

Rastaktion (Seite 34)	
Der Held erhält alle Aktionswürfel zurück und muss Fluchwürfel als Strafe einer eigenen freien Helden- oder Kampffrollenfähigkeit zuordnen (keine Ausrüstung, Fokustechniken oder Klassenfertigkeiten).	OHNMÄCHTIGER HELD
Hinweis: Die Zahl der Fluchwürfel (1 oder 2) ist durch das Abenteuer vorgegeben.	
Kommandanten und Leutnants (Seite 41)	
Ziehe eine Kommandant/Leutnantkarte und lege sie auf die Initiativeleiste. Ziehe pro Spieler eine Angriffskarte und lege sie auf die Initiativeleiste.	
Start LP: Lebenspunkte (🔴) mal CP (# + Helden).	
Dunkelheit breitet sich aus (SEITE 43)	
Versucht den stärksten Helden zu erreichen, der nicht auf Dunkelheit steht. “Zermalmung” ; Stehen alle Helden bereits auf Dunkelheit, wird kein Plättchen platziert, alle Helden erleiden N Schaden (🔴). (N = Zahl der Helden)	Effekte der Dunkelheit (darauf stehen) (Seite 46)
Hinweis: Kann ein Dunkelheitsplättchen nicht platziert werden, bricht es immer in 3 kleine Dunkelheitsplättchen auf.	Helden und ihre Verbündeten erleiden 2 Schaden (🔴) pro Zug, wenn sie die Dunkelheit betreten, von ihr erreicht werden oder ihrer eigenen Zug darauf beenden.
Hinweis: Platziert die gezogenen Runen auch bei "Zermalmung" auf der Initiativeleiste.	Helden: Erleiden -2 TRF auf ihre Angriffswürfe. Monster: Erhalten +2 SCHADEN auf ihre Angriffe. Hinweis: Angriffskarten von Bossen, Kommandanten und Leutnants werden nicht verstärkt, nur ihre Monsterkarten

(⚡) REAKTION: Kann als Reaktion auf eine Bedrohung eingesetzt werden (vermeidbaren Schaden erleiden). Nur eine Reaktion je Bedrohung. Schilder müssen vorher angewendet werden. Reaktionen können auch dann noch verwendet werden, wenn der Schaden auf 0 reduziert wurde.

(🌀) ZAUBERANGRIFF: Magische Fähigkeit, die immer trifft und Schaden macht.

(🔪) WAFFENANGRIFF: Angriffsfähigkeit mit der Waffe. Wirf Deinen W20: Angriff ist erfolgreich, wenn der Wurf nach TRF-Modifikatoren gleich oder größer als Genauigkeit der Waffe. Angriff von höherer Ebene als dem Ziel gibt +2 TRF; Angriff von niedrigerer Ebene gibt -2 TRF. Standardmäßig ist ein Wurf von 1 immer ein kritischer Fehlschlag und ein Wurf von 20 ein kritischer Treffer (x2 SCHADEN).

+ /-X DMG: X Wert wird zum Schaden, den der Angriff verursacht, addiert oder davon abgezogen. Kritische Treffer und x2 SCHADEN verdoppeln diesen Wert ebenfalls.

+X TRF: Angriffswurf eines Waffenangriffs und der damit verbundene Modifikator. Bei Mehrfachangriffen sind diese mit | voneinander getrennt.

+ X BEWEGUNG: Erhalte X zusätzliche Bewegungspunkte (ggf. Vorteilsplättchen verwenden)

ACTION CUBES (AC): Colored cubes spend by Heroes to use their skills.

ADJ OR ADJACENT: This effect can only affect a Target in an adjacent square to the casting Character, regardless of the Skill's Range.

AREA: Refers to a blue square on a map tile.

"ALL": An effect with this term means equivalent to the damage the Target is receiving. The effect still only applies to one Target of an attack, not both or more, during MULTISHOT, CLEAVE or STRIKE.

AMBUSH: Monster teleports to any unoccupied space adjacent to its target of that target's choice. Suffers from terrain landed on.

ATTACK TWICE: Monster moves once then attacks two times. Each attack is resolved separately (includes reactions). If character is out of range between attacks, the monster may choose another target for 2nd attack as long it doesn't have to move.

AURA: A hero can only have one and is removed when the hero is KNOCKED OUT and receives a TC. (Not removed during Camp Phase)

CHARACTER: Heroes, Monsters, Pets, NPCs, and Companions. All can receive effects like PREVENT, but only characters with cards or boards can hold Conditions or Resources.

CLEANSE X: Target removes up to X CC and all POISON from its board.

CLEAVE X: Target up to X enemies adjacent to attacker as single Attack Roll.

COMMAND: Activates the next Strongest Monster (not itself), then continues its turn.

COMPANIONS: Activates after the hero they follow. Move then Attack. Will only be attacked if no hero is in range. Top left number is STURDINESS. Can hold SHIELDS and receive PREVENT effects. Discharged during Camp Phase.

COPY EFFECT: Copies effect of another Hero skill including its base color (range). Dungeon Roll Skills, Equipment Skills and Reactions, unless stated otherwise, cannot be copied.

CUBE RANGE (CR): Defined by color of cube used.

Yellow (Melee) = Target on an adjacent SQUARE.

Red (Ranged) = Target on any SQUARE up to 1 AREA away.

Green (Agility) / **Blue (Wisdom)** = Target at any distance.

CUBE ACTION (CA): Spending an AC. A hero can perform 2 AC per turn and may use other actions before, between or after each AC. Reactions do not count.

CRIT X+: Roll X or more on D20 gives Critical Hit (x2 DMG). Does not inflict double conditions.

CURSE CUBES (CC): Black cubes that are allocated to Hero or Dungeon Roles skills which block their use. Hero is corrupted upon receiving a 6th CC and ends the adventure.

CURSE X: Target gains X CC as an effect.

DISARM: (Counts as FATIGUE) EXPEND all available Melee and Ranged AC.

DISCARD: Remove that thing from your board.

DRAIN Y X: Target loses X amount of Y and caster gains it. Reactions cannot be used.

ENEMY: Any character that is not in your party or an NPC. Heroes are monster's enemies.

EVOLVE: Monster gains +2 DMG and +1 MOVE.

EXPEND: Move an available AC to Expended AC box on hero board. Expended AC can be recalled but not used for skills while there.

FALLING DAMAGE: Character suffers 2 Damage (🔴) when descending two levels in a single step.

FATIGUE X: Target must expend X (or as many as possible) of their available AC for no effect.

FLYBY: This pet freely returns to a SQUARE of their choice adjacent to its master after attacking. Only affected by terrain/Darkness once landed.

FREE RECALL ACTION: Hero takes a RECALL ACTION without taking a CC penalty.

HEAL X: Target regains X Health that cannot exceed max Health.

IMMUNITY to "CONDITION/EFFECT": This character cannot be affected by the conditions/effect. Stealth immunity means they can target that unit and cannot be surprised (x2 DMG).

JUMP X: Same as MOVE X but only affected by terrain landed on and can move through enemies. Not affected by FALLING DAMAGE. Climbing up 2 levels still costs 2 movement.

LOOT: If this companion deals the killing blow to an enemy, replace the Target with a Chest. It is safe (no Trap die on opening) and is only an OBJECT (not SOLID).

MAELSTROM: On Overlord's activation, you shuffle their Attack cards back into the deck and draw a new set (one per Hero).

MANIFEST: Randomly take one Rune from the bag and reveal it, triggering the effect. Does not spawn Darkness and is placed back in the bag.

MOVE X: Target may move up to X SQUARES orthogonally or diagonally. Cannot pass through SOLID OBJECTS or ENEMIES but can pass through not land on allies. Movement may be interrupted to do a Minor Action then continued, but using a CA or REACTION will lose remaining movement points.

MULTISHOT X: Character fires a single Ranged Attack at X different Targets within Range. Heroes make 1 attack roll.

OBJECT: Traps, Darkness tiles, or others specified as such.

Characters can pass through and end movement on them.

OUTCOME: Only erased when commanded by another Interaction resolution.

PASSIVE: Ability is always active (including Commander Attack cards) unless blocked by TC or CC.

PAY X LIFE: Hero takes X Damage (🔴) to apply benefits. Cannot use if X > current Health.

PENITENCE: Target takes 1 Damage (🔴) per CC.

PREVENT X: Ignore up to X Damage that would be dealt to target within Range.

PROTECT: This character becomes the Target unless already a Target due to CLEAVE, MULTISHOT or STRIKE.

PUSH X: Push the Target X SQUARES away from the Caster in a straight line. Must be pushed entire length.

RANGE X: Range is counted using X AREAS away.

RECALL X: Recover X Spent or Expended AC.

REGAIN YOUR BREATH: Recover from being KNOCKED OUT.

REGENERATION X: Character regains X Health that cannot exceed max Health.

RETALIATE X: Inflict X Damage to attacker within CR or any range otherwise. Caster must be one of the targets.

ROLL X+: Triggers a benefit for attack roll on natural roll. +X HIT modifiers do not trigger this.

SHADOW AURA: A small Darkness tile is placed under Target.

SILENCE: (Counts as FATIGUE) EXPEND all Agility and Wisdom AC.

SOLID OBJECTS: Characters, Chests, Interactions, Piles of Runes, NPCs, and others specified as such during a setup.

SPLIT: Caster can split the effect among any number of targets within Range. Bonuses give to total not each split.

SQUARE: Refers to a white square on map tile.

STATUS: No maximum but are erased at Camp Phase.

STRIKE X: Targets all characters in X AREAS within Range. Melee must be AREAS adjacent to own SQUARE.

STURDINESS: Damage exceeding this number defeats the companion.

SWAP: Two objects trade positions and CHARACTERS are affected by harmful terrain or Darkness landed on.

TELEKENSIS X: Move any small-sized object (including small Darkness tiles) or SOLID OBJECTS (except Interactions) up to X SQUARES. Target is affected by harmful terrain or Darkness landed on including FALLING DAMAGE.

TRAMPLE X: Pass through but not end on ENEMIES. Inflicts X Damage (🔴) to each trampled enemy once.

TRAUMA CUBE (TC): Purple cubes that are allocated to Hero or Dungeon Roles skills which blocks their use. Hero is killed upon receiving a 2nd TC and ends the adventure.

TRICK OR TREAT: Tharmagar's controller chooses RANGE 1, HEAL 2 or RANGE 1, BLEED 2 or BURN 2 or POISON 2).

UNIQUE: This pet can only be summoned a specific skill. Otherwise, once summoned, pet-activation skills can be used.

VICIOUS: Attack deals Damage (🔴).

WILD CUBE: Considered to be any color AC. Hero Skill (not Dungeon Roles or Equipment) effects are doubled including conditions.

"X" VARIABLE: Any variable "X" on a Monster or Attack card means the number of Rune tokens on the Initiative Track that matches that Attack's Rune.