost summoned by the Faithful In Death spell, a Zombie created by the Bleed spell, or any other model created by any other spell or effect.



EXAMPLE FREE STRIKE

For example, if Danor is on his last wound he might want to try to Break Away from a Dwarf Revenant before he gets Crippled. The three squares behind Danor are outside of any enemy's front arc (shown in blue) and so there is space for him to move into. During the Wizard's Turn he declares that he wants to Break Away. Before the model is moved, the Dwarf Revenant gets to make a Free Strike. This is resolved just like a normal Fight action. If the Revenant wounds the Wizard he will be Crippled. If the Wizard avoids any more damage he will be able to Break Away and move as shown.



Fighting

Fighting, but more importantly recognising when you are outmatched, is a core mechanic of the game that will quickly become second nature. Use thorough knowledge of these rules to tip the battle in your favour, by outnumbering your enemies or striking from behind.

If a model starts its Turn with an enemy model in its front arc, or Moves so that this is the case during its Turn, it may Fight.



In the above diagram Orlaf the Barbarian doesn't have an enemy in his front arc. Rordin the Dwarf does, and can fight the Skeleton. If Orlaf were to move to the space next to Rordin (marked X), the Skeleton would also be in his front arc and he could fight it too.

Resolving Fights

When models Fight, each will roll dice. However, only one model (the attacker) can cause damage. The other model (the defender) is simply defending itself.

Other than during a Free Strike (see page 19) or an Interrupt, a model is always the attacker in its own Turn.

Fights are resolved in a series of steps. When you have played a few times you will be able to merge some of these steps together and resolve everything very quickly. While you are learning it is easiest to take the steps one at a time.

STEP 1: ROLL DICE

Both players roll a number of dice equal to that model's Combat Dice value, modified by the following:

- ◆ -1 dice if the model is Injured (see page 18).
- ◆ -1 dice if the model is outnumbered (it is in the front arc of more than one enemy model).
- ◆ -1 for the defender if the attacker is completely within its rear arc.

Note that it is possible for both sides to be outnumbered at the same time, where each model is in the front arc of multiple enemies.

No model may ever roll fewer than 2 dice, regardless of modifiers. See Minimum Values on the opposite page.

Example: Orlaf the Barbarian attacks a Goblin Warrior. Orlaf normally rolls 5 dice, but he is injured, and so will roll only 4 for this attack. He gets 1, 2, 4, 6.

The Goblin Warrior is not Injured, Outnumbered or being attacked from behind and so does not need to modify his roll. He rolls his regular 3 dice and gets 1, 2, 5.



STEP 2: DISCARD FEEBLE ATTACKS

The attacker discards any dice that are less than or equal to the defender's armour. These attacks are too weak to cause any damage.

If this leaves the attacker with no dice, the attack has bounced off and has no further effect.

Example: The Goblin has an Armour value of 2. Removing the weak attacks that do not beat this value leaves Orlaf with 4 and 6.



MAXIMUM ARMOUR VALUES

No armour is perfect. Regardless of modifiers for spells, items or anything else, Armour values never go above 5. In other words, a 6 will always find a chink in the Armour.

STEP 3: DETERMINE HITS

If the attacker has any dice left, compare them to the defender's dice by matching them into pairs: the highest attacker's dice with the highest defender's dice, the second highest attacker's dice with the second highest defender's dice, and so on.

Each pair in which the attacker's result is higher than the defender's result counts as one Hit against the defender. If the results are equal, or the defender's result is higher, the attack does not score a Hit.

If the attacker has more dice than the defender then each remaining dice that is unopposed also scores a Hit.

Example : Comparing the dice in pairs, the highest dice for the Hero is a 6 against the Goblin's 5. This is a hit. The second pair pits the Hero's 4 against the Goblin's 2. This is also a hit. As the Hero's other dice have been discarded this is the maximum number of hits he can get with this attack.



STEP 4: DETERMINE DAMAGE

Models react differently to being Hit. What injures an Elf may be completely ignored by a Troll. See Damage on page 24.

Example: With most creatures, the number of hits equals the number of wounds caused. We can see that a Goblin has Wounds (2), meaning that it takes 2 wounds to kill him. Unfortunately for the Goblin, this is exactly what Orlaf has just done. The Goblin is slain. Remove the model from the board.



MINIMUM VALUES - 2 DICE, ARMOUR 1

No model can ever roll fewer than two dice. If a model starts with 2 dice, or when it is reduced to 2 dice by modifiers, then any further modifiers reduce the model's Armour value instead of the number of dice thrown.

The Armour value cannot be reduced to less than 1. Once a model has been reduced to 2 dice and 1 Armour then it

cannot get any worse and any extra penalties are ignored.

◆ *For example, an outnumbered Skeleton Warrior that is also being attacked from behind should lose 2 dice, but starts on 2 dice and so the penalty comes off its Armour instead. However, its Armour is only 2 to begin with, and so it is reduced to 1 Armour and the extra penalty is lost. Skeleton Warriors are such poor fighters in the first place that*

they can't get much worse.

- ◆ *If Madriga, the Elf Hero, was in the same position as the Skeleton Warrior in the first example then she would be reduced from 3 dice and 2 Armour to 2 dice and 1 Armour.*
- ◆ *If this happened to Rordin, the Dwarf Hero, his Armour would not change as the modifiers would take him from 4 dice down to 2, which is still allowed.*

Shooting

Models skilled in ranged combat can take advantage of the rules below to devastating effect, picking off their enemies from a distance before they have a chance to fight back, or softening-up larger targets while your allies close them down and finish the job!

Shooting works in a very similar way to Fighting, except that the attacker and defender will not be adjacent.

Models that can make Shoot Actions will have an additional Shooting Dice value on their Hero Card or Overlord Panel.



This is the number of dice rolled when the model attacks at range. Note that this may be different to the number of dice they have for attacking in a Fight, and for defending themselves.

Resolving a Shot

Like Fighting, Shooting is resolved in a number of steps. However before you can make your attack you need to see whether you are capable of hitting your target in the first place by checking Range and Line of Sight.

A model that is in the front arc of an enemy model cannot Shoot.

Range

All Shooting attacks have a range, measured using the range ruler. Each model's abilities will determine whether its attacks are at short or long range. This will be noted in the Bestiary for the Minions, and should be written on the Hero Sheet for Heroes.



Long Range Ruler



Short Range Ruler

Range is measured from any part of the Shooter's square to any part of the target's square. As long as the ruler can reach from base to base, the target is in range. If the target is out of range, it cannot be shot at.

The zombie is within range of Madriga's bow.



Line of Sight

A model can only Shoot things in front of it. When measuring the range, use the straight edge of the range stick to see if there is anything blocking the line of sight between any part of the shooter's base and any part of the target's base. Line of sight is blocked by any square that contains a miniature or a wall (a blank space not taken up by tiles). If the line of sight is blocked, or the target is behind the shooter, then they cannot shoot!



Madriga only has line of sight to Skeleton Warrior to her right. Line of sight to the Zombie is blocked by the bookcase, and she cannot see the Skeleton Warrior behind her.



Once you've established that you are able to Shoot, follow the four-step process below:

STEP 1: ROLL THE DICE

The attacker rolls a number of dice equal to his Shooting Dice value, and the defender rolls a number of dice equal to his Combat Dice value. When Shooting, the following modifiers apply:

- ◆ -1 dice to either model if they are injured
- ◆ -1 for the defender if the shooter is completely within its rear arc
- ◆ -1 for the shooter if the line of sight crosses a piece of furniture that is not adjacent to the shooter.

No model may ever roll fewer than 2 dice, regardless of modifiers. See Minimum Values on page 21.

STEP 2: DISCARD FEEBLE ATTACKS

The attacker discards any dice that are less than or equal to the defender's armour. These attacks are too weak to cause any damage.

If this leaves the attacker with no dice, the attack has bounced off and has no further effect.

STEP 3: DETERMINE HITS

If the attacker has any dice left, compare them to the defender's dice by matching them into pairs: the highest attacker's dice with the highest defender's dice, the second highest attacker's dice with the second highest defender's dice, and so on.

Each pair in which the attacker's result is higher than the defender's result counts as one Hit against the defender. If the results are equal, or the defenders' result is higher, the attack does not score a Hit.

If the attacker has more dice than the defender then each remaining dice that is unopposed also scores a Hit.

STEP 4: DETERMINE DAMAGE

Models react differently to being Hit. What injures an Elf may be completely ignored by a Troll. See Damage on page 24.



Damage

Fighting through a dungeon of monsters is a true test of physical endurance. The hardest members of the party can fight on having suffered many wounds his companions would have found fatal. Likewise, the dungeon dwellers take varying amounts of violence to dispose of.

Minion Damage

Models suffer damage in different ways. Unless otherwise listed on the appropriate Bestiary entry or reference sheet, a Minion model suffers one wound per hit it receives. Minions are killed by a single wound unless they have the Wounds ability (see page 65). If a model has a different rule then it will have its own damage table in the bestiary. Compare the number of hits scored to the defender's model type on the relevant damage table to find out the effect.

Skeletons for example can ignore the first hit that they take - it is assumed that the attack has passed harmlessly through where their flesh used to be. A second hit on a skeleton will be enough to break the magic holding them together, and they will fall apart. A third hit represents an attack so powerful that the skeleton is smashed into dust and removed entirely.



Hero and Boss Damage

Heroes and Bosses only suffer 1 wound per attack, regardless of how many times they are Hit.

Wounds on Heroes are cumulative. Heroes keep track of wounds they have suffered using the wound counters provided. Starting from the left of the Hero card, place a counter on the first space on the wound track.

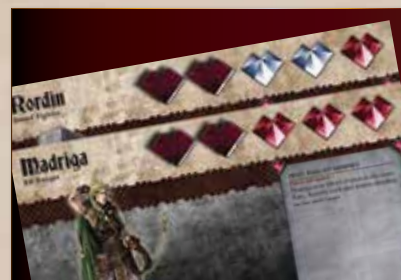


Injured

Heroes taking damage eventually become Injured, reducing their capabilities. The number of wounds it takes to Injure a Hero varies. A Hero is Injured if all the remaining uncovered wound spaces on their Hero card are red.

Injured models roll one less dice in a Fight. See page 20.

Unless otherwise specified, non-Hero models are never Injured.



As explained earlier, being Injured can modify the number of dice you roll during certain actions. Being Wounded, however, never modifies what you roll.

In the above example, Rordin and Madriga have both taken 2 wounds. Madriga only has red uncovered wound spaces remaining, so counts as Injured. Rordin has red and white uncovered wound spaces so is not Injured.

CRIPPLING A HERO

A Hero or Boss can take 4 wounds and still fight on. However, if they take a fifth wound then they are Crippled and they cannot continue. In most adventures the Heroes lose if one of them is Crippled.

Magic

Magic is the most complex of the fighting styles, and the most flexible. Use a sound understanding of the Spellcasting rules to add real strategic depth to combat, and potentially turn the tide when conventional methods just aren't cutting it.

Models capable of casting Spells are called *Spellcasters*, and this will be listed on their Hero card or Bestiary. Only models listed as *Spellcasters* may use Spells. The term *Spellcaster* applies to all manner of different forms of magician, sorcerer, shaman, priest, necromancer, prestidigitator, paladin, and so on, as well as certain creatures that are naturally magical.

When playing a prewritten adventure with the standard Heroes, the Spells available to a character will be listed in each adventure, and that character should be given the appropriate Spell card(s) before the game begins. When using a Hero of your own design, you will have already chosen your spells beforehand. Each card will explain the effects of that particular Spell, and some may have an additional counter to show that they are in effect. Sometimes this is an automatic effect, other times it may require a dice roll like a regular attack.

Spells require varying amounts of power to use, and are also only available to Spellcasters of a certain level. This is shown on the card.



A Spellcaster must be at least this level (see page 72) to be able to use the spell, unless he boosts his power with Energy Crystals. See the Spell cards for details.

There are two types of spell: Major and Minor.

As his Action within a Turn, instead of Fighting or Shooting, a *Spellcaster* can cast **either 1 Major or up to 2 different Minor Spells.**

Recharging

Spells need to recharge between uses, and will be unavailable to use again straight away. The easiest way to remember is to rotate the card anti-clockwise when you use it. Minor spells rotate 90° when cast (and so will recharge every turn), and major spells rotate 180° (and will therefore recharge every other turn). At the end of each Round (including the one in which they were used) turn them 90° clockwise. Once you're familiar with this process it's easy to keep track of what's recharging and what's available.

Range

Spells have a range like Shooting, and some require line of sight. The range can be:

- ◆ Long
- ◆ Short
- ◆ Adjacent – the target must be adjacent to the *Spellcaster* as shown in the diagram on page 18
- ◆ Caster – the *Spellcaster* can only target himself with that Spell

Note: The *Spellcaster* may also target himself with Long, Short or Adjacent ranged spells.

Line of Sight

Spells with this symbol:



require line of sight, and will follow the same rules as Shooting (see page 22).

Those with this symbol:



do not need to fulfil this criteria, and therefore can be cast at targets behind the *Spellcaster*, through walls, round corners, past other models, and so on.

Whether they require line of sight or not, Spells always need to be in range.

EXAMPLE SPELL CARD



- a. Line of Sight icon
- b. Range, Major/Minor School of Magic
- c. Spell name
- d. School of Magic icon
- e. Spell effect
- f. Line of Sight explanation
- g. Recharging explanation
- h. Experience Level

Magical Attacks

Offensive Spells use a form of attack called a Magical Attack.

- ◆ Magical Attacks require the players to roll for an attacker and defender just like Shooting or Fighting. The Spell itself will list the number of attack dice to use, and the defender's Combat Dice and Armour values are used as normal.
- ◆ Magical attacks are never modified by any standard modifiers. However some game effects or magical items may affect the roll, such as Energy Crystals.
- ◆ Unless otherwise specified, if a Spell effects more than one target at a time, roll the attack dice separately for each defender.

Items

Dungeon Saga is set in a world of fantastical beasts and strange magic. Magical energies can be bound into items such as weapons and armour, potions and amulets. Some magical items are granted to heroes for completing a certain quest, while others are found by searching the dungeon's depths.

Each item is represented by its own card, explaining any special rules or restrictions that apply to the user.



Magic items come in five broad types, as shown on the bottom of their card:



Weapons. From delicate daggers to hulking halberds, Elven bows to Ogre clubs.



Armour. Blackened helms of ancient design, weightless silvery chainmail, and rune-encrusted breastplates.



Shields. Small and light with a mind of their own or huge, battle-scarred, impenetrable lumps.



Paraphernalia. Glittering potions, ancient scrolls or musky efreet powder.



Furniture. Enchanted bookcases that always know what information you need, or weapon racks that polish your blades for you.

Magical furniture cannot be carried or moved.

A Hero can only use one of each of the first three types in a game, but can have as much magical Paraphernalia as he can find. If you have more than one of the first three types of item on a single Hero then put all the cards of a single type in a stack with the one that is being used on top. The rest are not used for this game. Paraphernalia should be displayed side by side unless they are identical items, in which case they can be placed on top of one another to save space.



Each magic item's card will explain any special rules or restrictions that apply to the user, chief of which is the magic item's level.



A Hero must be of at least the level shown on the card to use a magic item. A Hero may still carry magic items of a higher level, but may not use them until he has reached that level. Unless otherwise mentioned, it is assumed that any Hero can use any magic item.

You will notice that there is one other symbol at the bottom of each item card - this is the cost of the item. During a campaign your Heroes will collect gold, and they can use it to buy magical items at the listed cost.



Using Items

Only Heroes and Bosses can use items (including drinking potions). Most items have effects that apply at all times. For example, the Spidersilk Armour increases Madriga's Armour value by 1 while she is wearing it - this is in effect for the entire game and Madriga does not have to do anything to make it work.

Other items must be triggered by their owner to be used, and these will have the ⚙ symbol on their card. Some items are triggered automatically in response to an attack or other game effect, in which case it will be detailed on the card. Otherwise, items can be used at any point during the turn of the Hero or Boss carrying them, and this does not count as the model's Move or Action for the Turn.

ONE USE ITEMS

An item that has the One Use keyword on its card can only be used once, and the card is then discarded. All other items can be used repeatedly.

Trading Items

During a game, **Paraphernalia** (items denoted with a ♦ symbol on their card) can be traded between Heroes. Other types of magical item must remain on the Hero they began that adventure with.

A Hero that moves adjacent to another Hero during his Turn can give, receive or swap eligible items with that Hero. Both Hero players must agree to the trade.

Note that this can be done in the middle of a Heroes movement, and does not count as performing an action.



Dungeon Furniture

Dungeons are often littered with the remains of earlier occupants, and this includes many items of furniture. There are also doors and treasure chests that may be still in use. Collectively this is known as furniture.

Most furniture simply blocks the way for Movement. Each piece occupies one or more squares based on its size, and no model may Move into those squares.

Bookcases also block Shooting and Magical attacks that require line of sight (see page 22). Line of sight can be drawn as normal over any other piece of furniture. However, if the Shooter is not adjacent to the piece of furniture they will suffer a -1 modifier to their attack dice on top of any others. Magical attacks are unmodified as normal.

Doors and Chests

Doors and Treasure Chests always start an adventure locked. Doors occupy one or two squares depending on their size, and treasure chests occupy a single square. Each will have a counter placed next to it to show what kind of lock it has.

Doors and chests may only be opened by the Heroes unless a special rule says otherwise.

Locks

There are two types of lock in Dungeon Saga – mundane locks and magical locks (known as Wards).

MUNDANE LOCKS

Smashing Things to Pieces: With no key and no time, Mundane locks can be smashed open. To do so, a Hero must

Fight them, following the Fight rules as if the lock were an enemy. The Overlord should consult the lock counter (noted on the Adventure Map) for Combat Dice and Armour values. A single Hit will smash the lock open.

Note: Mundane locks cannot be smashed by Shooting or Magical Attacks.

Picking Locks: Mundane locks can all be picked; it's just that some are easier to get through than others. Just like magical wards, mundane locks get a numerical rating.



Each Action a model with the Lockpicking ability spends trying to open a lock its value is reduced by 1. When this reaches zero the lock has been opened. If it was a door then it is removed. If it was a treasure chest or other item with a hidden compartment then the Hero who opened it takes all the items that were inside.

WARDS

Wards cannot be forced by strength alone. The more powerful the enchantment, as shown on the ward counter, the longer it will take to break. Certain Spells reduce the power of a ward and this will be noted on the Spell card. When a ward is reduced to zero, the door or chest it is protecting has been successfully unlocked.

Open Sesame

When a door is unlocked it is removed from the game.

Opening a door may reveal an area of the Dungeon which was not laid out at the beginning of the game. The Overlord should now set up the revealed area, but only as far as the next locked door(s).

When a treasure chest is unlocked the Hero that unlocked it immediately takes any item(s) that were inside, as detailed in the Quest Book. Place the appropriate item card(s) next to his Hero card as a reminder. Remove the lid from the chest model to remind you that it has been opened.

Traps

Dungeons are dangerous places, often deliberately so. Traps are one of the more subtle weapons in the arsenal of a devious Overlord, as they quietly lie in wait on treasure chests and in quiet corridors. Whilst a Hero may guess that a particular chest is trapped, or that one of the flagstones seems a bit too wobbly to be an accident, he can't know for sure until he takes the risk of triggering it.

Traps can be set in two places: on a lock or on the map. The type of trap will be listed on any adventure maps or chosen by the Overlord player before the game.

Each kind of trap has its own card. A trap's card explains how

to resolve what happens when it is triggered.

Lock Traps

If something has a lock, then it can be trapped. Lock traps are triggered the first time someone tries to pick the lock. They come in a variety of types, ranging from the irritating to the lethal. Triggering a trap ends that model's Turn, regardless of whether they manage to avoid the effects or not.

Map Traps

If you are designing your own adventures then individual squares on the map can also be trapped. Simply place a trap counter of the appropriate type on the square in question. For each trap you place, also place a blank counter anywhere on the map. Make sure that both trap and blank are placed face down so that the Hero players cannot tell them apart.

SETTING OFF TRAPS

The Overlord's models never set off map traps as they know how to move around them safely.

If a Hero moves onto a trap counter, then pause their Turn while it is flipped over. If it is a blank then the Hero can continue with the rest of their Turn as normal. If it is a trap, then resolve it as described on the matching trap card. Triggering a trap ends that model's Turn, regardless of whether they manage to avoid the effects or not.



Destroying Furniture

All Furniture can be attacked and destroyed with a single Hit, in the same way as if you were smashing a door.

Single square furniture (chest, throne...)	
	3
	3

Multi-square furniture (well, bookcase...)	
	4
	4

Magical Furniture

Even large pieces of furniture can be ensorcelled. These have Item cards, just like other magic items. However, they are represented by immobile pieces of furniture rather than being carried around by Heroes. This means that they tend to have rather different sorts of effects.



In order to use a piece of magical furniture a Hero must be adjacent to it and not in the front arc of any enemy model. Using magical furniture costs a Hero's Action for that Turn. A Hero may only gain the effects of each piece of magical furniture once per adventure.

Magic furniture cannot be moved or carried by an individual Hero and so does not count towards their normal limit.

Hidden Compartments

Any item of furniture apart from a door can have a hidden compartment. This makes it behave like a treasure chest as well as its other functions. So, a bookcase would still block Shooting, for example.

Hidden compartments will be marked on the adventure maps, and must be unlocked or smashed like doors or treasure chests.



Larger Creatures

Most models have a base that occupies a single square. However, a few of the larger creatures such as Trolls have bases that cover four squares (2x2), and in the future we may see creatures on even larger bases!

Models that cover four squares (2x2) are called Large models. Those that are any bigger than this (3x3 or more) are called Huge models.

Arcs

Large and Huge models follow the same principle as single square models: they have a front and a rear arc. The difference is that their arcs consist of more squares than regular figures.

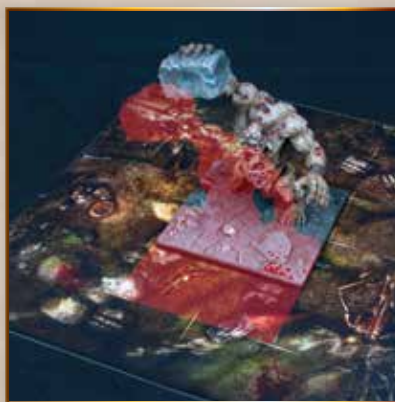


The 4 squares behind the model (shown in red) form its rear arc. The remaining 8 (shown in blue) are its front arc.

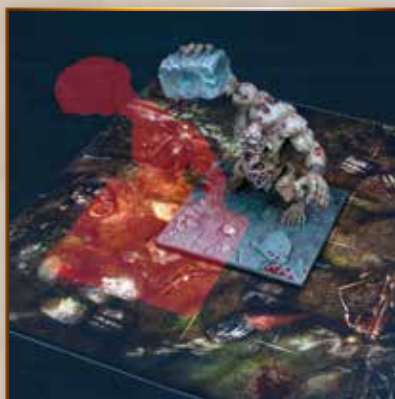
Note that this means that a Large or Huge model can be in an enemy's front and rear arcs at the same time. The Large model will only get the bonus for attacking from behind if it is fully within its enemy's rear arc.

Movement

Large or Huge creatures are less nimble than smaller models. They may only move straight forward, diagonally forward, or straight backward.



Large creature moving straight forward, for one point of movement.



Large creature moving diagonally forward, for one point of movement.



Large creature moving straight backward, for one point of movement.

To change facing while moving, Large or Huge models must sacrifice a point of movement for each quarter turn (90°) they wish to make.

Move the model a single square at a time - ensuring that for the entirety of the movement the whole of the model's base remains on the dungeon tiles, and on squares permitted by the normal rules of movement for single-square models (page 18).

Fighting

Large models always count as outnumbering single square models even if they are the only model in contact, and even if they are in contact with multiple enemy models. In this case they will also be outnumbered themselves.

Huge models will always outnumber both single square models and Large models, regardless of how many are in contact. Huge models are never outnumbered, unless they are attacked by multiple Huge models themselves.



We Can Be Heroes

This section lets you get to the heart of these adventures and create your own Hero from the ground up. You choose the race he is born into and the profession he follows. You make the decisions that set him on his path to Glory!

The following rules follow a series of simple steps to create a new Hero for Dungeon Saga. Just start at the beginning and complete each step before moving on to the next. All the tools you need are a blank Hero card (see page 10), a pencil, and your imagination.

Once you've created your Hero, you can use him in a variety of ways. You can use him as one of a new group of Heroes in a pre-written adventure from the

core set, or one of the Dungeon Saga expansion packs. These adventures are designed to be played with 4 Heroes. Each adventure will list a maximum number of levels' worth of Heroes that can take part – for example, an adventure with a limit of 8 could be played with four level 2 Heroes, or a level 5 Hero and three level 1 Heroes. Simply ensure that your custom Heroes do not add up to more than this total number of levels.

Alternatively you can use your Heroes in custom or uncharted adventures, telling your own story of heroism and fame. In this case, start the first adventure with 4 new Heroes at level 0, and go from there. The experience rules on page 71 explain how to keep track of your Heroes as they fight monsters, rescue damsels in distress, or save the world from dire menace.

HERO OR BOSS?

It's a matter of perspective. Not all Heroes are good guys. Sometimes gamers want to play a group of hard-hearted villains, breaking heads as they fight through Basilean villages and ransack Elven temples of light.

A Hero and a Boss is the same thing on a different side: Heroes are the good guys, Bosses are the bad guys. Both can be made with these rules, simply choosing the appropriate race and profession for what you have in mind.

Most people play good Heroes against a dungeon filled with bad minions and Bosses. However, you can also reverse this, and have the Heroes working for a good Overlord, attacked by a group of bad guy Bosses.

Whichever side the Heroes and Bosses are on, you can use the same rules to create them. They work exactly the same way, and unless it specifically says otherwise you can assume that if a Hero can do something then a Boss can too.

GENDER

I've used "he" and "his" throughout these pages for simplicity of writing, but Heroes come in both sexes. Gender has no effect on the rules.

The Birth of a Hero

To create a Hero, follow these four steps. As you make each choice, note it down on your blank Hero sheet.

- 1) Race
- 2) Profession
- 3) Bonus
- 4) Name



CHOOSE A RACE

There are eight races for a Hero to pick from. Bosses can also choose from those listed in their section of the Bestiary. Note down their initial stats in pencil as they may change later.

- ◆ Human
- ◆ Dwarf
- ◆ Elf
- ◆ Halfling
- ◆ Gladewalker
- ◆ Naiad
- ◆ Salamander
- ◆ Sylph

CHOOSE A PROFESSION

There are nine professions for a Hero to pick from, and some have a number of specialisations within them. Each specialisation reflects a slightly different path within that profession. Decide on your Hero's profession and, if appropriate, one of the specialisations within it. This cannot be changed later, so

choose wisely.

- ◆ Barbarian
- ◆ Bard
- ◆ Cleric
- ◆ Demon Hunter
- ◆ Druid
- ◆ Fighter
- ◆ Paladin
- ◆ Thief
- ◆ Wizard

CHOOSE A BONUS

To add a little more variety to your starting Heroes, you can take one of the following extras regardless of your race and profession.

- ◆ +1 Move.
- ◆ +3 Gold (see page 70 for more on Gold).
- ◆ One magic item at random from the deck. If you draw a magic item that your Hero cannot use then you still keep it. Magic items can be sold or

traded with other Heroes.

- ◆ One additional spell at random. Draw from a deck of cards that includes all of the spells you don't know from all the schools of magic that you do.
- ◆ One additional song at random. Chosen from those that you don't yet know.

CHOOSE A NAME

Names are very important as they set a tone for the kind of Hero you will create and how you see them in your mind's eye. Even if we imagine them with identical game values, it's likely that you won't imagine Thungnar Grimbeard and Perry Tinkwhistle looking or behaving alike. By the time you have chosen a race, gender and profession you should be starting to get a pretty good idea of what sort of name would suit your new Hero.

What Next?

Now you've created your Hero the next step is to get them adventuring! Your Hero can be used in both published adventures and ones devised by your friends.

However, before you rush off, it's a good idea to think about your group of Heroes as a whole. There are some common challenges that you are very likely to come across, and that at least one of the Heroes on the adventure will need a way of defeating. So, you have some basic considerations to make about which Heroes you take in your group.

Firstly, you usually need a group of four Heroes for each adventure. A minority of adventures are designed for other numbers, but four is by far the most common

and what you should think of as the default. Develop these Heroes as individuals, of course, but also as part of a group. Ask yourself what each one brings to the adventure.

Magical wards must be overcome somehow. Your group will need at least one Spellcaster with the ability to bypass these barriers. Overlords that are Spellcasters themselves are very likely to use magical wards to lock their doors, and as evil sorcerors, necromancers and the like are a common prey of Heroes these wards will turn up frequently.

How many real fighters do you have? You can guarantee needing to fight at some stage, and often on more than one front at a time. It's usually a good idea to have

at least two good fighters among a group of four Heroes. Exactly which style of fighter you prefer is up to you, and you're better off with styles you feel comfortable with rather than ones someone tells you are best.

Healers are always useful and very welcome in a group. The problem with healers is that they aren't always exceptional at other things, especially at low levels. Would it be better to take another good fighter and do so much damage to the enemy that you don't suffer yourselves? This might work some of the time, though most people would prefer to have a healer nearby, just in case...

Thieves are another useful addition to any group as locks or traps will almost certainly bar

your way at some point. Being able to bypass these problems is a good skill to have on hand. They can also provide other abilities, especially as they grow in level. Watch your wallet though.

Then there are wizards. With so many spells to choose from, their effect varies enormously, as does their style of play. Some have a series of direct and deadly magical attacks, others provide boosts to the other Heroes, or give the group access to unusual new tricks such as Brisk Work.

All are useful in the group.

Unfortunately you can't take a group of two great fighters, three types of wizard, a healer and a thief: you need to pick and choose. This variety is only the start. If you use the experience rules on page 71 then the Heroes get even more varied as they advance in level, choosing their own unique combination of boosts as they go. Some will choose to specialize in a narrow skill set, and they will be outstanding at whatever it is

they do. Others will dabble in many different areas, trading the quality of the specialist for a wide range of abilities. The fun thing is that there isn't a single right answer. Of course, when you're thinking about a group of veteran Heroes, this makes deciding who to take even more challenging.

BUILDING THE BAD GUYS

When you are designing your own adventures, you can use these DIY Hero rules to create your own Bosses and Overlords (if they need to turn up in person on the board). You can either use the rules exactly as they are written, taking the random spells and so on as described. Or, if you already have a specific idea in mind, you can pick and choose exactly what you need to fit the individual you imagine. Simply pick from all the spells instead of a random selection, but keep to the numbers that they would normally be allowed.

Once you've created this basic character, you can then run them through the experience system on page 71, allocating them as many levels as you think appropriate, and choosing the experience boosts they take as if they had adventured through the long and infamous career you imagine. This will give you a structure and balance to your creations that matches those of the Heroes.

A completely different approach to designing Bosses and Overlords is to simply write a set of game values down that you think fits them

best. Allocate them whatever spells, songs or abilities they need to fit the image you have for them. This freeform approach is best for those who have already played for a while and understand the power of the combinations they devise. It's relatively quick and easy, and the experience is all done along with the basic creation. Unfortunately it's also easy to get carried away and make them way too powerful, with few weaknesses. Remember that the most interesting games come from having weaknesses to defend as well as strengths to attack with.

Some of the abilities that the Heroes can gain over the next few pages will have symbols next to them. Here is a list of what the symbols mean:

- ◆ ✖ See the rules for ranked abilities on page 60.
- ◆ ✦ Separate out the spell cards for the schools of magic your Hero knows, shuffle them, and deal six at random, face up. Choose one from this group of six.
- ◆ ✨ Choose a new school of magic from the list on page 66.
- ◆ 🎵 Shuffle the song cards and deal three at random, face up. Choose one from this group of three.



Races

Dwarf

As tough as the mountains from which most of them hail, Dwarfs are generally inherently distrustful of all other races. Despite this, Dwarf adventurers are not all that uncommon – they are after all fond of fighting and gold – two things practically guaranteed to the successful hero. Mostly, Dwarf adventurers tend to be fighters, playing to their natural strengths, though it is not unheard of for Dwarfs of other professions to appear in a party.



STARTING STATS



COMBAT

LVL	OPTION
1	<i>Teller of Tales</i>
2	<i>Stalwart</i> ✕
3	<i>Slam</i>
4	<i>Tough</i>
5	<i>Frenzy</i> ✕

LVL	OPTION
6	+1 Combat Dice
7	<i>Speed of a Bullet</i>
8	<i>Stalwart</i> ✕
9	<i>Slam</i>
10	<i>Teller of Tales</i>

RACIAL FEAT: NONE SHALL PASS!

The Hero cannot be injured for the remainder of this Round. In addition, all adjacent, non-Hero enemy models cannot make Free Strikes, move, or perform any action for the rest of this Round. They make all defence rolls at -1 dice.

Human

Humans are the most ubiquitous race in Mantica, with groups of humans ranging from small tribes to massive civilisations spread throughout the world. Neither as long lived as the Elves nor as tough as the Dwarfs, humans are nonetheless far and away the most adaptable of all the races. All of these factors help to explain the sheer numbers of human mercenaries and adventurers that may be seen, and the wide variety of professions which they may have.

RACIAL FEAT: CHAMELEON

The Hero can use the feat of any friendly Hero as if it was his own. This does not count as a use of the feat for the other Hero.

VERSATILE

During Downtime, the model may roll 1 dice more than normal in their chosen Location and keep the preferred result.



STARTING STATS



COMBAT

LVL	OPTION
1	<i>Dubious Character</i>
2	<i>Teller of Tales</i>
3	<i>Stalwart</i> ✕
4	<i>Teller of Tales</i>
5	<i>Dubious Character</i>
6	<i>Sure Shot</i> ✕
7	<i>Nimble</i>
8	+1 Move
9	<i>Frenzy</i> ✕
10	<i>Tough</i>



Elf

Seen as aloof and distant by the other civilised races of Mantica, the Elves are a people with an immense lifespan and a level of discipline and command of their chosen professions that one might expect to go with it. Not for nothing are Elves renowned as the best practitioners of magic in the world, as well as the finest shots and the greatest warriors. Though willowy and slightly fey in appearance, Elves are not to be underestimated, and a party with at least one Elf in its number is generally assured of success.



RACIAL FEAT: TRICK SHOT

The Hero must have a Shooting Dice value to use this feat.

Using skills normally only seen in the best of circuses, the Hero may Shoot any model on the board, at up to twice the distance of long range.

STARTING STATS



COMBAT

LVL	OPTION
1	<i>Nimble</i>
2	+1 Move
3	<i>Sure Shot</i> ✕
4	+1 Shooting Dice (Long)
5	<i>Nimble</i>
6	<i>Speed of a Bullet</i>
7	<i>Sure Shot</i> ✕
8	+1 Move
9	<i>Speed of a Bullet</i>
10	+1 Shooting Dice (Long)



Halfling

Though occasionally mistaken by the ignorant for Dwarfs, the two races could not in fact be more different. Halflings tend to be gregarious folk, and are often given to wandering amongst the peoples of the world. So much so in fact, that very few communities of Halflings exist in the world, most Halflings choosing to live in the cities of others. Like humans, they are incredibly adaptable and resourceful, though their size and general delicacy of touch tends to fit them more for professions of a sneakier nature.

RACIAL FEAT: MAKING IT LOOK EASY

The Hero must know *Lockpicking* to use this feat.

The Hero can move up to 3 squares using the normal rules, and then open a single, adjacent, mundane lock, regardless of its difficulty.



STARTING STATS



COMBAT



LVL	OPTION
1	<i>Dubious Character</i>
2	<i>Teller of Tales</i>
3	<i>Stealth</i>
4	<i>Dubious Character</i>
5	<i>Stalwart</i> ✕
6	+1 Move
7	<i>Sure Shot</i> ✕
8	<i>Lockpicking</i>
9	+1 Shooting Dice (Short)
10	<i>Stealth</i>



Gladewalker

Guardians of the forests, these mystical creatures are seldom seen by any save the Sylvan Elves. They are gifted healers, being attuned to the natural magical energies of the world, and make natural Druids. Their method of communication is often discomforting when first encountered – lacking vocal chords, they literally project their words into the minds of those around them, somehow doing so as a series of sensations and feelings that will translate into the native language of any recipient.

RACIAL FEAT: TAKE ROOT

The Hero cannot move or be moved for the rest of this Round. In addition, the Hero gains +3 Armour, up to a maximum of 5.



STARTING STATS



COMBAT

LVL	OPTION
1	<i>Stalwart</i> ✖
2	<i>Tough</i>
3	+1 Shooting Dice (Short)
4	+1 Move
5	<i>Nimble</i>

LVL	OPTION
6	<i>Stalwart</i> ✖
7	<i>Tough</i>
8	<i>Slam</i>
9	<i>Teller of Tales</i>
10	<i>Slam</i>

EARTH

This ability has 3 effects.

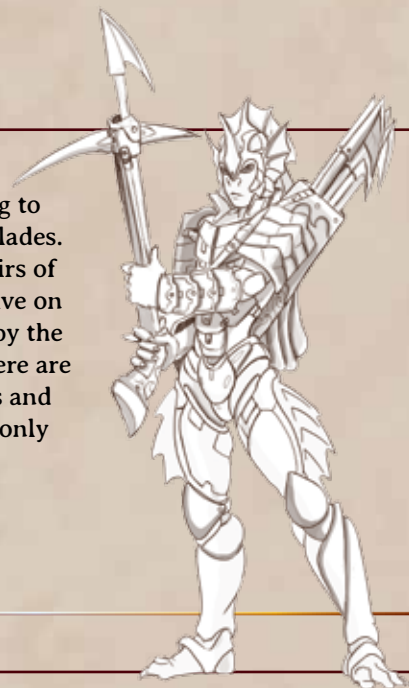
Firstly, the model has great affinity with this element and when defending against a Geomancy spell it may re-roll up to 3 dice that fail to beat its own Armour.

Secondly, the model is particularly vulnerable to air-based attacks. Any Aeromancy spells, or Fight attacks from a model with Air, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a hail of earth to form a natural 2 dice magical attack. This attack counts as a minor Geomancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

Naiad

Naiads are generally rarely seen by any land-based mortals, preferring to remain in their natural environment underwater in the pools of the glades. They are generally peaceable creatures, with little interest in the affairs of the earthkin (a loose translation of their word for all creatures who live on the land). However, their capacity for pacifism is often sorely tested by the marauding creatures of the Abyss and even Orcs. When provoked, there are few creatures more vengeful than a Naiad – they are athletic warriors and keen hunters, and though weakened by distance from the water, this only serves to emphasise how deadly they are in it.



STARTING STATS



COMBAT

LVL	OPTION
1	<i>Stealth</i>
2	<i>Nimble</i>
3	+1 Move
4	<i>Sure Shot</i> ✕
5	<i>Nimble</i>

LVL	OPTION
6	+1 Move
7	+1 Shooting Dice (Short)
8	+1 Move
9	<i>Relentless</i>
10	<i>Nimble</i>

RACIAL FEAT: COOL WATERS

Nearby enemy models are calmed. For the rest of this Round, no enemy model may move adjacent to a friendly Hero if they are not already there. Enemies are also prohibited from making a Free Strike or Break Away.

WATER

This ability has 3 effects.

Firstly, the model has great affinity with this element and when defending against a Hydromancy spell it may re-roll up to 3 dice that fail to beat its own Armour. The model also cannot drown.

Secondly, the model is particularly vulnerable to fire-based attacks. Any Pyromancy spells, or Fight attacks from a model with Fire, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a surge of water to form a natural 2 dice magical attack. This attack counts as a minor Hydromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

Salamander

Hot-blooded creatures with toughened scales for hide, Salamanders are perfect warriors. Tough and naturally aggressive, few indeed are those who will willingly cross one of them. Their hot blood is literal as well as metaphorical, steam rising from their pores and their breath carrying the distinct odour of sulphur. Because of this, and their bestial appearance, they are often mistaken for creatures of the Abyss – nothing could be further from the truth. When they accompany a party of adventurers, it is usually for personal reasons – Salamanders in truth have little interest in riches and trinkets, but they bear grudges better than most.



STARTING STATS



COMBAT

LVL	OPTION
1	<i>Tough</i>
2	<i>Stalwart</i> ✕
3	<i>Relentless</i>
4	<i>Frenzy</i> ✕
5	<i>Teller of Tales</i>

LVL	OPTION
6	<i>Slam</i>
7	+1 Combat Dice
8	<i>Stalwart</i> ✕
9	<i>Smash!</i>
10	<i>Slam</i>

RACIAL FEAT: FIRESTORM

The Hero bursts into flame, engulfing every nearby model (friend and foe) in a pool of magical fire. Adjacent models are attacked with a 3 dice magical attack, those two squares away with 2 dice, and those 3 squares away with 1 dice. The Hero himself cannot be wounded by this fire.

FIRE

This ability has 3 effects.

Firstly, the model has great affinity with this element and when defending against a Pyromancy spell it may re-roll up to 3 dice that fail to beat its own Armour. The model can also not be hurt by lava.

Secondly, the model is particularly vulnerable to water-based attacks. Any Hydromancy spells, or Fight attacks from a model with Water, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a storm of fire to form a natural 2 dice magical attack. This attack counts as a minor Pyromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

Sylph

Lightly built and fragile in appearance, Sylphs are known as the spirits of the air. Though they look ephemeral and weak, they are lethal, flowing around their environment like water and near impossible to pin down. They are armed with wicked sharp blades with which they will wear down an opponent gradually with a thousand cuts before pouncing in for the kill. Their natural agility makes them formidable warriors, though in the cramped confines of a dungeon they are limited to short hops rather than true flight. Nonetheless, they are useful allies for any party.



STARTING STATS



COMBAT

LVL	OPTION
1	+1 Move
2	<i>Nimble</i>
3	+1 Shooting Dice (Short)
4	<i>Sure Shot</i> ✕
5	<i>Stalwart</i> ✕

LVL	OPTION
6	<i>Nimble</i>
7	+1 Move
8	+1 Shooting Dice (Short)
9	<i>Stealth</i>
10	<i>Nimble</i>

RACIAL FEAT: SUDDEN STORM

The Hero directs a fierce squall to move nearby enemy models. The Hero can select up to 3 enemy models within 3 squares of him. He may then move each of them up to 2 squares, ignoring all arcs and Free Strikes and choosing their direction of facing at the end. They do not Fight if they are moved adjacent to an enemy. A model may not be moved off the board.

AIR

This ability has 3 effects.

Firstly, the model has great affinity with this element and when defending against an Aeromancy spell it may re-roll up to 3 dice that fail to beat its own Armour.

Secondly, the model is particularly vulnerable to earth-based attacks. Any Geomancy spells, or Fight attacks from a model with Earth, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a burst of air to form a natural 2 dice magical attack. This attack counts as a minor Aeromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short-ranged.



Professions

Barbarian

Barbarians are mostly found on the Northern steppes, in bands of as few as a dozen or as many as several hundred. Nomadic by nature, and engaged in a constant battle for supremacy with each other, Barbarians make ideal adventurers, and are highly sought after as

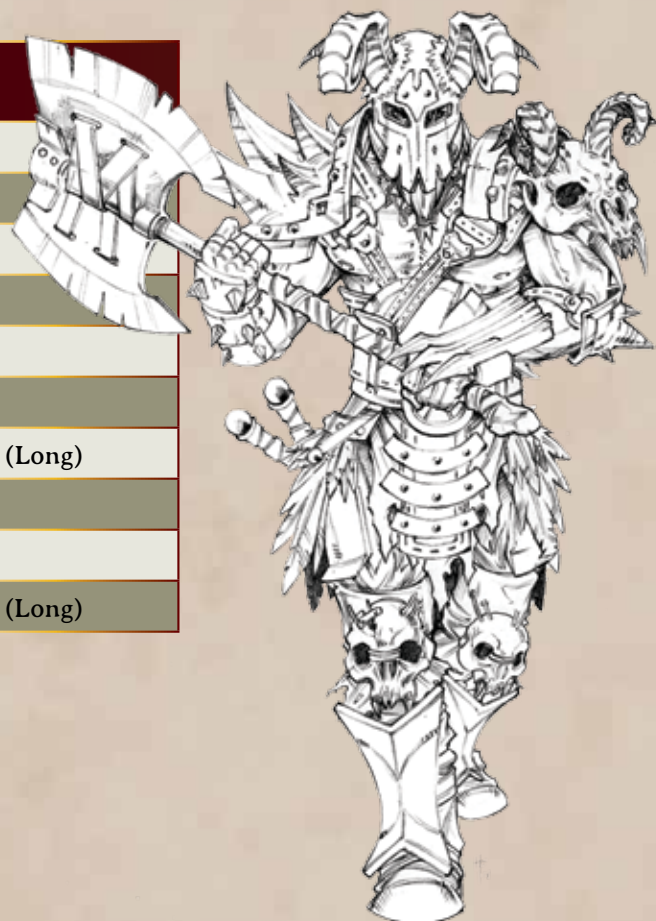
mercenaries, bodyguards and any other position requiring unquestioning violence in return for money. A Barbarian will always be first into the fight and generally if they aren't the last one standing it's because they are dead.

STAT MODIFICATIONS



COMBAT

LVL	OPTION	
1	<i>Stalwart</i> ✕	<i>Hammer Time</i>
2	<i>Relentless</i>	<i>Frenzy</i> ✕
3	+1 Move	<i>Slam</i>
4	<i>Hammer Time</i>	<i>Frenzy</i> ✕
5	<i>Smash!</i>	<i>Stalwart</i> ✕
6	<i>Slam</i>	+1 Combat Dice
7	+1 Move	+1 Shooting Dice (Long)
8	<i>Frenzy</i> ✕	<i>Relentless</i>
9	<i>Sure Shot</i> ✕	<i>Frenzy</i> ✕
10	<i>Tough</i>	+1 Shooting Dice (Long)



Bard

Bard is not a profession that seems immediately obvious in its usefulness for a party of adventurers on life or death quests into the dark places of the world. Not many see the requirement for a cheery song or an epic ballad, neither being noted for their offensive qualities. Nevertheless, a good

Bard is highly sought after by bands of heroes, especially ones that have fought alongside one before. They tend to be much tougher than their profession might suggest, and the value of a cheery disposition and a ready ability to burst into rousing song can never be underestimated.

STAT MODIFICATIONS



COMBAT



OTHER

Singer Of Songs

Two Songs (Shuffle all the available Song cards and deal six at random, face up. Choose two of these songs).

LVL	OPTION	
1	<i>Dubious Character</i>	New song 🎵
2	<i>Stealth</i>	+1 Shooting Dice (Short)
3	New song 🎵	<i>Nimble</i>
4	<i>Teller of Tales</i>	+1 Shooting Dice (Short)
5	New song 🎵	<i>Projecting</i>
6	<i>Nimble</i>	<i>Stealth</i>
7	<i>Projecting</i>	+1 Shooting Dice (Short)
8	New song 🎵	<i>Sure Shot</i> ✖
9	<i>Stalwart</i> ✖	+1 Shooting Dice (Short)
10	New song 🎵	<i>Sure Shot</i> ✖



Cleric

It is sometimes said that there are as many different faiths in the world as there are grains of sand on a beach. While this is unlikely to be literally true, it is the case that there are a multitude of different schools of religious ideology spread amongst the various civilised races of the world. Some who adhere to these philosophies are great warriors or powerful mages. Clerics perform a quieter, less aggressive but still vital function, learning the arts of healing and support. A decent cleric is well valued by heroes on a long quest as someone who will keep them alive in some dangerous spots when the fighting is done. The best ones are also no slouch with a sword when required.

STAT MODIFICATIONS



COMBAT

OTHER

Holy, Spell Caster, Divinity

Three Spells (see below)

Shuffle the Divinity Spell cards, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, put the cards you didn't take back in the pile with the rest of the Divinity spells. You can freely choose your third spell from any of these remaining cards.

This two-step process means that you will always be able to pick at least one spell you particularly want, but that your master may have taught you some that you would not necessarily have chosen for yourself. However, he is far wiser than you in the ways of magic and they will have their uses. You will need to try them in battle to discover their true value.



LVL	OPTION	
1	<i>Stalwart</i> ✕	New spell ✧
2	<i>Nimble</i>	<i>Stealth</i>
3	New spell ✧	<i>Stalwart</i> ✕
4	<i>Magister</i>	<i>Tough</i>
5	Nimble	New spell ✧
6	<i>Magister</i>	<i>Stalwart</i> ✕
7	New spell ✧	<i>Magus</i>
8	<i>Relentless</i>	+1 Shooting Dice (Short)
9	<i>Magus</i>	New spell ✧
10	Smash!	New spell ✧

Demon Hunter

The denizens of the Abyss are legion and almost beyond any sensible attempt at quantification. Most often, the myriad varieties of these creatures are referred to simply as 'Demons'. Those who make it their business to hunt these creatures are viewed as brave and foolish in equal measure, though in truth they are usually drawn to the profession by some personal tragedy or loss suffered at the hands of the Abyssal forces. A Demon Hunter is a focused and deadly warrior, with reflexes and skills honed over many thousands of hours of training. A warrior may train for ten years and be smote by a Demon in seconds, so it goes without saying that success in this most difficult of professions is dependent on natural skill and agility as much as training. It is no co-incidence that some of the most prominent Demon Hunters are Elves and Naiads.

STAT MODIFICATIONS

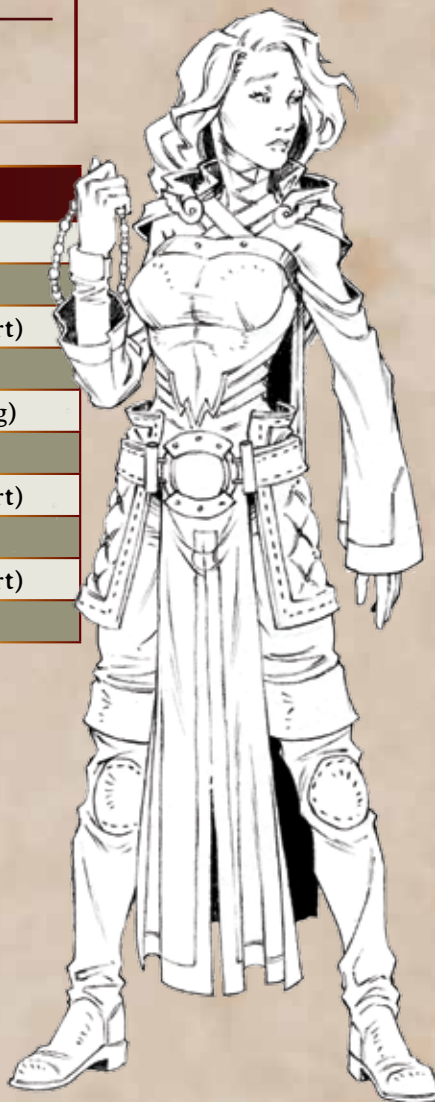


COMBAT

OTHER

Null

LVL	OPTION	
1	<i>Relentless</i>	<i>Dubious Character</i>
2	<i>Stalwart</i> ✕	<i>Tough</i>
3	<i>Speed of a Bullet</i>	+1 Shooting Dice (Short)
4	<i>Teller of Tales</i>	<i>Relentless</i>
5	<i>Stealth</i>	+1 Shooting Dice (Long)
6	<i>Slam</i>	+1 Move
7	<i>Smash!</i>	+1 Shooting Dice (Short)
8	<i>Sure Shot</i> ✕	<i>Hammer Time</i>
9	+1 Combat Dice	+1 Shooting Dice (Short)
10	<i>Sure Shot</i> ✕	<i>Hammer Time</i>



Druid

Druids use magic in a very unique way. Where wizards and mages manipulate the most obvious magical energies to their own ends, amplifying the destructive nature of those energies with often unpredictable results, Druids channel the pure energy of nature itself, allowing it to flow through them and gently directing it to their ends rather than forcing it to conform to their own rigid requirements. Though not always as visually impressive as the pyrotechnic displays of powerful mages, the magic of Druids is no less impressive, allowing them to heal the grievously wounded and even to drag warriors back from the embrace of death itself, as well as visit destruction on their enemies. It is a foolish warrior indeed who underestimates a Druid, and none ever make the same mistake twice.

STAT MODIFICATIONS



COMBAT

OTHER

Spell Caster, Druidism

Three spells (see below).

Two power 1 energy crystals.

LVL	OPTION	
1	<i>Earth or Geomancy</i>	New spell ✧
2	<i>Tough</i>	<i>Stalwart</i> ✕
3	<i>Fire or Pyromancy</i>	New spell ✧
4	<i>Water or Hydromancy</i>	<i>Stalwart</i> ✕
5	<i>Air or Aeromancy</i>	New spell ✧
6	New spell ✧	<i>Stalwart</i> ✕
7	<i>Earth or Geomancy</i>	<i>Air or Aeromancy</i>
8	<i>Magister</i>	New spell ✧
9	<i>Fire or Pyromancy</i>	<i>Water or Hydromancy</i>
10	<i>Magus</i>	New spell ✧

Shuffle the Druidism Spell cards, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, put the cards you didn't take back in the pile with the rest of the Druidism spells. You can freely choose your third spell from any of these remaining cards.

This two-step process means that you will always be able to pick at least one spell you particularly want, but that your master may have taught you some that you would not necessarily have chosen for yourself. However, he is far wiser than you in the ways of magic and they will have their uses. You will need to try them in battle to discover their true value.



Fighter

'Fighter' is a broad title, covering a variety of types of warrior from professional mercenaries and ex-soldiers through to pit fighters, trained assassins and more besides. What unites them all is an uncomplicated approach to problem solving – a violent and usually terminal one. Some members of a party will be there to heal, or to strategise or help the heroes find their way. Fighters are there to hit things until they fall over (and in some cases when they get back up again).

WARRIOR STAT MODIFICATIONS



COMBAT

RANGER STAT MODIFICATIONS



COMBAT

SHOOTING
(LONG)

DERVISH STAT MODIFICATIONS



COMBAT

OTHER

Frenzy (2)

LVL	OPTION	
1	<i>Stalwart</i> ✕	<i>Slam</i>
2	<i>Hammer Time</i>	<i>Sure Shot</i> ✕
3	<i>Slam</i>	<i>Frenzy</i> ✕
4	<i>Speed of a Bullet</i>	+1 Dice
5	<i>Smash!</i>	+1 Shooting Dice (Long)
6	<i>Frenzy</i> ✕	+1 Move
7	<i>Sure Shot</i> ✕	<i>Hammer Time</i>
8	<i>Stalwart</i> ✕	+1 Shooting Dice (Long)
9	+1 Shooting Dice	<i>Frenzy</i> ✕
10	<i>Speed of a Bullet</i>	<i>Stalwart</i> ✕



Paladin

Paladins are warriors devoted to one of the many gods that the Clerics follow. Where Clerics are healers who can fight at a pinch, Paladins are fighters who can offer a bit of healing in an emergency. Often equipped with holy weapons and armour, they are protected as much by their own unshakeable faith in their God and their abilities as they are by anything so mundane as a shield or breastplate. Paladins are not immortal, but as far as they are concerned, they will be reunited with their God when they die at any rate, meaning that they have a disregard for personal danger unseen in other professions. Parties often travel with Paladins, but when they do, they will generally ensure that the Paladin is at the front.

STAT MODIFICATIONS



OTHER

Holy, Spellcaster, Divinity

Minor Spell: Healing

LVL	OPTION	
1	<i>Hammer Time</i>	<i>Stalwart</i> ✕
2	New spell ✦	<i>Tough</i>
3	<i>Hammer Time</i>	<i>Relentless</i>
4	+1 Dice	<i>Smash!</i>
5	New spell ✦	<i>Relentless</i>
6	<i>Stalwart</i> ✕	<i>Slam</i>
7	<i>Tough</i>	New spell ✦
8	<i>Stalwart</i> ✕	<i>Slam</i>
9	<i>Smash!</i>	New spell ✦
10	<i>Tough</i>	New spell ✦



Thief

Thief is not exactly an honourable profession, and those who excel at it are seldom welcome in polite company. However, heroes who spend their time in ancient dungeons, cave systems and other tight and dangerous spaces, attempting to defeat various enemies and remove relics and treasures that they would rather not part with recognise the value of having a skilled thief on board. Light feet and agility can come in useful even where there is no specific treasure to be lifted, and thieves are therefore most often seen seeking employment with questing parties.

STAT MODIFICATIONS



SHOOTING
(SHORT)

OTHER

Lock Picking

LVL	OPTION	
1	<i>Dubious Character</i>	+1 Shooting Dice (Short)
2	<i>Nimble</i>	<i>Disarm Traps</i>
3	<i>Stealth</i>	<i>Dubious Character</i>
4	+1 Move	<i>Nimble</i>
5	<i>Disarm Traps</i>	<i>Relentless</i>
6	+1 Shooting Dice (Short)	<i>Nimble</i>
7	<i>Tough</i>	+1 Move
8	+1 Shooting Dice (Short)	<i>Master Locksmith</i>
9	<i>Tough</i>	<i>Stalwart</i> ✕
10	<i>Master Locksmith</i>	+1 Shooting Dice



Wizard

The Study of Magic is undertaken by every civilised race of Mantica in some way or other, to various levels. Most magic users will spend the majority of their lives locked in academic study, attempting to master the manipulation of the arcane energies and perfect the methods handed down to them by their forebears. The reasons a wizard may end up in a party of adventurers are manifold. A young wizard may crave the excitement of adventure as a break from the dusty halls of study. An older wizard may be searching for a particular item, and may have indeed instigated the quest to do so. Whatever their reason for being there, a Wizard makes a very strong ally to an adventurer's party.

STAT MODIFICATIONS



OTHER

Spellcaster, Petty Magic, Choice of one from Sorcery, Necromancy (Bosses only), Geomancy, Pyromancy, Aeromancy, or Hydromancy.

Minor Spell: Crystallise, and three additional spells (see below).

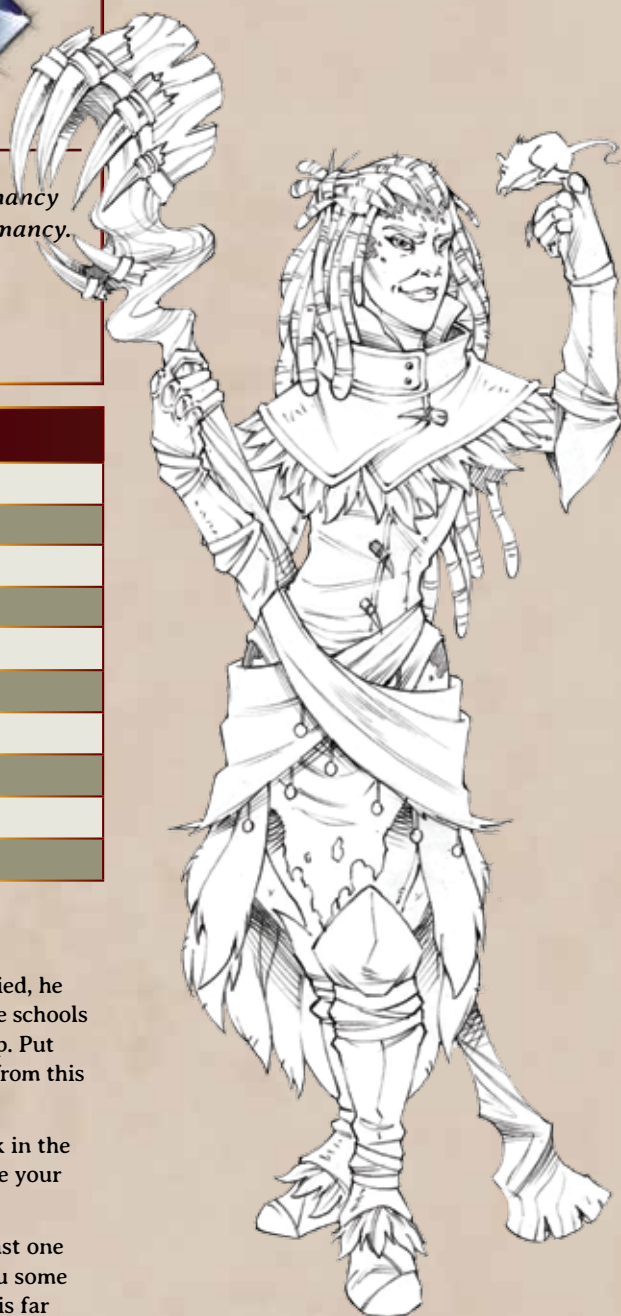
Two power 1 energy crystals.

LVL	OPTION	
1	New school ✱	New spell ✧
2	<i>Stealth</i>	<i>Dubious Character</i>
3	<i>Magister</i>	New spell ✧
4	<i>Magister</i>	+1 Move
5	<i>Magus</i>	New spell ✧
6	New school ✱	<i>Stalwart</i> ✱
7	<i>Magus</i>	New spell ✧
8	New school ✱	New spell ✧
9	New school ✱	New spell ✧
10	<i>Magus</i>	New spell ✧

Once you have decided on which schools of magic your wizard has studied, he must choose his three starting spells. Separate out the spell cards for the schools of magic your Hero knows, shuffle them, and deal six at random, face up. Put the rest to one side. You must choose the first two spells for your Hero from this group of six.

When you have made your decision, put the cards you didn't take back in the pile with the rest of the ones from those schools. You can freely choose your third spell from any of these remaining cards.

This two-step process means that you will always be able to pick at least one spells you particularly want, but that your master may have taught you some that you would not necessarily have chosen for yourself. However, he is far wiser than you in the ways of magic and they will have their uses. You will need to try them in battle to discover their true value.



Building a Hero

As an example, I'll create a completely new Hero from scratch. First, I take a blank Hero sheet.

RACE

We then start the process by choosing a race. As I like the concept art and the model, I've decided to make a Salamander. I write that in the space provided.

This also gives my Hero a starting stat line. I put this in in pencil because some of it will change in a minute.

I also write down an ability: *Fire*. This is a racial trait that all Salamanders have. Some races have this sort of thing and other don't – it's all part of their character.

PROFESSION

Next comes a profession. What trade do I want my Salamander to have? Well there is already a Salamander Fighter in one of the expansions, so let's do something different. Let's have a Cleric.

I modify my stat line on the Hero sheet by adding in all the changes listed in the Cleric profession.

My Hero also gains the abilities *Holy* and *Spellcaster*, and learns the *Divinity* family of spells.

The final part of becoming a Cleric is determining which 3 spells he has learned. These must be taken from the *Divinity* family as it's the only one the Hero knows. Knowing only one spell family can be limiting, but it does give you pretty good control of the spells you get. Following the process described in the Cleric section on page 46, I end up with *Steady Recovery*, *Healing*, and *Transfusion*.

BONUS

Having completed the additions from my profession, I can take one bonus from the list on page 33. This is a tricky choice. The Gold is always useful, and a random magic item could be a big help. However, I could get a poor item or one I can't use, so I decide to pass on these.

I can't sing songs, so that's out too. The choice really comes down to either an extra point of movement or an extra spell. With a move of 6, the Salamander is a bit slow, so this movement increase has potential. Still, an extra spell is useful too. Decisions, decisions.

Looking at the experience tables for Salamanders (page 41) and Clerics (page 46) I realise that he will never get another chance to increase his movement, and rather than be stuck at move 6 forever I decide to go for that. After all, clerics get a lot of chances to learn extra spells so that shouldn't be a problem. So my Hero's movement is now a respectable 7. I change that on his Hero sheet.

NAME

All that's left to do is to think of a name and fill this in on his Hero sheet too. Now Shraash is ready for adventure!



Heroes of Mantica

Are you a mighty barbarian, a cunning wizard or a sympathetic cleric? You won't know till you try them all out. The following Heroes offer a mixture of differing play styles and roles as a starting point for you to experiment with. Some will suit you perfectly, others will not suit at all. Once you've found out what you like, you can make more informed choices when it comes to designing your own Hero.

The following ten Heroes are all taken from the Dungeon Saga boxed game and the expansions, each presenting a new challenge to both the Hero and Overlord players. You can play through any of the adventures from these sets with a different combination

of Heroes – simply swap out the original Heroes for one of those here, and see how you go.

It's also a good idea to be aware of the changes that a different Hero makes to the balance of the group as a whole.

Even something as subtle as swapping one type of fighter for another changes the way the group tackles an adventure. Understanding this will help you organize much more effective groups of your own Heroes later.



Orlaf, Human Barbarian

Like many of his people, Orlaf makes a living as a sellsword, hiring his skills out to the highest bidder. Tremendously strong and skilled with blade and fists, Orlaf is also remarkably far-sighted for one of his kind and profession. Travelling to the City of the Golden Horn, he has established himself as the go-to professional for wealthy men who

lack the physical wherewithal to solve their problems.

Orlaf found city life very much agreed with him, though he still hungers for the chance at a truly enormous score. The commission to accompany the party into Dolgarth is a dream come true. The old Dwarf Hold has been off

limits for so many years, and he now has a legitimate reason to enter it. Tales of the wealth that lies buried there have been passed from generation to generation of his tribe, being told to Orlaf since he was a young child. This could well be just the retirement plan that he has been waiting for.

STARTING STATS



COMBAT



ABILITIES

Versatile

FEAT: WHIRLWIND

Orlaf makes a separate 4 dice attack against every enemy model adjacent to him, including enemies in his rear arc. Orlaf's attacks are not modified by anything, but the defenders' are modified as normal.

Rordin, Dwarf Fighter

Rordin has been living amongst the humans of the City of the Golden Horn for so long now that he has – somewhat to the annoyance of his king – started to pick up many of their customs and manners. As the nephew of Golloch himself, Rordin was always somewhat of a black sheep within the noble family, and some mutter that

his diplomatic posting to the Basilean capital was more of an exile, in order that he could not cause further shame to the family.

Where most dwarfs are dour and insular individuals, Rordin is positively cheerful and fond of socialising (so long as there is strong

ale involved). For all his faults, he is a fearsome and capable warrior, and much as Golloch despairs of his foolish ways, he respects his abilities. As a well-known figure in the city, as well as a member of the noble lineage, Rordin makes an ideal choice to send down into Dolgarth at the head of the party.

STARTING STATS



COMBAT



ABILITIES

FEAT: NONE SHALL PASS

Rordin cannot be injured for the remainder of this Round. In addition, all adjacent enemy Minions are considered to have taken their Turn this Round and may not take another for any reason.

Danor, Human Wizard

The Order of the Ardent Light is not unique in claiming some direct connection to Valandor the Great – every magical Order in Basilea does the same. Where the Order of the Ardent Light differs is in only accepting candidates who can claim actual blood lineage to those who fought and learned alongside the legendary hero. Danor hails from such

a family. What makes him unique is that the family itself has never broadcast the fact – Danor's link was discovered purely by accident, and the family resisted his becoming an apprentice for a long time, though why they would do so was never clear.

Danor is a naturally gifted – if somewhat reluctant – student of the

magical arts, and has consistently impressed his tutors from the beginning with his ability, if not his enthusiasm. As the most humble of their order, in terms of background and demeanour, the wise Master has declared that it should be he who treads the halls of Dolgarth in search of their former protégé.

STARTING STATS



COMBAT

ABILITIES

Spellcaster, Petty Magic, Versatile

FEAT: FOCUS

Danor can cast up to 3 different Major spells. They may be cast even if they are currently recharging.

Madriga, Elf Ranger

Hailing from the city of Therennia Aldar, known to other races simply as Wallddeep, Madriga grew up hearing the legends of Mighty Valandor like any of her kind. As a small child, she had made the pilgrimage to the Spire of Ages to see the miraculously preserved remains of the legendary hero. The stories her father would tell

her, as he groomed her for a life of ruling her people, instead inspired her to tread a very different path.

Joining the renowned Sea Guard, Madriga quickly carved herself a fierce reputation as a warrior and a leader, but she found the constant ritual and formality of her

position and her noble lineage to be overpowering and stultifying. After becoming the youngest ever to attain the rank of fleet captain, she elected to resign her commission and travel the world in search of adventure of the kind she had heard about in her youth.

STARTING STATS



COMBAT

SHOOTING
(LONG)

ABILITIES

FEAT: FOCUS

Madriga may Shoot 3 times in the same Turn. Resolve each shot before deciding on the next target.

Arianya, Naiad Demon Hunter

Naiads are generally peaceful and introverted creatures, living fairly introverted lives in their home glades and pools, communing with the other creatures of the waters, and rarely straying from them. However, it is well known that they can be fearsome warriors, armed with tridents and

other exotic weapons. They are stronger when in water, they are by no means weak outside of it, especially when their ire is roused. In the case of Arianya, this was caused by the sacking of her home glade by demons of the Abyss. The only survivor, she has made it her personal mission ever

since to seek out the specific creatures responsible and slay every last one. Any party looking to fulfil a quest with even a hint of demonic activity can almost guarantee on acquiring her services.

STARTING STATS



COMBAT

ABILITIES

Null, Water

FEAT: COOL WATERS

Nearby enemy models are calmed. For the rest of this Round, no enemy model may move adjacent to a friendly Hero if they are not already there. Enemies are also prohibited from Breaking Away or making a Free Strike.

Venetia Beriassor, Human Cleric

The women of the sisterhood serve the gods in many different ways. Some take up arms and become fierce warriors of the church. Others take the path of healers, using their skills to save the lives of others. A very few choose the path of divine magic, suffused with the power of their own devotion and able to channel that

power into physical acts of what the less enlightened might simply mistake as magic. Venetia has ever been a devout individual, sent to the nunnery at an early age when her parents grew tired of her inordinate piety and tendency to judge all around her. Life in the sisterhood unlocked her true potential. Growing

up with seven brothers gave her early lessons in fighting, and she has also become an accomplished warrior. As a martial cleric of the sisterhood, Venetia travels far and wide, delivering the good word and recovering artefacts and wealth for the church at every opportunity.

STARTING STATS



COMBAT

ABILITIES

Spellcaster, Holy, Divinity, Versatile

FEAT: BLESSED AURA

All adjacent friendly models heal 1 wound.

Kapoka, Gladewalker Druid

Gladewalkers are a long-lived and introvert race. They have cared for the forests of the world since time immemorial, and it is rare indeed to see them outside of their wooded realm. Kapoka is one of these few exceptions, his home having been brutally vandalised by Thrundak's hordes as they passed through it.

Furious, Kapoka took leave of his Glade, swearing an oath of vengeance on those who had despoiled it and determining never to rest until he had seen them all brought to justice. It has become apparent to Kapoka that this would not be a task he could accomplish on his own, and he has taken to throwing in his lot

with other Heroes set on the trail of Thrundak and his horde, taking any opportunity to strike a blow against them. His natural magical talents rival those of any human druid, and he is able to heal his allies and visit magical destruction on his foes with equal ease.

STARTING STATS



COMBAT

ABILITIES

Spellcaster, Druidism, Earth

FEAT: IN TUNE WITH NATURE

Kapoka can cast up to 4 Minor spells.

Hrrath Flamespitter, Salamander Fighter

Salamanders are hot-blooded creatures in the most literal sense, their very bodies emitting scalding vapours and their weapons channelling fiery energies with which to smite their foes. Hrrath is no exception, having a fiery temperament to match his given

name. His brood slaughtered in a great battle, Hrrath was captured and used as a gladiatorial slave for the entertainment of a cruel master for many years. Winning his freedom, he found that he could not return to his home and so made a life doing the only thing he knows how to do –

fight. As a mercenary, he is a tricky proposition – undeniably effective as a fighter but prone to lose his temper with often unpredictable results. It is a testament to the former that so many choose to risk the latter.

STARTING STATS



COMBAT

ABILITIES

Fire, Frenzy (2)

FEAT: UNSTOPPABLE

Hrrath fights as normal. Then, if the defender is removed from the board, he may immediately fight again. If there are no models to fight, he may move 1 square. If he can now fight then he must do so. Continue until he can no longer fight or fails to remove his target in one attack.

Ibrahim, Human Paladin

One of the most legendary Knights of the Basilean Warrior order known as the Paladins, Ibrahim often finds himself called upon to represent his brothers-in-arms in individual tasks, be they simple trials of combat,

special undertakings for the Hegemon himself or anything else requiring his own unique skills. Fearsomely broad, Ibrahim's distinctive feature is his total absence of scars. Usually a cause of mockery for those in the ranks of

the Paladins, in Ibrahim it is simply a demonstration of his superlative skill with any edged weapon. A quest to slay a mighty dragon is exactly the sort of thing that Ibrahim would be expected to undertake.

STARTING STATS



COMBAT

ABILITIES

Spellcaster, Holy, Divinity, Versatile

FEAT: BLESSING

All friendly Heroes in Short range heal 1 wound.

Ally McSween, Halfling Thief

Abandoned to the streets at a very young age, Ally grew up amongst what polite society might term 'the wrong crowd'. The bullying of the tiny orphan quickly stopped when that crowd realised the inherent usefulness of someone less than half the size of the average man with tiny hands who

was incredibly light on their feet. Ally went on to become one of the best thieves that the city had ever seen, and as her reputation grew, so did her taste for the high life. Ally's hunger for finer things has driven her to become a professional thief, offering her skills to the highest bidder.

Whether they want money stolen from an orphanage or treasure recovered from an abandoned Dwarf hold is all the same to Ally – as long as they have coin to spend, the motives of her would-be employers and the nature of the work is irrelevant to her.

STARTING STATS



COMBAT

SHOOTING
(LONG)

ABILITIES

Lockpicking

FEAT: MAKING IT LOOK EASY

Ally can move up to 3 squares using the normal rules, and then open a single adjacent locked item, regardless of its difficulty.

Abilities

Having good basic game values is important to a Hero, but having a good mix of abilities is even more vital. These specialised skills enable us to quickly define a wide variety of both Heroes and monsters.

The main part of this section is a list of the possible abilities, broken down by family. Firstly though, we need to cover some situations that often crop up with abilities.

Who Chooses First?

Whenever two opposing models both need to decide something at the same time, the model whose Turn it is must do so first. Completely resolve any associated dice rolls before his opponent makes their choice.

For example, if both models in a Fight know a Combat ability that allows them to re-roll a dice, then the one whose Turn it is must make any re-rolls before his opponent, allowing him to see what he is up against and whether he needs to re-roll his dice or not.

Modifying Dice Rolls

Many abilities change the way you roll dice, either adding or

removing dice, or allowing you to re-roll some.

EXTRA DICE

Abilities that add dice work the same way as other modifiers, simply giving you more to roll. However, after all modifiers have been taken into account, no dice roll can use more than 6 dice. Any extra are lost.

RE-ROLLS

A re-roll means what it says: you roll one or more dice again. The specific ability will define the circumstances you may do this in. The result of the second roll replaces the first, even if it is worse. Each dice can only be re-rolled once.

For example, Frenzy allows you to re-roll a specific number of attack dice that do not roll more than the target's Armour. If you rolled 3 attack dice against a target with Armour 4 and got 1, 5, 6 then

Frenzy (1) would allow you to re-roll the 1. If you had Frenzy (2) then you could still only re-roll one dice as the others do not fit the terms for re-rolling (failing to beat the defender's Armour).

Ranked Abilities

You will notice that several abilities have a number in brackets after them. These are called ranked abilities.

A ranked ability is available in several levels, shown by the number in brackets. They are listed here showing the range of numbers possible. So, a Hero could have Frenzy (1), Frenzy (2), or Frenzy (3) – the maximum. When these abilities become available to a Hero, they will be listed as the ability name followed by an asterisk, for example Frenzy (*). This means that the Hero is granted the ability 1 rank higher than he currently has.

Ability Families

Abilities are broken down into a series of different groups. These are:

- ◆ Combat
- ◆ General
- ◆ Illegal
- ◆ Magical
- ◆ Musical

If a group of abilities has any special rules then they are listed at the start of its section, below.



Combat Abilities

Over the years, the warriors of Mantica have devised many and varied weapons to slaughter each other with. Some rely on strength, others cunning or exotic design. However, for all their supposed variation, the simple truth of the matter is that the warrior wielding the weapon is far more important than the weapon itself. The really dangerous warriors of Mantica's long and bloody history could kill a foe with anything they found to hand, and would often do so to demonstrate this fact.

In Dungeon Saga every model is assumed to know the basics of combat. This is represented by the number of dice a model has: the more he has the more dangerous he is in a scrap. However, this is only the basics. In addition, there are many distinct fighting styles, each of which focuses on getting the most out of a specific style of combat and particular weapon type. Each of these is a separate ability and must be learned before it can be applied.

There is nothing to stop a model carrying a weapon without having the relevant ability.

However, they will not gain any bonus for doing so and will fight using their base dice as normal. Only when a model has learned the relevant ability will he be able to get the most out of that weapon.

A model that knows one of these abilities is always assumed to have the appropriate weapons to use them.

FRENZY (1-3)

The model is consumed by rage in battle. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

HAMMER TIME

When a model with this ability uses a Fight attack, count the target's Armour as 1 less than it would otherwise be.

RELENTLESS

If the model's first Fight attack in a Turn results in any damage to the defender then they may

immediately make a second Fight attack against the same or different enemy model.

SLAM

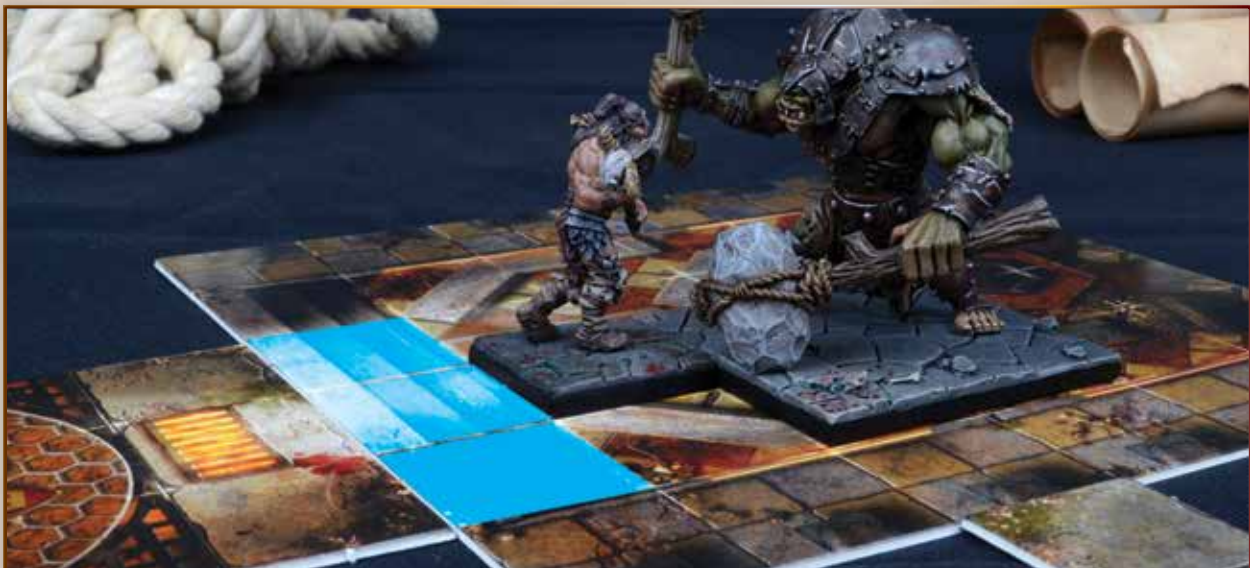
A trained warrior can use his shield, or simply his own bulk, to smash aside an opponent.

When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of three possible squares, chosen by the attacker. There must be an empty square on the board for the model to be pushed into. The direction the defender is facing remains the same. The attacker does not move.

A model cannot Slam a defender that has a larger base size.

SMASH!

When a model with this ability uses a Fight attack, count the target's Armour as 2 less than it would otherwise be.



SPEED OF A BULLET

When a model with this ability uses a Shoot attack, count the target's Armour as 1 less than it would otherwise be.

STALWART (1-3)

The model stands like a rock in combat. Each time he is the defender he may re-roll a number of dice that fail to beat his own Armour.

SURE SHOT (1-3)

The model is amazingly accurate. Each time he Shoots at an enemy he may re-roll a number of dice that fail to beat the defender's Armour.



General Abilities

This family of abilities is a collection of largely unrelated oddments that do not fit elsewhere.

AIR

This ability has 3 effects. The first and second apply to all models; the third applies to Heroes and Bosses only, not Minions.

Firstly, the model has great affinity with this element and when defending against an Aeromancy spell it may re-roll up to 3 dice that fail to beat its own Armour.

Secondly, the model is particularly vulnerable to earth-based attacks. Any Geomancy spells, or Fight attacks from a model with Earth, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a burst of air to form a natural 2 dice magical attack. This attack counts as a minor Aeromancy spell and can be cast even if the model is not a Spellcaster.

This attack requires Sight and is Short-ranged.

DUBIOUS CHARACTER

During Downtime, if the model chooses the Thieves' Den they may roll 1 dice more than normal and keep the preferred result.

EARTH

This ability has 3 effects. The first and second apply to all models; the third applies to Heroes and Bosses only, not Minions.

Firstly, the model has great affinity with this element and when defending against a Geomancy spell it may re-roll up to 3 dice that fail to beat its own Armour.

Secondly, the model is particularly vulnerable to air-based attacks. Any Aeromancy spells, or Fight attacks from a model with Air, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a hail of earth to form a natural 2 dice magical attack. This attack counts as a minor Geomancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

FIRE

This ability has 3 effects. The first and second apply to all models; the third applies to Heroes and Bosses only, not

Minions.

Firstly, the model has great affinity with this element and when defending against a Pyromancy spell it may re-roll up to 3 dice that fail to beat its own Armour. The model can also not be hurt by lava.

Secondly, the model is particularly vulnerable to water-based attacks. Any Hydromancy spells, or Fight attacks from a model with Water, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a storm of fire to form a natural 2 dice magical attack. This attack counts as a minor Pyromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

GREEN RAGE

The first time a model with this ability suffers a wound it goes into a Green Rage. This happens regardless of the amount of damage it suffers, i.e. it cannot be killed by a single attack.

The Green Rage gives the model +1 dice and +2 movement as they

rampage around the battlefield.

Once a model is consumed by the Green Rage then any hit will kill it.



HOLY

During Downtime, if the model chooses the Temple Location they may roll 1 dice more than normal and keep the preferred result.

HUGE

The model is a Huge Creature (see page 30).

LARGE

The model is a Large Creature (see page 30).

MOB RULE

When a model with this rule is attacking, each other model that has the defender in its front arc gives the attacker an extra dice. For example, a zombie attacking a Hero who was in the front arc



of 2 other zombies would gain 2 extra dice to attack with, for a total of 4.

NIMBLE

If the model suffers one or more Hits in a Fight, roll 1 dice before working out any damage. On a roll of a 6 the model is not hurt. Instead it makes an immediate Break Away move. Assume all possible free strikes miss. If there is nowhere for the model to Break Away to then the model is damaged as normal.

NULL

The model exudes a negative energy that disrupts nearby spell casting.

A model that is within Short range of the Null model must roll a single dice for each spell they wish to cast. On a 1 the spell is disrupted and cannot be cast again that Round. On a 2 the spell works, but takes so much effort that the caster's Turn ends once it has been resolved. On a 3-6 the spell works as normal.

Note that Null is indiscriminate and is equally disruptive to all spell casting by both sides.

PESKY

This is typically used for swarms of small creatures that are individually insignificant, but collectively distracting.

The model cannot make Fight attacks. However, it still counts towards outnumbering and may defend itself as normal.

REGENERATE

This ability has two effects. Firstly, when the model suffers any damage it rolls a single dice.



WALK THROUGH WALLS

The model can move through solid walls. A wall counts as one space regardless of its actual size. A model cannot end its Turn inside a wall. When moving, the square immediately before and after a wall must lie in a straight line from each other.

On a roll of 5 or 6 it reduces the number of wounds suffered by 1, down to a minimum of zero.

Secondly, at the end of each Round roll a single dice. On the roll of a 5 or 6 the model heals one wound.

If the model has Regenerate as well as Tough then it only rolls for Regenerate.

over. They cannot end their movement on any square which would normally be prohibited.

TELLER OF TALES

During Downtime, if the model chooses the Tavern Location they may roll 1 dice more than normal and keep the preferred result.

SMALL

The model is so short that it does not block Shoot attacks.

SWOOP

The model can glide for small distances. Treat their move as if they are not touching the floor. This means that they can freely move over map traps without triggering them. They can also move over lava, water or furniture that a model can Shoot

TOUGH

At the end of each Round roll a single dice. On the roll of a 6 the model heals one wound.

VERSATILE

During Downtime, the model may roll 1 dice more than normal in their chosen Location and keep the preferred result.

WATER

This ability has 3 effects. The first and second apply to all models; the third applies to Heroes and Bosses only, not Minions.

Firstly, the model has great affinity with this element and when defending against a Hydromancy spell it may re-roll up to 3 dice that fail to beat its own Armour. The model also cannot drown.

Secondly, the model is particularly vulnerable to fire-based attacks. Any Pyromancy spells, or Fight attacks from

a model with Fire, modify the model's Armour by -1 while resolving that attack.

Thirdly, the model can focus a surge of water to form a natural 2 dice magical attack. This attack counts as a minor Hydromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

WOUNDS (1-10)

Every hit the model suffers counts as a wound. The model can take the specified number of wounds, and when it takes the

last one it dies. So a model with Wounds (4) must be wounded four times to kill it.



Illegal Abilities

Many of the skills associated with the criminal underworld are not of much use in a dungeon. Others that might be applied, such as picking pockets, would simply add the fellow adventurers to the list of foes to battle and are best forgotten while down a dungeon. Even so, thieves have a distinct place in dungeon adventures, being able to circumvent many of the hazards that lie in wait for the clumsier Hero.

DISARM TRAPS

There are two kinds of traps: lock traps and map traps. Both can be disarmed.

Before someone attempts to open a lock (by any means) a model with this ability may try to disarm any trap that may be hidden on it.

Disarming a lock trap takes a model's action for that Turn. Note that you will not know if the item is actually trapped or not at this point (unless you are playing solo).

You will only know if you have been successful when you actually open the lock. At this point, roll one dice. On a 2 or better any trap has been disarmed and can be ignored. On a 1 you should roll to see if it goes off as usual. You may yet be saved by a rusty mechanism. Of course, the

thief is bound to claim this as a result of his skill too!

Map traps can be disarmed by a model with this ability moving adjacent to the map trap counter and spending an action disarming it. When someone subsequently steps on the trapped square, roll a dice to see if the disarming worked. On a 2 or better the map trap is removed; on a 1 it is triggered as normal.

LOCKPICKING

Each time a model with the Lockpicking ability spends their Turn trying to open a lock its value is reduced by 1. When this reaches zero the lock has been opened. If it was a door then it is removed. If it was a treasure chest or other item with a hidden compartment then the Hero who opened it takes all the

items that were inside.

MASTER LOCKSMITH

This works exactly like Lockpicking, except it reduces a lock by 2 instead of 1 each time it is used.

STEALTH

The model cannot be seen (and therefore Shot at) beyond Short range. However, they may still be targeted by a Long range spell as long as it does not need line of sight.

When playing solo games, a model with this ability that is not adjacent to an enemy model counts as half the Threat it would otherwise.

Spells

A magician, wizard or thaumaturge is nothing without his spells. These range from the petty utility spells of the humble hedge wizard to the earth-shattering cataclysms of the elven Wizard Lords. Some have obvious applications such as fireballs and wasting diseases. Others are more subtle in their value, though these can often prove the more powerful when used wisely.

Spells are listed on cards, each of which includes all the information you need to use it in your adventures.

A model with the Spellcaster ability may cast one spell as his action in his Turn. See the card for the effect of each spell.

Several of the Dungeon Saga expansions include extra spell cards. If you have any of these then simply shuffle them into the appropriate deck and use it as normal. However, note that each spell should only be included once.

MAGICAL SCHOOLS

There are a number of different schools of magic, each of which counts as a separate ability. In order to cast spells of a particular school of magic you must first learn that ability.



Aeromancy: air magic



Druidism: seeking balance in nature



Geomancy: earth magic



Divinity: holy magic



Hydromancy: water magic



Necromancy: death magic



Petty Magic: simple magic, known to all spellcasters



Pyromancy: fire magic



Sorcery: dark and evil magic

Magical Abilities

Most magical abilities consist of learning new spells or even whole new schools of magic. However, there are a small number of additional abilities that will help to make any magician's life easier, regardless of his preferred form of magic.

SPELLCASTER

The model can use magic to cast spells.

MAGISTER

If the model decides to cast Minor spells, then they may cast 3 in a single Turn, not 2.

MAGUS

If the model decides to cast Major spells, then they may cast 2 in a single Turn, not 1.



Songs

The bread and butter of a bard's job is singing. As it is often a rather poorly paid job with a varied and unpredictable audience, it is a good idea for a bard to know as wide a variety of songs as possible. You never know when that old favourite of the pub down the road will cause the clientele of this new drinking establishment to turn nasty. Best know some alternatives (and be prepared to make a quick exit).

Songs are listed on cards, like spells, and work in a similar way, but they are not rotated at the end of the Round. They do not require line of sight. A model with the Singer of Songs ability may sing one song as his action in his Turn. See the card for the effect of each song. Songs affect all models of the specified type within range.

Musical Abilities

If a musician cannot sing or play then they aren't going to get far in the first place. This much is taken for granted. On top of this, a bard can still add refinement and improve his performance as well as extend his repertoire, though adding more songs to his collection is still the basic way he will improve.

PROJECTING

Any song that is listed as short range may be sung as long range instead.

SINGER OF SONGS

The model can sing songs.



Campaigns

The idea of a campaign is to link together a series of adventures to tell the story of a group of Heroes and the Overlords they battle against. The adventures part of this is exactly the same as normal, though you may want to use either the sections on building your own adventures or generating them randomly to add to those that are provided for you.

The big difference in campaigns comes in the spaces between adventures. What do Heroes do then? This gap is called Downtime, and represents all the things a Hero does between adventuring in a simple and fun way. Essentially, these rules give you the skeleton of a heroic tale for you to flesh out as you see fit. Add as much detail and explanation as you like. You might revel in describing the time your Hero spends healing, training, telling tall stories of his exploits and wooing the ladies, or you might just want to get back to adventuring – it's up to you. Many players get very attached to their Heroes, and create all sorts of elaborate back stories with families, enemies and all manner of curious

foibles. This isn't necessary by any means, though it is fun. Also, these ideas may start out as a bit of minor embellishment, but they have a funny habit of getting woven into the main plot a while later. Maybe that warrior you bested in the fighting pits still holds a grudge. Was the dark stranger who spilled your pint in the tavern really just a tinker? And what did that obscure prophecy from the oracle actually mean?

In a similar way, you could add as much or as little as you like on how the Heroes come to be on these adventures in the first place. Traditionally, Heroes are hired by a patron who needs a job done that only a Hero (or four) can achieve. These patrons

could be kings, princes or nobles. Alternatively they could be merchants, wizards or even whole villages of peasants. Whoever the patron may be, they provide the resources and the task to be resolved, and set the Heroes on their way. If you design your own adventures you might want to think a bit about who these people might be, as this can help to link the campaign together in a coherent flow. It is not a requirement though.

In terms of rules, the main section that a campaign adds to Dungeon Saga is the idea of Heroes gaining Experience. Downtime, Locations and all the rest are really just there to make this work and provide more background to explain your story.





Where to Begin?

Starting a campaign is as simple as agreeing with your friends that this is what you want to do. You can use pre-designed Heroes if you like, though it's more fun to make your own (see page 32). You may want to have the Overlord design some new adventures to give you an extra challenge. However, there is nothing to stop you running through the first campaign against Mortibris with your own Heroes if you like. When you are all ready, play the first adventure. Just compare the total levels of your four Heroes to the limits listed in the expansion's Quest Book – as long as you have not exceeded it you're ready to play.

After this adventure you will have Downtime. Then you repeat the process: adventure, Downtime, adventure, Downtime, and so on.

DOWNTIME

In-between adventures you have some Downtime when your Hero can rest and recuperate from the rigours of fighting monsters and rescuing damsels in distress. During this Downtime you will automatically recover from all your injuries and can also choose from a number of options to improve your Hero.

Downtime is made up of several steps for each Hero. Go through them in order, completing each one before moving onto the next.

- 1) Recover from injuries.
Simply remove all the wound counters from your Hero card.
- 2) Collect Gold.
 - a. Take 1 Gold.
 - b. If you were on the winning side in the last adventure you may keep 1 magic item you found in the dungeon. The rest are returned to your patron. If you found no magic items then you get 1 more chest of Gold instead.
 - c. If you lost the adventure then you do not keep any magic items and get no extra Gold. Your patron will need the little you escaped with to fund another attempt.
- 3) See whether you are allowed to learn a new feat, and whether you want to (see page 73). If you do learn a feat, this ends your Downtime. If not, go to step 4.
- 4) Choose a Location to spend your Downtime (see page 70).
- 5) Calculate your Hero's experience (see page 71).

THE OVERLORD'S CAMPAIGN

In a campaign, an Overlord's Downtime and the advancement of his Bosses work in exactly the same way as those of the Heroes. There are some slightly different options to choose from at each stage, but the rules that govern them are identical. So, after an adventure the Overlord's Heroes may choose to spend their Downtime at a specific Location, and gain Glory and Experience as appropriate. The main difference is that Bosses tend not to appear in lots of adventures in a row. However, if the Overlord wins then they may well gain experience. Even if the Overlord loses, he may choose to run his Bosses through the Downtime process, just because it adds to the story.



GOLD

In a campaign we need some form of currency. However, in *Dungeon Saga* we don't worry about the cost of a cup of ale or a night's rest for our Heroes – they are far too important for that. Among Heroes, “gold” isn't merely a coin or two, or even a few bags of coins: it's whole chests full of treasure. Chests of gold, or Gold for short, are the “coin” Heroes use to buy powerful magic items and offer as sacrifice to temples. Anything less is too trivial for such mythical warriors and mages to worry about. So when the rules say a Hero gets a Gold for each adventure, don't think about this as a single coin in the palm of his hand, think of it as staggering away with a treasure chest overflowing with precious gems, jewellery and shining golden trinkets.

LOCATIONS

During each Downtime every Hero gets to visit a single Location. Each Location is represented by its own card and offers its own combination of benefits and (occasionally) risks.

When you come to choosing a Location, take the Location cards and separate out the Tavern and the Market. Lay these down in front of the Heroes. You can always choose to go to the Tavern and the Market. Also separate out any Boss-only Locations you may have and put them to one side. Then shuffle the remaining Location cards and deal out one more for each Hero (not Boss) that took part in the adventure. These Locations are the ones you can choose from this Downtime.

Each Hero can choose freely from the Locations available, but can only choose to visit one. Each Hero can also choose to visit the Tavern and/or Market in addition to their one other Location. When a Hero has decided where he will visit, resolve the Location as described on the card. Typically this entails rolling a dice and looking up the result. Several abilities modify these dice rolls. However, regardless of the number of re-rolls and additional dice that apply, a Hero may only benefit from a single result from a single Location (in addition to the Tavern and Market) during each Downtime.

A single location can be visited by some, all, or none of the Heroes in any given Downtime.

BOSSSES AND LOCATIONS

If you are playing a group of Bosses, fighting against “good” dungeons, then you may be using the campaign rules. The process of Bosses visiting Locations works just the same as for Heroes, just with the Hero-only locations removed. Places like the Tavern are available to all. Obviously this is not the same physical alehouse as the Heroes drink in, but every race has some equivalent gathering place, and the card stands for all of these. Similarly, they may visit temples to different gods, but priests the world over are happy to receive offering and hand out blessings, so the effect is much the same.

During the course of a campaign, a group of Heroes will have access to a wide array of magic items. Sometimes these will fall into the hands of exactly the right character, and other times the wizard will end up with the magic axe, the fighter with all the spell scrolls, and the bard with the ring of silence. When this happens, you may want to swap items between the Heroes.

During Downtime, Heroes can swap items between themselves as much as you like. These swaps can be free gifts, exchanges for Gold or other magic items, or any other arrangement that suits you. If you decide to exchange for Gold, then the price is whatever you want it to be. The Gold price printed on the item cards is only used when the Heroes buy them from non-Hero vendors.

The important things to remember are:

- ◆ Only Gold and Magic Items can be traded.
- ◆ You must be clear about which Hero begins each adventure with each item.

During an adventure Heroes follow the normal rules for swapping items (see page 27).

Experience

Experience is part of the Dungeon Saga campaign system. It reflects the fact that Heroes gain fame and notoriety over time, and may learn new abilities, feats, spells, songs and so on as they adventure.

Heroes start out just like everyone else. In order for them to become the mighty warriors and fabled magicians of legend, they must do something momentous and worthy of such renown. It must be something that people will talk about in hushed and reverent tones as they sit around their campfires, or recount with wonder as they tuck their children in at night. You should be the Hero they all aspire to be, the noble example of bravery and cunning, the slayer of demons, protector of the weak, vanquisher of dragons, collector of vast wealth...

The adventures described in Dungeon Saga are just the sort of thing you need to be doing, and completing these successfully will soon have your Hero ranked among the greats. However, even among Heroes there is a hierarchy: some are just more heroic than others. To keep track of this we use Glory. Glory is a measure of how famous a Hero has become, and the more dramatic and heroic his exploits, the more Glory he earns.



BOSS EXPERIENCE

If you are playing a Boss that adventures against the “good” guys, then you will gain experience as normal. In fact, they use exactly the same system as Heroes for advancement, and have their own bonuses and options to add to the ones listed here. These are included with all the other information on their race in the relevant section of the Bestiary.

Another use of experience is to give Heroes a bigger challenge when an Overlord is designing his own adventure. The Overlord simply creates his Boss in the same way as any other Hero. Then he decides what level he wants him to be and allots him that number of boosts. The choices of which improvements the Boss has are the same as normal – the only difference is that the Boss doesn’t have to earn the Glory.

Glory

A Hero accumulates Glory by doing great things; mainly participating in successful adventures. Use the space provided on the Hero card to keep track of the total Glory a Hero has earned throughout his adventures.

To reflect this, the total Glory is broken down into levels, each of which corresponds to a specific amount. The higher you go, the harder it is to impress!

TOTAL GLORY	LEVEL
0	0
1	1
2-3	2
4-6	3
7-10	4
11-15	5
16-21	6
22-28	7
29-36	8
37-45	9
46-55	10

GAINING GLORY

The main way to gain Glory is to succeed in adventures. After each adventure, every Hero on the winning side gains 1 Glory. Some Locations may grant additional Glory.

LEVELS OF GLORY

Early on in his career, a Hero will find it relatively easy to look good. Who is this handsome new Hero? Have you seen the way his eyes catch the light? His hair is so lovely, and the braids in his beard so manly. And so on. A young Hero will be the talk of the taverns and markets alike. Sadly, the crowds are fickle, and as you continue to save villages and rescue damsels it becomes ever more difficult to impress your general wonderfulness on the crowds.

Heroes start at level zero and can rise to a maximum of level 10 (so far). When they set out to seek their fortunes, they have done nothing of note, and nobody really knows who they are. When a Hero’s total Glory is sufficient he rises to a new level. Each new level that a Hero gains gives him a boost in some way. These boosts are collectively called Experience.

Levelling Up

Every time a Hero gains enough Glory for his total to reach a new level, he gains a boost. He may choose one option from the list below:

- ◆ Take the Money.
- ◆ Learn From the Master.

Take the Money

Sometimes it's nice to keep the piles of gold and treasure that you've found. After all, quantity has a quality all of its own when it comes to mountains of gold coins and rubies the size of a Goblin's head. Also, if you want to get yourself that magical armour you saw, or perhaps some new magician's robes that enhance your spell casting, then you'll need a king's ransom to pay for it.

If you choose to Take the Money then you get a number of Gold equal to the level you just reached. For example, after an adventure you have gone from a total Glory of 6 to 7. This is a move from level 3 to level 4 and if you choose to Take the Money, you get 4 Gold.

Make a note of this additional Gold on your Hero card.

LEARN FROM THE MASTER

Every Hero learned their trade from someone, and throughout their adventures they will continue to find older and wiser veterans to expand their knowledge. But which path should you follow?

Every race and profession a Hero can be lists a number of options for each level. Races

list one and professions list a further two. This gives a Hero a total of three options to choose between when he decides to Learn From the Master.

A Hero may only choose from the options listed for the level he has just reached, but may freely choose from either his race or profession. Note that it is the base profession that matters here, not any specialisation within it.

In addition, the Location a Hero has just spent his Downtime in may offer a fourth option to choose from or a way to modify the ones he can already select. See the rules for Locations on page 70.

When you have decided what experience bonus to take, make a note of the change on your Hero card.

For example, an Elf Paladin has gained enough experience to get to level 3 and decides to Learn From The Master. In the Downtime, he goes to Stonebrew's Adventurer's Academy where he rolls a 1. This gives him the following options for his experience bonus:

- ◆ Elf: Sure Shot (*).
- ◆ Paladin: Hammer Time.
- ◆ Paladin: Relentless.
- ◆ Stonebrew's Academy: Stalwart (*).

As you can see, these offer a wide selection of options, each of which develops the character in a very different direction. After a few such choices, even Heroes that began life very similar are likely to be quite different.

LIMITS TO EXPERIENCE

A Hero refines and expands his skills in a specific area of expertise. However, this isn't a case of just a case of improving one thing, it's more subtle than that. A well-rounded Hero needs to be proficient at all aspects of his craft, whether this is cunning sorcery or simply battering foes into submission. Regardless of how simple a task may appear from the outside, to the aficionado there are always subtleties and refinements to be learned.

In Dungeon Saga this means that a Hero cannot keep getting the same boost repeatedly. In fact, a Hero can only get each ability, feat, spell, song or other game value increase once. This means that a Hero may have fewer than three choices when he gains a new level, if he already has one of those on offer. For example, if a Hero had already taken a +1 Movement bonus then he could not take another.

Note that this limitation only applies to bonuses gained from experience. Modifications made while creating your Hero, from spells, songs or items are all in addition to this.

Ranked abilities are a special case because each numbered rank works like a separate ability. In this case, when a Hero gains a new ranked ability it will be at the lowest level listed. Each subsequent time he gains the same ability the level goes up by one until it reaches the maximum for that particular ability.

Feats

Even Heroes have good days and bad days, and while a Hero on a bad day is still pretty impressive to most folk, a Hero on a good day is almost godlike. Some of the most striking tricks that Heroes can do are their heroic feats, or feats for short. These one-off signature moves can be devastating, and the timing of them is crucial.

Earning Feats

Earning a feat is a rare type of experience boost. The number of feats a Hero can know is based on their current level:

- ◆ Level 1-4: 1 feat
- ◆ Level 5-8: 2 feats
- ◆ Level 9-10: 3 feats

During Downtime, a Hero can learn a new feat if he hasn't already reached his current limit and has enough Glory to advance a level during this Downtime.

Learning a feat is not compulsory. It counts as your experience boost for that level and so you may decide that you would rather have one of the abilities on offer instead.

Learning a feat takes up a Hero's whole Downtime and means that they cannot go to a location.



Choosing Feats

A Hero's new feat can be freely chosen from either his racial feat or the general feats. He can never choose the feat of another race.

GENERAL FEATS

Blessed Aura

All adjacent friendly models heal 1 wound.

Blessing

All friendly Heroes in Short range heal 1 wound.

Dead Zone

For the rest of this Round, no spell can be cast within Short range of the Hero.

Energy

The Hero must be a Spellcaster to use this feat.

The Hero can cast a single spell at a greater distance than usual: adjacent becomes short, short becomes long, long becomes twice as far. The effects of the spell remain the same.

Essence

The Hero must be a Spellcaster to use this feat.

The Hero concentrates all his magical powers to create a handful of new energy crystals. Roll one dice to see what he makes:

- ◆ 1-2: 4 power 1 crystals.
- ◆ 3-4: 2 power 2 crystals.
- ◆ 5-6: 2 power 3 crystals.

Focus

The Hero must be a Spellcaster to use this feat.

The Hero can cast up to three Major spells. They may be cast even if they are currently recharging.

Hail of Arrows

The Hero must have a Shooting Dice value to use this feat.

The Hero may Shoot three times in the same Turn. Resolve each one before deciding on the next target.

In Tune with Nature

The Hero must be a Spellcaster to use this feat.

The Hero can cast up to 4 Minor spells.

Nature's Withering

All enemy models within Short range that have an elemental ability (Earth, Air, Fire Water) are stunned and cannot move or act for the remainder of this Round.

Now I'm Angry

All enemy models adjacent to the Hero must move away 1 square if there is room. If there is a choice then the angry Hero decides which square they move into.

Sing Me Another

The Hero must know Singer of Songs to use this feat.

The Hero can sing two songs this Turn.

Unstoppable

The Hero fights as normal. Then, if the defender is removed from the board, he may immediately fight again. If there are no models to fight, he may move 1 square. If he can now Fight then he must do so. Continue until the Hero can no longer fight or fails to remove his target in one attack.

Whirlwind

The Hero makes a separate 4 dice attack against every enemy model adjacent to him. This includes enemies in his rear arc. The Hero's attacks are not modified, but the defender's are modified as normal.

Uncharted Dungeons

Once in a while it's fun to just sit down with some friends and explore a dungeon that nobody knows the map for. This is a bit more free-form than a normal game and often a bit less balanced. However, the trade-off is that everything is new and surprising for everyone, so it can be a lot of fun. Nobody knows what's around the next corner – not even the Overlord!

You may want to try uncharted dungeons if you've played all the printed adventures, if you haven't time to design your own adventure, or simply because it sounds exciting. Some people play nothing but uncharted dungeons as it's easy to pick up and play straight away. Whatever your reason, the process is the same.

All you need in addition to the normal Dungeon Saga components are the Uncharted Dungeon and Event decks.

Start by deciding who will play the Overlord and who will be the Heroes. Then decide exactly which four Heroes you want to take, and which set of minions the Overlord will have. You can play uncharted dungeons with any number of players from 2-5, and you might even want to try solo play against an AI opponent by combining these uncharted dungeon rules with the solo rules on page 80.

Next, the players need to sort out the Hero models, cards and so on as normal. The Overlord needs to get the models and cards for the set of monsters he has decided to use too. A variety of different types of model is most interesting to play with and against. The Overlord can use a maximum of 6 models of each type (for single square models), and up to 2 of each type of larger model. You probably won't need more than 20-30 models all told, and it is quite likely that you will never use all of them at once. What they are providing is variety, and a bit of intimidation for the Hero players.

Once that is ready, you need to find the following cards:

UNCHARTED DUNGEON

These cards are used to create the random map for the dungeon as it unfolds. Each one shows one or more tiles arranged in a particular pattern and each card's mini-map forms its own zone. They are split into several sub-decks labelled with a letter (A, B, C and so on...).



EVENT

The Event cards are used to define what models are present, when traps appear, what treasure is in the chests, and so on.



Getting Started

When you have sorted out the Uncharted Dungeon cards into their lettered sub-decks, shuffle each one and take a single card from the top of each of the different Uncharted Dungeon decks. This will give you one card with each letter. Then shuffle this deck and take the top 4 cards. Discard the remainder. These 4 cards will form your Dungeon deck for this adventure.

Note: 4 is only a guideline: you could use more if you wanted a longer game, or fewer if you wanted something quicker.

Place a single 2x2 square tile on the board, and put the 4 Heroes on it. This is where the adventure starts.

Turn over the top card of your Dungeon deck and join this onto the tile your Heroes are sitting on using the rules explained below. Then turn over the top card of your Event deck to see what creatures are on those tiles.



Placing & Joining Tiles

When you look at the Exploration cards you will notice that they have a single red arrow at the bottom of the tile map.



This shows the side that the door(s) from the previous zone must lead on to. This is always the bottom of the card. However, if you are planning out dungeons

using these cards (another use for them) then the cards often get turned round. The arrows make it easier to follow.

The green arrows, pointing off the tile map around the top and sides of the card, show where you should place the next Uncharted Dungeon card's tiles.



After you have placed a tile, roll a single dice and refer to the numbers by these arrows.



Make sure that there is some space beyond those arrows to place the next tiles when they are revealed. Then, assuming there is, place a door beside every arrow on that side of the map. Sometimes this will put a door on top of a model placement square, or a piece of furniture. That's fine. The door takes precedence and any underlying model placement square or furniture is ignored. In this way, even a single card can vary depending on which way the dungeon leads off from it. If there doesn't look like enough room for a set of tiles beyond the side you've rolled, go clockwise around the options on the card until you find one that will work. This is the way through to the next zone of the dungeon.

Some zones have furniture in them, in which case this will be shown on the card. The details of locks, traps and treasure is determined by the Event cards (see below). Just turn over the top Event card when you need to define a lock type, whether a trap is present, or what a treasure might be in a chest. Only do this at the last possible moment, i.e. determine a lock type when the first Hero reaches the locked door or chest, and decide if there is a

trap and what the treasure might be when an item is finally opened.

When the Heroes open a door to a new set of tiles, always try to place the new tiles so that as many doors as possible go somewhere. Doors that do not connect to tiles are dummies that open onto a blank wall.

Sometimes, when the Heroes open the door to the next zone, you find that the tiles do not fit with what has already been placed. You have three options here. You can either miss out one or more tiles from the new set, giving you a slightly different shape (which is fine – even more of a surprise), you can leave a small gap between areas or place them at a different angle, or you can remove some of the older tiles. Heroes don't often go back the way they came, and the dungeon isn't as flat as it appears on our stylised table. In reality the dungeon levels would rise and fall as well as meandering about horizontally. In this way a series of rooms could indeed appear to sit one on top of the other if drawn on a flat map.

When the Overlord places the final Exploration card worth of tiles, the Heroes have reached the end of the dungeon. Continue playing until one side wins (see below).

RANDOM MAP TRAPS

After you have laid the tiles, turn over an Event card to see whether there are any map traps or not. If the card says yes, then shuffle the map trap counters face down and place three of them on the map in some of the locations marked for models. Do not look at the counters until they are triggered.

Placing Overlord Models

Building the dungeon is only the start; now you've got to populate

it. The Overlord has already decided which type of models he wanted to use at the start of the game, and has them to hand. Each time a new tile is laid down you need to determine what you can place and where it can go.

Turn over the top Event card. This will tell you how many levels of models the Overlord can place. All of the models he places must be the same type (the same line in the bestiary), and he cannot place more than 4 from a single card. If you look at the relevant section of the Bestiary you will see that each model type has a level. Simply choose models from your available pool up to a total value listed on the Event card. You may spend less than the total, but cannot spend more. For example, if a card said to use a total of 10 levels, an Overlord using undead could place up to 3 Revenants. An Orc Overlord in the same position could place up to 2 Ax Warriors.

If you cannot place more than a single model with this first card, you may take a second card and place models up to that level as well. This benefit applies only if you have no choice about placing only a single (or no) models – not if you could place several and choose not to. Models placed by a second card follow the same rules as those for the first. Note that models placed by a single card must all be exactly the same type, but that you may place a different type with each card if you get two.

The Uncharted Dungeon card maps all show a number of placement sites for models.



Once the Overlord has chosen his models he then places them on the board in some of the positions shown. He may leave some empty, but may not place models in

other positions. If he runs out of places to put the models then he must save those models for the next zone. They will be added to those he can place with his first card (though they need not be the same type). Large models must be placed so that at least one of the squares they cover is a placement site. As the Overlord's models don't set off traps, they can stand on a map trap counter.

Placing Bosses

Before the adventure begins, the Overlord selects or creates two Bosses. These should match the set of models he has selected.

Bosses are never in the first zone of the adventure. After that, whenever a card is turned to see how many models are in a new zone, a Boss may turn up too. This only happens if the number of levels on the card is 3 or 6. Roll one dice. If the dice roll is equal to or greater than the number of levels on the card then a Boss is added in addition to any other models. If two cards are used then both Bosses could arrive in the same zone!

If the Heroes reach the final zone before either Boss turns up, then one of them is always waiting there.

The Overlord gets to choose which Boss appears first.

Playing Uncharted Games

Now you know how to lay out your tiles and how to populate your dungeon you can play as normal. The only things you don't know are how to decide how tough the locks are, what's in the treasure chests, and how to win.

LOCKS

The first time a Hero moves adjacent to a door or chest, draw an Event card to see what type of lock it has on it.



TREASURE

Once a treasure chest is opened, draw an Event card to see what treasure is inside.

WINNING

In random dungeons the Overlord always wins by either crippling one of the Heroes or stalling them long enough to run the Heroes out of time, measured by his Overlord cards as usual. In Uncharted Dungeons, the Overlord gets 2 Command cards per Uncharted Dungeon card used.

The Heroes decide their winning conditions by drawing an Event card at the start of the game. They keep this secret from the Overlord player until the end of the game. Each Event card has a winning condition at the bottom. Sometimes these will be impossible because they rely on the Overlord having a particular type or number of models to kill. For example, the Heroes need to kill 2 Bosses to win and only 1 is used. If this happens, the Heroes win if they get to the end of the dungeon and kill all of the inhabitants before they run out of time.

Good luck!



A Dungeon to Call Your Own

This section is a set of guidelines and suggestions to help you to design your own dungeon adventures using the Dungeon Saga rules and components. I say guidelines rather than rules as you will quickly see that this is not so much a science as an art, and possibly a dark one at that. Because the tiles can be laid out in so many ways, and the rules for creating your own Heroes and Bosses are so flexible, any attempt at a complete set of hard-and-fast rules for adventure design quickly gets swamped by a host of exceptions and restrictions. In other words, it ends up stifling your creativity rather than encouraging it.

So, if there is no fixed set of rules, how do you go about designing a dungeon? Basically, the process is a mixture of a few key steps, and a large helping of trial and error.

The basic steps you need to cover are:

- 1) A narrative idea.
- 1) An interesting arrangement of tiles.
- 2) Appropriate inhabitants.
- 3) Lots of testing.

The more astute of you will notice that I've listed two step 1s. That's because both are valid starting points. That said, whichever one you start with you'll need to do the other one as well.

A Narrative Idea

The story behind who inhabits the dungeon and why the Heroes might be risking their lives in there needs to be an early part of this process. It defines the type of Overlord, the type of inhabitants, and the objective of the whole adventure. Is this an evil necromancer or a cunning Orc chieftain? Perhaps it's a band of murderous ogres, a crazed renegade priest, an unscrupulous mercenary warlord, a gold-hungry bandit chief, foul demons or who knows what? The world of Mantica is a big place and there is much to explore.

You can come at your idea from a number of directions. You might be inspired by a story you've read or film you've watched and want to recreate that plot. It might be the character of the Overlord that sparks an idea, or imagining the antics of his

Minions. Sometimes I build ideas for adventures around a single miniature I find inspiring. There's no right or wrong way to find inspiration.

However you come by your idea, you will find that the clearer it is, the better. It need not be complex or go into lots of detail. On the other hand, it does need to give you a clear mental image that can inform the rest of the process. A grubby orc warlord is unlikely to have a neat and well-designed dungeon. At least, if he does then who did he steal it from? While well-organised mercenaries may have sentries and guard rotas, goblins are unlikely to bother. A good idea can thread its way through the Overlord, map layout, and inhabitants as well as giving you the whole back story about why the Heroes are there in the first place.



Interesting Arrangement of Tiles

Whether you start with an idea or a pile of tiles you will need to plan out a map of the dungeon at some stage. I find building maps oddly calming. It's a simple puzzle with a fixed number of pieces, but the number of possible combinations is enormous. Also, there is no wrong answer. All manner of unlikely-looking layouts have evolved into cracking adventures for me. I'm sure they will for you too.

One thing I should caution against is greed. There is a temptation to use all of the tiles you have in every dungeon, and it's probably better if you resist this. Huge dungeons are great every now and again, but variation is a more interesting choice. Making some dungeons large and sprawling and others small and cramped will give you far more varied playing experiences (and more fun) than simply sticking massive sprawling layouts on the table each time.

Also remember that size isn't everything. With the same tiles you can build a map that is simple or complex in its layout, and which uses a larger or smaller number of doors to break up the space. The larger maps are not necessarily the most complex to navigate your Heroes through.

If you are building a map for a specific group of inhabitants then you can start to get into some subtleties early on. When you know how fast models move you can deliberately arrange tiles so that doors or other key points are placed just in or just out of reach. This has a knock-on effect for interesting game play when the precise positioning of models becomes more important. A clever map can encourage players to think about every square of movement.



Appropriate Inhabitants

Once you have your idea and your map in place, the inhabitants should follow naturally. The hard part here is balance. How much opposition do the Heroes need to make an interesting and close scrap? For most groups of gamers, the aim is that both sides should be equally able to win. If we assume that is the aim here, then you will almost certainly need a few tries to get it right. If the adventure was a simple fight between the Heroes and all the inhabitants in a single large room then you could perhaps use a points system to balance the sides. However, as soon as you make the adventure more interesting than this, adding twists and turns of corridors, locked doors, items of treasure and so on, points systems simply don't work. The problem here is how do you quantify a particular combination of tiles? Does it help the defenders or the Heroes? Does this change as the adventure goes on, or does

it always help one side? Does it depend on the choices both sides make?

The Threat levels of the various models are a useful rule of thumb when you are starting the balancing process. However, don't rely on them too much. Testing the adventure by playing it through is a far more reliable measure.

The aim here is to tell a story and have an exciting game. This usually means the Heroes have a few scraps which they win, and then a climactic battle against the most dangerous enemy at the end. You've seen this in movies many times. As much of a cliché as this is, it works. You can switch it about every now and again, but most of the time you will probably come back to this basic format.

Knowing the layout and the Heroes' starting positions, you can roughly work out where they will get to and where their opponents will attack them.

In this way you can roughly choreograph a dungeon to arrange the set piece fights in certain places. Try to avoid bogging things down with narrow choke points (unless this is a deliberate part of the adventure's dynamic). Instead, arrange the map as a series of places to fight on the way to the final showdown. You can use Threat here to give you a guideline for numbers. If the Heroes are supposed to win early fights then make their opposition weaker. Even so, the detail of the map will have a big (and unpredictable) impact.

Lots of Testing

Much of the practical process of designing a dungeon is getting it onto the table and giving it a go. You'll almost certainly

need a few runs through to get the balance close enough to be really fun to play. Occasionally you guess perfectly right first time, just don't expect this to happen every time.

Play the adventure repeatedly, making changes as you go to refine the balance and excitement. You'll probably start off making larger charges and get increasingly detailed in your focus as you go along. This is fine if it is working. However, don't be afraid to make big changes even after many games if it just isn't working.

Make sure that you try out your invention from both sides. That way you'll be able to better appreciate which bits are fun and which are a grind. Then you can rearrange the tiles or the inhabitants or the starting

squares or any one of a dozen parameters to try and remove the less exciting sections.

Finally, when you've tried out your new adventure with your friends, and you've refined it to perfection, why not post it online for the rest of the Dungeon Saga community to try out?

If you're thinking about dungeon design then you should also try the *Uncharted Dungeon* rules on page 74. These may have ideas you can incorporate in your own design, or spark completely new ideas of your own. Either way, they're worth a look.



Solo Play

This section explains how to play Dungeon Saga on your own, when all your friends have fled in fear of the Overlord's evil minions and the fate of the world rests on your shoulders alone. No pressure.

The game does this by giving you control of the four Heroes and using a new deck of cards to determine the actions of the Overlord's followers. This lack of an opposing player is why this card deck is called the Invisible Overlord (IO).

The solo rules are all related to how you choose the actions the Overlord's followers will take – resolving the details of Move, Fight and Spell is done in the normal way using the normal rules.

Of course, if you don't want to have an Overlord player, but still want to play Dungeon Saga with your friends, these rules work equally well in a co-operative mode.

Card Overview

There are two types of card in an Invisible Overlord deck. The first type is the core cards which are used by all Overlords.



The second is the cards for the specific type of Overlord that rules the dungeon in question. So, an Orc Overlord has a different set of these than a Necromancer, for example. This adds more character to each Overlord. Before the game starts you will need to shuffle together the core IO cards with those belonging to the appropriate kind of Overlord to make your IO deck for the game.

The core Invisible Overlord cards list his Orders and the actions his models will take. How this is interpreted depends on the model's character, and this is defined in their Bestiary entry.

The other vital ingredient to this system is the concept of Threat. Each Hero seems more or less threatening to the Overlord's followers at that moment, and this changes throughout the adventure. Depending on the combination of this Threat, the model's character and the specific IO card drawn, the Invisible Overlord will give an Order and his followers will react accordingly. You then use the normal rules to resolve these actions.

Setting Up a Solo Game

Set up the adventure as normal for a game, only placing tiles and models up to the first door(s). As there is no Overlord player you should place the Overlord Panel/Bestiary in easy reach as well as all the Hero cards. Shuffle the required parts of the IO deck together and place it nearby.

Playing a Solo Game

Take the first Hero Turn as normal, then flip over the top card of the Invisible Overlord deck to see if he interrupts or not.

If the card says Yes, then follow the process described below for taking Overlord actions using the Number or other action listed on the card. If not, take the next Hero Turn. Continue taking Hero Turns and flipping IO cards between them in the places the Overlord might normally choose to interrupt.

When all the Heroes have taken their Turns, the Invisible Overlord takes his. Turn over two IO cards, one at a time, resolving the first entirely before turning over the second. The first is resolved using the adventure-defined Number instead of the number it says on the card. The second is resolved with the Number on the card. For details of resolving IO cards, see below. However, in both cases the specific Overlord type card takes precedence. Do what that card says instead of following a normal IO Turn.

The Invisible Overlord system isn't as smart as a real player, but it tries. Its main aim is to provide a challenging, yet entertaining game. It does this by having two main aims: play in character and cripple a Hero. Playing in character is more fun than not, and the Invisible Overlord will win if he can cripple a Hero, so that's good too.

Reading Invisible Overlord Cards

Each Invisible Overlord card is made up of four parts: **Number**, **Threat**, **Order**, and **Interrupt**.

NUMBER

Number is the how many models act when this card is revealed. Remember that each model can only act once per Turn, but that Interrupts are their own mini-Turns.

THREAT

Threat describes what the Overlord sees as being particularly worrying at that moment. Some cards list more than one Threat type, in which case all apply. Any Heroes that are part of a Threat have their Threat value modified for this Turn by +3 for each type they match. Possible Threat types are:

- ◆ **Spellcaster.** Any Hero that has the Spellcaster ability.
- ◆ **Marksman.** Any Hero that has a Shooting Dice value.
- ◆ **Armoured.** Any Hero with 4 or 5 Armour.
- ◆ **Unarmoured.** Any Hero with 1 or 2 Armour.

- ◆ **Weakest.** The Hero that currently has the most wounds. There is no modifier if all the Heroes are uninjured. If two or more Heroes tie for most wounds then all have their Threat modified.
- ◆ **Wounded.** Any Hero that has suffered any number of wounds.
- ◆ **Quest.** Any Hero that is either the object of the quest or is carrying something required by it. For example, the Hero being escorted to safety, or the Hero carrying the magic key for the final door.

ORDER

Order describes the command given by the Invisible Overlord to combat this Threat. Possible Orders are:

- ◆ **Attack.** An individual model will choose to attack the Heroes in their preferred manner (the one they have the most dice for), in the order: Spell, Shoot, Fight. Do as much damage to the Hero as possible. Use all models that could cast a Spell before those that can Shoot, and finally those who can only Fight. Where there is a choice of model within a type of attack, choose the one with the highest Threat. If this is a tie then use the one that needs to Move furthest to perform the action. This brings models into the fray.

- ◆ **Support.** Move models that are more than a single Move from any Hero towards the action. For Magic Users this includes casting Spells that are not Attacks. For the Undead, this includes casting Raise Dead on Piles of Bones that are not adjacent to a Hero.
- ◆ **Surround.** Move to block all exits for the Heroes, but without moving adjacent to them. "Blocking exits" means both physically, by putting a model in the way, and also by having a front arc they cannot move through without stopping. This aims to contain the Heroes and force them to confront the Overlord's forces rather than running around them.
- ◆ **Gang Up.** Move so that as many models as possible can Fight the same Hero. When there is no more room, do the same to the next Hero.
- ◆ **Pin.** Move so that as many Heroes as possible are in the front arc of one or more of the Overlord's models. When all the Heroes are in at least one front arc, start doubling up. Spread the attention as evenly as possible to pin all the Heroes in Fights. This allows the Overlord to bring his (usually) greater numbers to bear.

INTERRUPT

Interrupt is either Yes or No and tells you whether this card will interrupt between two Hero Turns or not. Most will not. Those that do simply use the listed Number, Threat and Order to resolve the Overlord's actions.

Which Models Act?

When you turn an IO card you need to decide who follows the Order. One at a time, select models and resolve their actions, starting with step (1), below.

- 1) Models that can do the Order without moving. For example, an Attack Order for a model that already has a Hero in their front arc. Ignore this step for a Pin order.
- 2) Models that can do the Order. Start with the models that need to Move the furthest in order to bring more of them into the action.
- 3) Anyone else. If the Number has not been reached and are no models left who can perform the Order drawn, then do a Support Order with the remainder. If the Number has still not been reached then do an Attack Order. If any still remain after all these Orders then they are ignored and the card is considered complete.

If not defined under the section on Orders, when you need to decide between two or more models to act then choose the one with the highest Threat. If this is a tie, then roll a dice.

Who Is The Target?

Attack and Gang Up Orders need a specific target. This must be determined for each of the Overlord's acting models separately.

Unless otherwise specified, the target will always be the Hero with the highest Threat. If that Hero is not a possible target (usually because it cannot be reached) then go to the next highest Threat Hero, and so on down until one can be targeted.

If there is a tie for highest Threat then choose the nearest Hero as the target. If there is still a tie then roll a dice to decide.

CALCULATING THREAT

A Hero's base Threat level is simply their level. This is modified by three things, in this order:

- ◆ **The IO card in play.** Any Heroes matching any of the Threat types listed on the IO card add +3 per type they match.

- ◆ **The acting model's character.** Some character types modify Threat or react to it differently.

- **Brutal:** always Attack the closest model, regardless of what it says on the card.
- **Cowardly:** count Wounded and Weakest models as +3 Threat (cumulative, and in addition to any modifier from the card).
- **Cunning:** count Quest models as +6 Threat (cumulative, and in addition to any modifier from the card).
- **Warrior:** no modifier.
- **Undead:** if there is a draw when deciding which model to act with, all models act.
- **Proximity.** Adjacent models have their Threat doubled.





DISCRETION

Solo rules are always a tricky balancing act. On the one hand you want to try to control the opposition forces cleverly so that the player can have a fun time and an interesting challenge. On the other hand, the more rules you write to do this, the more they slow the game down. Couple this challenge with the vast number of detail decisions a real player makes in every Turn of Dungeon Saga and it is inevitable that you'll eventually find a situation that isn't covered.

When this happens, there are a couple of different ways to approach the problem.

The first method is a rules-based approach. List the different options that you can see as reasonable in this situation (saying them out loud helps to clarify it in your mind). Then simply roll a dice to see which one to do.

My preferred method is a story-based approach. As before, list the different likely options in this situation. Then ask yourself which of the possibilities would make the most dramatic and interesting moment in the film of your adventure. Do that.

Bestiary

The world of Mantica is a large and varied place, with dozens of races vying for control. This section lists the game values of some of the more common races so that you can include them in your adventures.

The decision of which race to use in any given adventure depends on who wrote it. If you are using a pre-written or homebrew adventure then this

will have already been decided by the author. For example, the adventures in Dwarf King's Quest are all fought against the Undead. If you are playing

an Uncharted Dungeon then the Overlord player can choose which race(s) to use at the start (see page 74).

Forces of the Abyss

MODEL				LEVEL	CHARACTER	NOTES
Lower Abyssal	7	3	1	2	Warrior	Fire, Wounds (2)
Abyssal Guard	7	3	3	3	Warrior	Fire, Wounds (2)
Lower Abyssal Flamebearer	7	3	1	3	Warrior	Fire, Wounds (2), Flamespitter
Succubus	8	4	2	5	Cunning	Fire, Wounds (2), Hypnotic Gaze
Hellhound	8	3	2	4	Brutal	Fire, Frenzy (1)
Tortured Soul	5	2	1	4	Brutal	Fire, Soul Drain
Efreet	6	4	2	5	Warrior	Fire, Halo of Flame, Essence of Fire, Wounds (2)
Moloch	5	5	3	10	Brutal	Fire, Large, Wounds (6), Tough, Hammer Time, Slam

Essence of Fire: The model is most at home in the roaring heat of the furnace. They gain Regenerate as long as they are standing on a lava square. Regenerate has two effects. Firstly, when the model suffers any wounds, and before you determine if it has been destroyed, it rolls a single dice. On a roll of 5 or 6 it reduces the number of wounds suffered by 1, down to a minimum of zero. Secondly, at the end of each Round roll a single dice. On the roll of a 5 or 6 the model heals one wound.

Fire: This ability has 3 effects. Firstly, the model has great affinity with this element and when defending against a Pyromancy spell it may re-roll up to 3 dice that fail to beat its

own Armour. The model can also not be hurt by lava.

Secondly, the model is particularly vulnerable to water-based attacks. Any Hydromancy spells, or Fight attacks from a model with Water, modify the model's Armour by -1 while resolving that attack.

Thirdly, Heroes and Bosses with this rule can focus a storm of fire to form a natural 2 dice magical attack. This attack counts as a minor Pyromancy spell and can be cast even if the model is not a Spellcaster. This attack requires Sight and is Short ranged.

Flamespitter: The model can spit fire. This can be used as if the model was Shooting at Long

Range, with the effect of a 4 dice Magical attack.

Frenzy (1-3): The model is fuelled by rage in combat. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

Hypnotic Gaze: the model can hypnotise enemies with their gaze. This counts as casting a Petty Magic spell with Long range that requires line of sight. The target is fixated by the caster – place a Hypnotic Gaze counter [show image] next to the target. They cannot do anything until the caster moves, Fights or casts another spell. The spell is also broken if either the caster or target is attacked. A friendly model adjacent to the hypnotised

model can use their action to “wake” them and remove the counter.

Halo of Flame: An enemy that makes a Fight attack against this model suffers a 3 dice magical (Pyromancy) attack after the Fight has been resolved.

Hammer Time: When a model with this ability uses a Fight attack, count the target’s Armour as 1 less than it would otherwise be.

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the

defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Soul Drain: The model yearns for the life force of others to free itself from its fleshy prison. The model may use Soul Drain as an action. If it does so, then the model itself, plus all adjacent models (friend and foe) immediately suffer 1 Hit each. This bypasses all Armour and other protections. Note that use of this ability will kill a Tortured Soul.

Tough: At the end of each Round roll a single dice. On the roll of a 6 the model heals one wound.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Boss: Lord of the Abyss



OTHER

Essence of Fire, Fire

LEVEL	OPTION
1	<i>Tough</i>
2	<i>Relentless</i>
3	<i>Frenzy</i> ✕
4	<i>Tough</i>
5	<i>Frenzy</i> ✕
6	<i>Smash!</i>
7	<i>Slam</i>
8	<i>Stalwart</i> ✕
9	<i>Frenzy</i> ✕
10	<i>Relentless</i>

RACIAL FEAT: HALO OF FLAME

For the rest of this Round and all of next Round, an enemy that makes a Fight attack against this model suffers a 3 dice magical (Pyromancy) attack after the Fight has been resolved.



Abyssal Dwarfs

MODEL				LEVEL	CHARACTER	NOTES
Decimator	6	4 (Combat) 3 (Shooting)	3	5	Warrior	Wounds (2)
Blacksoul	6	4	3	5	Cunning	Slam, Wounds (2)
Gargoyle	8	4	2	5	Warrior	Swoop, Wounds (2)
Obsidian Golem	5	4	4	8	Brutal	Large, Wounds (6)

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Swoop: The model can glide for small distances. Treat their move as if they are not touching the floor. This means that they can freely move over map traps without triggering them. They can also move over lava, water or furniture that a model can Shoot over. They cannot end their movement on any square which would normally be prohibited.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Boss: Abyssal Dwarf



LEVEL	OPTION
1	Slam
2	Tough
3	Frenzy ✕
4	Stalwart ✕
5	Slam
6	Teller of Tales
7	Stalwart ✕
8	Frenzy ✕
9	+1 Combat Dice
10	Tough

RACIAL FEAT: ROLLING STONE

The Hero can move up to three squares ignoring enemy arcs and Free Strikes. They may move into squares containing other models. If they do so then the model is pushed out of the way into an adjacent square of the moving model's choice. Facing is decided by the owner of the pushed model. The Hero cannot move into a square containing another model if there is no empty square to push it into.



Basileans

MODEL				LEVEL	CHARACTER	NOTES
Crossbowman	7	4 (Combat) 3 (Shooting)	2	4	Warrior	Wounds (2)
Elohi	8	5	4	10	Warrior	Hammer Time, Tough, Swoop, Wounds (3)
Man-at-Arms	7	3	3	4	Warrior	Slam, Wounds (2)
Paladin	7	4	4	6	Cunning	Hammer Time, Wounds (2)
Sisterhood	8	4	2	5	Warrior	Hammer Time, Wounds (2)

Hammer Time: When a model with this ability uses a Fight attack, count the target's Armour as 1 less than it would otherwise be.

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Swoop: The model can glide for small distances. Treat their move as if they are not touching the floor. This means that they can freely move over map traps without triggering them. They can also move over lava, water or furniture that a model can Shoot over. They cannot end their movement on any square which would normally be prohibited.

Tough: At the end of each Round roll a single dice. On the roll of a 6 the model heals one wound.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.



Dwarfs

MODEL				LEVEL	CHARACTER	NOTES
Ironclad	6	4	3	5	Warrior	<i>Slam, Wounds (2)</i>
Shield Breaker	6	4	3	5	Brutal	<i>Hammer Time, Wounds (2)</i>
Berserker	6	5	1	6	Brutal	<i>Frenzy (2) , Wounds (2)</i>
Crossbowman	6	4 (Combat) 3 (Shooting)	3	5	Warrior	<i>Wounds (2)</i>
Rifleman	6	4 (Combat) 3 (Shooting)	3	6	Warrior	<i>Speed of a Bullet, Wounds (2)</i>
Dwarf Mastiff	4	2	1	2	Warrior	<i>Small</i>

Frenzy (1-3): The model is fuelled by rage in combat. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

Hammer Time: When a model with this ability uses a Fight attack, count the target's Armour as 1 less than it would otherwise be.

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.




Small: The model is so short that it does not block Shoot attacks.

Speed of a Bullet: When a model with this ability uses a Shoot attack, count the target's Armour as 1 less than it would otherwise be.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.



Elves

MODEL				LEVEL	CHARACTER	NOTES
Spearman	8	4	3	5	Warrior	<i>Nimble, Slam, Wounds (2)</i>
Archer	8	4	3 (Combat) 3 (Shooting)	6	Cunning	<i>Nimble, Wounds (2)</i>
Scout	8	4	2 (Combat) 3 (Shooting)	7	Cunning	<i>Nimble, Sure Shot (1), Wounds (2)</i>
Palace Guard	7	5	4	9	Warrior	<i>Nimble, Frenzy (1), Wounds (2)</i>
Sabre-toothed Cat	10	3	2	2	Cunning	<i>Nimble, Stealth</i>

Frenzy (1-3): The model is fuelled by rage in combat. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

Nimble: If the model suffers one or more Hits in a Fight, roll 1 dice before working out any damage. On a roll of a 6 the model is not hurt. Instead it makes an immediate Break Away move. Assume all possible free strikes miss. If there is nowhere for the model to Break Away to then the model is damaged as normal.

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Stealth: The model cannot be seen (and therefore Shot at) beyond Short range. However, they may still be targeted by a Long range spell as long as it does not need line of sight.

When playing solo games, a model with this ability that is not adjacent to an enemy model counts as half the Threat it would otherwise.

Sure Shot (1-3): The model is amazingly accurate. Each time he Shoots at an enemy he may re-roll a number of dice that fail to beat the defender's Armour.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.



Ogres

MODEL				LEVEL	CHARACTER	NOTES
Warrior	5	4	2	6	Warrior	<i>Large, Slam, Wounds (4)</i>
Smasher	5	4	2	8	Brutal	<i>Large, Wounds (4), Smash!</i>
Shooter	5	4 (Combat) 3 (Shooting)	2	7	Brutal	<i>Large, Wounds (4)</i>
Boomer	5	4 (Combat) 3 (Shooting)	2	7	Brutal	<i>Large, Wounds (4)</i>

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of the three squares directly away from the attacker, provided one is empty. The direction the defender

is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Smash!: When a model with this ability uses a Fight attack, count the target's Armour as 2 less than it would otherwise be.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Boss: Ogre



OTHER

Large

LEVEL	OPTION
1	<i>Tough</i>
2	<i>+1 Combat Dice</i>
3	<i>Slam</i>
4	<i>Dubious Character</i>
5	<i>Frenzy</i> ✕
6	<i>Slam</i>
7	<i>Smash!</i>
8	<i>Stalwart</i> ✕
9	<i>Slam</i>
10	<i>Teller of Tales</i>

RACIAL FEAT: GRIND THEIR BONES

The Hero may make a Fight attack against up to three separate models in his front arc. He may only attack each model once. Each attack is resolved as normal, with the additional penalty of -2 to the target's Armour.





Goblins

MODEL				LEVEL	CHARACTER	NOTES
Warriors	7	3	2	2	Cowardly	Wounds (2)
Archers	7	2 (Combat) 3 (Shooting)	1	2	Cowardly	Wounds (2)
Mawbeasts	8	4	2	7	Brutal	Frenzy (2)
Goblin Mincer	4	4	5	9	Cowardly	Large, Frenzy (3), Smash!
Troll	4	5	4	10	Brutal	Large, Wounds (5), Regenerate
Goblin War Trombone	4	2 (Combat) 4 (Shooting)	2	7	Cowardly	Large, Speed of a Bullet, Wounds (2)

Frenzy (1-3): The model is fuelled by rage in combat. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

Regenerate: This ability has two effects. Firstly, when the model suffers any wounds, and before you determine if it has been destroyed, it rolls a single dice. On a roll of 5 or 6 it reduces the

number of wounds suffered by 1, down to a minimum of zero. Secondly, at the end of each Round roll a single dice. On the roll of a 5 or 6 the model heals one wound.

Speed of a Bullet: When a model with this ability uses a Shoot attack, count the target's Armour as 1 less than it would otherwise be.

Smash!: When a model with this ability uses a Fight attack, count the target's Armour as 2 less than it would otherwise be.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Boss: Goblin



LEVEL	OPTION
1	Dubious Character
2	Stealth
3	+1 Move
4	+1 Shooting Dice (Long)
5	Lockpicking
6	Dubious Character
7	Sure Shot ✕
8	Stealth
9	+1 Shooting Dice (Long)
10	Dubious Character

RACIAL FEAT: SNEAK OFF

The Hero can make a move of his normal distance, ignoring enemy arcs and Free Strikes.



Orcs

MODEL				LEVEL	CHARACTER	NOTES
Ax	5	5	3	5	Warrior	<i>Green Rage, Slam</i>
Greatax	5	5	3	6	Brutal	<i>Green Rage, Hammer Time</i>
Morax	5	5	3	6	Brutal	<i>Green Rage, Frenzy (1)</i>
Orc Archer	5	4 (Combat) 3 (Shooting)	2	7	Warrior	<i>Green Rage</i>
Orcclings	4	4	3	2	Cowardly	<i>Pesky, Small, Wounds (2)</i>

Frenzy (1-3): The model is fuelled by rage in combat. Each time he is the attacker in a Fight he may re-roll a number of dice that fail to beat the defender's Armour.

Green Rage: The first time a model with this ability suffers a wound it goes into a Green Rage. This happens regardless of the amount of damage it suffers, i.e. it cannot be killed by a single attack.

The Green Rage gives the model +1 dice and +2 movement as they rampage around the battlefield.

Once a model enraged then any

subsequent hit will kill it.

Hammer Time: When a model with this ability uses a Fight attack, count the target's Armour as 1 less than it would otherwise be.

Pesky: The model cannot make Fight attacks. However, it still counts towards outnumbering and may defend itself as normal.

Slam: When a character with this ability is the attacker, they may choose to make a Slam instead of a normal Fight attack. This causes no damage. Instead the defender is pushed into one of

the three squares directly away from the attacker, provided one is empty. The direction the defender is facing remains the same. The attacker does not move. A model cannot Slam a defender that has a larger base size.

Small: The model is so short that it does not block Shoot attacks.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Boss: Orc






LEVEL	OPTION
1	<i>Tough</i>
2	<i>Frenzy</i> ✕
3	<i>Slam</i>
4	<i>Stalwart</i> ✕
5	<i>Frenzy</i> ✕
6	<i>Dubious Character</i>
7	<i>+1 Combat Dice</i>
8	<i>Stalwart</i> ✕
9	<i>Frenzy</i> ✕
10	<i>Tough</i>

RACIAL FEAT: WARCRY

The Hero bellows a mighty war shout that stirs the blood of his followers. Any friendly Orc models within long range may be changed to their Green Rage state immediately. In addition, the Hero may Fight as normal.



Undead

MODEL				LEVEL	CHARACTER	NOTES
Pile of Bones counter	-	-	-	0.5	-	See below
Skeleton Warrior	4	2	2	1	Undead	Skeletal
Skeleton Archer	4	2 (Combat) 3 (Shooting)	1	2	Undead	Skeletal
Revenant	4	4	3	3	Undead	Skeletal
Wraith	4	2	5	2	Undead	Walk Through Walls
Mummy	4	4	3	5	Undead	Wounds (2)
Zombie	4	2	1	1	Undead	Mob Rule, Zombified
Armoured Zombie	4	2	3	2	Undead	Mob Rule, Zombified
Zombie Troll	4	4	4	9	Undead	Large Model, Mob Rule, Regenerate, Wounds (4)
Ghoul	7	3	2	2	Cowardly	
Werewolf	8	5	3	7	Brutal	Large Model, Wounds (3), Slam
Vampire	7	5	2	8	Cunning	Wounds (3), Spellcaster (Spell: Transfix), Swoop
Skeletal Hound	6	2	1	2	Undead	Small

Mob Rule: When a model with this rule is attacking, each other model that has the defender in its front arc gives the attacker an extra dice. For example, a zombie attacking a Hero who was in the front arc of 2 other zombies would gain 2 extra dice to attack with, for a total of 4.

Regenerate: This ability has two effects. Firstly, when the model suffers any wounds, and before you determine if it has been destroyed, it rolls a single dice. On a roll of 5 or 6 it reduces the number of wounds suffered by 1, down to a minimum of zero. Secondly, at the end of each Round roll a single dice. On the roll of a 5 or 6 the model heals one wound.

Skeletal: A model with this rule is made of nothing but bones, and will fight on through wounds that would injure a living creature. A skeletal model will ignore the first hit that it takes every time it is attacked. The second hit that it takes in a single attack will reduce the model to a Pile of Bones – replace it with the counter. Only with a third hit in a single attack will a skeletal model be killed and removed from the board.

Tough: At the end of each Round roll a single dice. On the roll of a 6 the Hero can remove one wound counter from his Hero card.

Walk Through Walls: the model can move through solid walls. A wall counts as one space regardless of its actual size. A model cannot end its Turn inside a wall. When moving, the square immediately before and after a wall must lie in a straight line from each other.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.

Zombified: A model with this rule has been turned into a mindless zombie, and will fight on regardless of injury or even missing limbs! A zombified model will ignore the first two hits that it takes every time it is attacked. Only with a third hit in a single attack will a zombified model be killed and removed from the board.

Piles of Bones

The Undead have another trick up their sleeve: Piles of Bones counters. These represent squares containing enough remains to be formed into another undead Minion by casting the Raise Dead spell. This spell can be cast by Overlord cards as well as necromancer models that know the spell.

Piles of Bones can be raised into either Skeleton Warriors, Skeleton Archers, or Revenants. When using the spell card, the range will determine which types of Minion can be raised.

When the Raise Dead spell is cast, the Overlord simply replaces the Pile of Bones counter with a miniature of the appropriate type, facing any direction he chooses. This counts as both the Minion's Move and Action for that Turn. If the Minion is raised in one or more enemy front arcs, then each of those enemy models gets a Free Strike as the undead creature tries to reassemble himself. Resolve these in an order chosen by the player making the Free Strikes. A Minion that is raised from a Pile of Bones in the Overlord's Turn cannot do anything else in that Round.



Dungeon Dwellers

MODEL				LEVEL	CHARACTER	NOTES
Giant Rat	5	2	1	1	Cunning	<i>Stealth</i>
Giant Spider	5	3	1	2	Cunning	<i>Wounds (2)</i>
Bat Swarm	6	2	1	2	Cunning	<i>Swoop, Wounds (3)</i>

Stealth: The model cannot be seen (and therefore Shot at) beyond Short range. However, they may still be targeted by a Long range spell as long as it does not need line of sight.

When playing solo games, a model with this ability that is not adjacent to an enemy model counts as half the Threat it would otherwise.

Swoop: The model can glide for small distances. Treat their move as if they are not touching the floor. This means that they can freely move over map traps without triggering them. They can also move over lava, water or furniture that a model can Shoot over. They cannot end their movement on any square which would normally be prohibited.

Wounds (X): every hit counts as a wound – place a wound counter on the base of the model for each wound taken. The model is destroyed when it has a total of X wounds on it at one time. The model never counts as Injured.



