

NETHERHELLS:

The Darkness Below...

Version 2.0

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The Mortal Realm

Fluff fluff fluff. Heroes, Villains, Dark Lords quests, gold, power, glory, etc

The Basics

A party of heroes has gathered together to seek their destinies. They might search for gold, for fame, for glory, for power or just for the thrill of fighting. Perhaps they have a noble quest, they search for something or someone that might change the destiny of the world. In any case, it is a fool that seeks to journey alone into the wild lands that lie between the many kingdoms and cities of the Mortal Realm.

Our story begins in the Kingdom Of Deoraby, a sprawling city, varied and entirely used to parties of adventurers coming and going from its ancient iron gates. It is ruled by a King and Queen, although few have seen them in recent years. The Palace is forbidden and forbidding, looming over the city like a jewelled fortress. Courtiers come and go and this area of the city is opulent and verdant. Within a few streets, however, can be found the sort of filthy, down-to-earth taverns, brothels and merchant shops frequented by those adventurers who are just beginning their careers. We start the game with just such low level would-be legends.

Where are We?

Heroes can be in one of two places: 'In Town', or on a Quest, in some Dungeon. 'in Town' basically means the heroes are at wherever their designated base camp is. In the basic game, this will be a small town or village on the outskirts of the Kingdom of Deoraby. Such a small town may have one or two places where the heroes can buy equipment, provisions and magical items, or a healer that can cure the Heroes injuries and sell them potions to restore their health whilst they fight in the Dungeons. Once you have expanded your game to include the Advanced rules, base camp might be anywhere from a basic encampment to a suite of luxurious rooms or their own fortress.

'Dungeons' is used as a generic term for the areas the Heroes will travel to. In actual fact, such areas might be dense forests of trees, open plains, the corridors of a merchant's mansion or the terrifying Netherhell dimensions, where rivers of lava flow under bone bridges and demons lurk in every shadow. The term really refers to any area that is away from the Heroes' designated base camp.

Player Characters – the Heroes

For ease of reference, models controlled by the players, are properly titled **Player Characters**, or **PC's**. However, that's a bit dull, so in these rules they are referred to as **Heroes**. The non-player characters that they will come up against, be they monsters, evil creatures or other bands of heroes vying for the treasure they all seek, are simply classed as **Enemies** for sake of explaining how the rules work.

Non-Player Characters – the Enemy

All Enemy models are controlled by another player, who adopts an appropriate title of their choice, such as Games Master, Dungeon Master, or for this game, the **Dark Lord. (DL)**. It is the job of the Dark Lord to design well-balanced games for the Heroes to work their way through. A list of suitable quest ideas will be found at the end of the rules (when it's all written – Andy). The Dark Lord controls all the Enemy models in the Netherhells game, deciding what actions a model will take and rolling dice as appropriate for attack, defence, shooting, magic and so forth. Note: although it is perfectly easy to design a Netherhells labyrinth that will wipe out the Heroes with contemptuous ease, it leads for a very poor gaming session. As the DL, you should try to populate your dungeons with enough Enemy models of differing types that the Heroes may have to make several trips back to camp to heal their wounds and resupply, before they can finish each dungeon area and move onto the next one. There should always be the distinct possibility of instant death, but don't kill them instantly, it's no fun. Make them suffer.

The Stats

Each Hero and every enemy model, has a range of characteristics and attributes referred to as '**Stats**' (Short for statistics). To determine your heroes' starting level stats, each player should choose what type of hero they want to play as. Firstly, they should choose what species their adventurer is, and then what **Class**. Each species has certain advantages or disadvantages over another. Elves are far more accurate with a ranged weapon than humans or dwarves (it's those ears, you know) but are somewhat more fragile when hit. Dwarves are sturdy and tough, but slower than humans or elves. Wizards of all races may be able to summon the mightiest of magics to fight their foes with, but are generally terrible at melee combat, having spent their lives reading ancient books rather than working out. A barbarian lives to fight, but is useless at complex magic. Humans are great all rounders, with good scores in all areas. You can choose to specialise in a number of different fields, or even learn different class skills as you progress, more easily than other races do. (See Advanced Netherhells rules for details of Multi Class Characters)

You start with a Basic Profile, according to the race of the adventurer you have chosen. You then apply a number of extra skill points to your stats according to your starting class.

The Basic Profile

CHARACTERISTICS

All the monsters, characters and items you will interact with in the game have set values assigned to them in key areas. These characteristics govern how successful you will be at various tasks. Different types of characters and creatures will have differing scores in differing areas! A barbarian might be expected to have high strength and combat skills but lower intelligence, whilst a Wizard would be quite the reverse. An explanation of the different characteristics, their uses and abbreviations used in the rules follows. IN the basic game, these characteristics are boiled down to their simplest level for speed of play. In the Advanced game, things get a little more complicated!

NOTE: A lot of the skills, items and magic items will affect a characters total score for a particular skill or combination of skills – remember to include these where applicable, and to keep track of which ones do or don't apply very carefully!



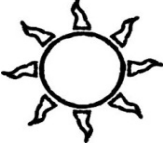

The Basic Game

In the Basic game, all heroes are assumed to have some sort of weapon and their starting characteristics take into account any armour or special rules they might have. So a Barbarian has a high Combat value and low Mental skills, and no armour, because most Barbarian models don't have armour on them. For the basic game, it doesn't matter if a model is armed with a sword, hammer, axe, etc as all these different weapons count as the same.

Dice

You will need some regular six sided dice (d6) and preferably a couple of ten sided dice to use as a d100: you roll two ten sided dice, preferably of different colours, and decide before rolling which of the two dice will counts as the 'tens' and which the 'units'. So if you roll a black dice for the tens, and it comes up 5, and a red dice for the units, and it comes up 7, that would be '57'. If you roll a 10 or a 0 or 00 on the first dice (depending on what your dice has for it numbers) then that counts as '0' followed by the result of the second dice. If the second dice says '3', then the number would be 03. If both dice come up '0' then the score is 100. (You can of course make do with rolling one d10 twice if you only have one)

The other dice you will need are [will be] available from Heresy Miniatures (www.heresyminiatures.com) and are the Dice of Doom, which we will refer to as DOD in the rules for brevity's sake. These dice have special symbols on them: 2 skulls, 2 skulls crossed out, an evil pentagram, the symbol of the hordes of Darkness, and a Sun symbol, symbol of the forces of Light. If you don't have the DOD, simply use a regular 6 sided dice. Count a '1' as a Light symbol, 2-3 as crossed out skulls, 4-5 as skulls and a '6' as a Darkness symbol. All the characteristics used in the game refer to the number of DOD rolled when making a test against that characteristic, apart from Movement.

| Dice Face | Description |
|---|---|
|  | Skull: In melee combat or ranged attacks, this means a Wound has been scored |
|  | Crossed-Out Skull: This means a wound has been cancelled out, or 'saved' |
|  | Symbol of the Forces of Light |
|  | Symbol of the forces of Darkness |

Movement (Move)

Movement represents how many squares/inches a model can move as a single action. An average Movement is 5 squares. Some creatures are faster or slower than this. A model can move up to its full Move value as a single action

Attack Rating (AR)

This score determines how many Dice of Doom the model rolls when attacking another model. Each dice that rolls a skull causes one Wound to an opponent which must be 'saved' against (see Defence Rating) Don't forget to add on any bonuses to AR from magical item or weapons. The basic number is modified by bonuses and penalties from any equipment, magic weapons, skills, etc the Hero carries. Don't forget to also add on/deduct any temporary bonuses/penalties from magical effects, injuries, and so forth!

Example: Big Boris the Barbarian has an AR of 5, which means when he attacks an Enemy model, he rolls 5 DOD. For each skull or Light symbol rolled (Big Boris is a good guy) he causes one wound on an Enemy. He rolls the dice and gets 2 skulls, 1 sun symbol, one evil Darkness symbol and one crossed out skull. The Darkness symbol and crossed out skull are discarded, and the three remaining dice have all caused Wounds.

Defence Rating (DR)

How good the model is at defending itself. This number represents the models ability at fighting, or its armour or just how tough it is to hurt! The number of the stat is the number of dice rolled to try to defend against an attack roll from another model. For instance a model with a Defence of 4 rolls 4 DOD whenever it have to save any wounds.

For each crossed-out Skull symbol rolled, the model cancels out one Wound caused by the attacking player. If the model is a Hero, then they can also use Light Symbols to cancel out Wounds. If the model is an evil Enemy, then they can use the Darkness Symbol to cancel out wounds caused by Heroes!

Ow! That hurts!

If all Wounds are cancelled out, the model takes no damage at all and lives to return the blows in its next turn!

For each wound that is not cancelled out (ie 'unsaved'), the model loses one point from its Health. If a model loses all of its Health, it is dead! Heroes, being made of, well, the stuff heroes are made of, have more Health points than most of the Enemy models, who are craven and cowardly and thus likely to fall over and die at the earliest opportunity. However, some of the bigger monsters and Enemy leaders are just as difficult to get rid of as the heroes themselves, or even more so! Such models may have lots of Health points too, so Heroes should always be cautious when dealing with such foul fiends.

Ranged Attack Rating – (RAR)

This score represents how accurate the hero is with a bow, throwing knife, or other ranged weapon. It is similar to the regular Attack Rating, but deals purely with attacking from a distance. A model cannot attack from a distance unless they have a specific ranged Weapon, such as a bow, crossbow or Dwarf boomstick, or some

special ability that allows them to do so such as a monster that can *Shoot Spines*. They must also be able to draw a clear line of sight to their intended target – no shooting through other models, walls and so on! Use a clear plastic ruler or a thick tape measure to measure a straight line between the shooter and the target. If the line crosses any other models or corners of walls, etc, then the target cannot be fired at!

Twang!

Firing a ranged weapon normally counts as a single action for a model. Some special ranged weapons take longer to use and take two actions to fire. In the basic game, though, all ranged weapons are of the single action type. To make an attack using a ranged weapon, the model must first check the range of his weapon compared to the target victim they're firing at. For instance, if Celistophel the Elf uses his bow to attack an Enemy, that bow has a 'short range' of 6 squares a medium range of 7-10 squares and a long range of 11-12 squares. If the Enemy model is standing 4 squares away than the shot will be at short range. All models firing at short range use the full RAR of the firer. At medium range, the RAR of the firer is reduced by 1 point, and at long range the RAR is reduced by 2 points. If the shot is the second Ranged Attack the model has made that turn, then the firer suffers a further -2 to their RAR. It is difficult to fire things quickly and accurately!

Example: Celistophel the Elf has a RAR of 5 and fires at a Goblin 6 squares away in his turn as his first action. He rolls 5 dice, rolling 2 skulls and 2 Light symbols, thus causing four wounds to the goblin. If Celistophel kills the goblin, then he may use his second action to fire again at the next Enemy model (an Orc) a bit further down the corridor, 9 squares away (medium range). However, if he chooses to do this, then he will suffer -1 to his RAR for being at medium range, and a further -2 penalty to his RAR because this is his second shot this turn, for a total penalty of -3. Fortunately, Celistophel has a mighty RAR of 5. With the penalties, he counts his RAR as 2 and still gets to roll 2 DOD when he fires at the second target, the Orc. Sadly for him, he causes no wounds with the second shot. Still, worth a try, eh?

Ranged Defence Rating– (RDR)

This number is purely used to defend against Wounds caused by ranged attacks in an identical fashion to a normal DR. It is based on the character's armour, natural toughness, speed, or some combination thereof. Magical items, spells and so forth modify this score.

Argh! My eye!

Roll to save against damage with the full amount of DOD as you would for a normal DR. For each crossed-out skull or appropriate symbol, one wound caused by the firer is 'saved' against. If all wounds are saved, then the victim takes no damage. For each unsaved wound, the victim takes one point of damage to their Health. If they are reduced to 0 health they are dead!

Example: The goblin shot by Celistophel has a RDR of 3. He has no chance of saving all 4 wounds but has 2 points of Health, so tries to save as much as possible. He rolls well, with 3 crossed-out skulls. 3 wounds are saved but the goblin takes the 4th wound, reducing his Health by 1 point. He's still very much in the fight! In this case, Celistophel may well decide to fire his second shot at the same goblin rather than switching targets!

Health

Your Hero's ability to withstand damage. The higher the number, the longer they'll last. Since health is related to the strength and stamina of the hero, puny models like Wizards and Elves, or tiny little Halflings, have less Health than musclebound fighters and barbarians.

Health can be restored by drinking magical Potions Of Healing as an action, or having someone cast a magical spell of an appropriate healing nature upon the hero. Each hero starts the game with at least one Potion of Healing. Use it sparingly: it will restore all lost wounds but can only be used once per Potion! A Hero may give a Potion of Healing to another Hero as an action. It costs a separate single action to drink one. A Hero may only drink Potions in their own turn!

Skill

OK, maybe they can't lift a fallen tree, or dodge crossbow bolts, but if there's a locked treasure chest to open or a trap to disarm, a hero with a high Skill stat is worth any two barbarians you care to name. Halflings are particularly skillful and often pursue successful careers as infamous Thieves.

To make a skill test, the player must roll the number of DOD indicated by their Skill level. They may need to roll skulls or symbols as the individual tests dictate and may need to spend more than one action to perform a skill test. (Tests vary according to their difficulty)

Example: The door to the next room is locked. This particular Lock needs a successful roll of 2 skulls or symbols to pick open. Mojo, the Halfling Hero takes a crack at it. Picking the lock takes 2 actions. Mojo has a skill level of 4 and rolls 4 DOD. He gets 1 Light symbol, 1 Darkness symbol and two crossed out skulls. Unfortunately, being a hero, Mojo can't use Darkness Symbols so the door stays locked! However, Mojo can try again in his next turn. Unfortunately, because he used his entire turn (two actions) to try to pick the lock, he is standing in the way of the door and can't move out of the way for someone else to have a go. Hope there aren't any Enemy models in the same room, 'cos no-one's going anywhere for now!

Mind

A model's Mind value is its ability to withstand certain magic spell attacks or work out a fiendish puzzle or clue. Wizards have very high Mind ratings, as they have studied hard to learn to control their sorcerous abilities. Most fighters haven't spent the same sort of time hitting the books – they mostly hit other people – and so aren't as good at using their Mind to defend themselves. If a magic spell allows a model to save using their Mind, it will say so.

Magic

There are 4 Magic spells in the basic game: Magical Attack, Magical Defence, Heal and Resurrection. In order to successfully cast a spell, you must roll the DOD and test against the caster's Magic Rating. The minimum results needed to cast a spell successfully, are stated at the end of the description of each spell. Heroes need Light Symbols, Enemy models need Darkness Symbols.

Demons and Angels are creatures of pure magic, and never need to test for success when casting spells if they have a Magic rating. Spells succeed automatically – go straight to any DOD rolls required for results.

- **Magical Attack**

In the basic game, all magic attack spells are merged into a single spell called **Magical Attack**, (eg a Fireball) with a range of 10 squares. If successfully cast, the Spellcaster simply chooses a target model within 10 squares or less, and rolls a number of DOD equal to their Magic value, exactly as if they were making a regular or ranged attack. The target model rolls to save using their RDR. It costs a single action to make a Magical Attack, and the model **MUST** be a Magic user to make Magical Attacks. (it says so for the model in their profile). The model casting Magical Attack must be able to see their target clearly as for making a normal ranged attack (**Line of Sight** rules). If the caster is in adjacent squares to **Enemy** models, he may still make a Magical Attack, but the target must be one of the adjacent **Enemies**. **Magic: 1 Skull or Symbol**

Example: Erasmus the Wizard (a magic user, obviously. He didn't call himself Erasmus the Milkman, did he?) has a Magic score of 3. At the start of his turn, he decides to attack an Orc 3 squares away using a magical attack. He rolls 3 DOD, scoring 2 wounds. The Orc rolls his RDR of 3, and saves each wound! Erasmus attacks again, this time causing 3 wounds. The Orc fails to save any of them, which is a good result. Unfortunately, Orcs are pretty tough and this one still has 2 wounds left. Erasmus better hope one of his sword wielding friends is able to move in and finish off the Orc before it's turn comes along!

- **Magical Defence**

This spell allows the magic User to use their Magic rating as extra save on top of their DR or RDR. It costs 2 actions to cast this spell, and it lasts for D6 of the caster's next turns. Any attacks made against the caster may be saved against by rolling the number of DOD equal to the caster's Magic rating. The caster may cast other spells or perform other actions whilst the magical Defence is still in play, but may not cast the Magical Defence spell again until it has ended. Note: Do not deduct any dice from the casters magic if he suffers from an Attack of Opportunity or Sneak Attack. The defence is magic, and is a whirling aura of spirit energy that terrifies the onlooker. The Magical Shield roll is taken first. Any unsaved wounds are then rolled for by the caster's DR or RDR as normal! **Magic: 2 Skulls or 1 Symbol**

- **Heal**

This spell takes two actions to cast. The caster must be in an adjacent square to the model being healed. If cast successfully, roll a number of DOD equal to the caster's Magic Rating. For each crossed-out skull rolled, the caster heals one point of Health to the target model, up to it's starting Health level. For each appropriate Symbol rolled, two points of Health are healed. Heroes need Light symbols, Enemy spellcasters need Darkness symbols. **Magic: 2 crossed-out skulls or 1 symbol**

- **Resurrection**

This spell may only be cast once per game! The caster may attempt to resurrect one dead model. It takes two actions to cast this spell and the caster must be in an adjacent square to the dead model (leave the dead model on it's side or back on the board). Roll against the caster's magic rating: it takes two or more Symbols to successfully resurrect a model. If the caster is a hero, then they require Light symbols to succeed. If the caster is

an Enemy, they require Darkness symbols. The resurrected model is restored to life, with 1 point of health, and may be healed as normal in the following turn, by drinking Potions of Health or being Healed further by the caster. If the caster fails to roll enough symbols then the model is very, very dead indeed and out of the game.

Magic: 2 Symbols

Special Necromantic Resurrection spell: Raise Dead

Necromancers specialise in animating corpses – not bringing them fully back to life as such, but trapping them in Undeath. To raise any model as a Zombie or Skeleton, a necromancer only needs one Darkness Symbol to succeed. They may also attempt to raise the model more than once, but subsequent attempts require one more extra Darkness Symbol per attempt as the Soul of the victim attempts to fight their way to the afterlife! This spell may be used on any dead Hero or Enemy model. If used on destroyed skeletons or zombies, only skeletons will be raised from the bones/lumps of meat. Heroes and non-undead Enemy are raised as Zombie models, controlled by the Dark Lord! This spell may not be used on Demons or Ethereal models

Whose Turn is it Anyway?

The game is played in series of turns: firstly, all the Heroes take a turn each, and then if there are any Enemy models on the board, they get to take a turn. The order in which heroes take turns is decided by each player rolling a d6. Whoever gets the highest score takes the first turn, followed by the next highest scoring player. It is easiest to keep this order of play throughout the game, but it can be more fun to roll again every turn for order of play. It is up to you!

Action!

During their turn, a Hero or Enemy model can make two Actions. They may not perform half an action, then perform a second action, then finish their first action, i.e. starting an action automatically 'ends' the previous one. So for example, a model with a Move of 5 cannot Move three squares, open a door and then Move the remaining 2 squares!

In the basic game, there are several different actions that can be undertaken:

- **Move**

The model moves up to its full amount of squares. A model may perform another action and then move, or move and then perform another action. A model may even Move twice in a row, by breaking into a run! You may only perform two actions though, even if both are a Move.

Attacks of Opportunity

If a Hero is adjacent to an Enemy model at the start of their turn and tries to move away from them, the Enemy model may immediately make a special **Attack of Opportunity** on the moving model, even though it is not their turn. The Enemy model rolls its normal amount of AR dice, minus one dice. The Hero rolls their DR as normal. However, any wounds that are not saved count double! (ie The hero will take 2 points of Health damage for each unsaved Wound, instead of 1 point of damage as normal)

If, during their normal Move action, a hero tries to Move past an Enemy model who is facing them (ie the hero tries to move through the squares to the front, or to the left or right of an enemy model) then the Enemy may also make an Attack of Opportunity as the hero goes past. Models can not make Attacks of Opportunity if the Hero is charging them! (see Charge! action) it is only when the hero is trying to sneak past or has turned their back to run away that they are vulnerable to attack like this.

Enemy models never try to sneak past Heroes. They may only move into squares adjacent to Heroes in order to attack them in combat, ie they must charge!

- **Charge!**

In order to attack a model they aren't already adjacent to, a Hero or Enemy must Charge! them. A Charge! action is the same as a Move action, in that the hero can move up to their full move value. Charging another model means that the target model cannot perform an attack of opportunity. At the end of movement, the Hero or Enemy must be in an adjacent square to their intended victim, and must immediately attack the target model as for the Attack! Action.

- **Attack!**

A model that is already adjacent to an Enemy or Hero opponent may attack them in hand to hand combat (Melee combat). Roll a number of DOD equivalent to the models Attack Rating, as explained earlier in the rules, in the Attack Rating section.. If the model successfully kills its opponent, then it may make another action now such as moving away or charging another model! However, as you may only make one attack action per turn, the model does not actually fight the new opponent until its next turn (and therefore must survive the new opponents own attack, in it's own turn, first!)

Whoops! Uh-Oh...

When a model makes a melee attack on another model, if they roll their opponents Symbols on ALL their DOD dice (ie if hero rolls all Darkness symbols or if an Enemy rolls all Light symbols) then they have Fumbled the attack! Basically, they've messed up somewhat spectacularly and allowed their opponent to take advantage of this: the opposing model, ie the one that was being attacked, can make a special Sneak Attack: roll one DOD dice. The original attacker does not get to roll their DR dice, they have left themselves completely open to attack by tripping on their cape, nearly dropping their sword or their pants have fallen down or similar. The Sneak Attack does not count opposing Symbols as a further fumble: the original attacker has had their chance and blown it. Only the original victim can take advantage of a fumble. Other models adjacent to the original attacker may not.

- **I'll take you all on at once!**

If a model is adjacent to more than one opponent, they may attempt to attack them all. This is risky but impressive if it works. To take on multiple opponents, divide the attacker's AR by the number of targets to be attacked, rounding down to the nearest whole number! Roll to attack each model individually using the divided number.

Example: Big Boris, with his AR of 5, is fighting 3 goblins. He can choose to attack one goblin with his full AR of 5, or attack two goblins with an AR of 2 for each attack. (5 divided by 2, then rounded down, gives 2)

or if he's feeling lucky, attack all three goblins with an AR of 1. (5 divided by 3, gives 1.66: rounded down gives an AR of 1 for each of Big Boris's attacks on the 3 goblins.)

- **Gang up on him!**

It's not a good idea to wade into combat regardless of the dangers – even those pesky Kobolds can be a threat if there's enough of them. If a Hero is in combat with several enemy models (i.e. More than one Enemy in adjacent squares to the Hero, able to attack him/her) then the Enemy models each get +1 bonus to their AR for each extra Enemy model, up to a maximum of +3 bonus. Weight of numbers means they can get far better hits in than normal, but too many trying to attack at once gives no extra bonus – they get in each other's way!

- **Shoot! (Ranged Attack)**

A model armed with a Bow, Crossbow, Gun or other ranged weapon may shoot at an opponent who is not adjacent to them, as an action. To make a Ranged Attack, follow the rules as described under the Ranged Attack Rating section. Ranged attacks count as a single action. You may make more than one Ranged attack, but the second attack is less accurate. All the penalties described below are cumulative, ie add them all together to get one big penalty, deducted from the firer's RAR when they roll to wound.

- If the model has made a Move action this turn, then there is a -1 penalty.
- If the firer has already made a ranged attack this turn, there is a -1 penalty.
- If there are opposing models in the Firer's adjacent squares, but they are in the three squares behind the firer and are not attacking, then there is a -1 penalty to the firer's RAR roll.
- If there are attacking models in any adjacent squares to the firer, then the firer MAY NOT in fact make a Ranged Attack as they are too busy defending themselves. They may attempt to move away (see Attacks of Opportunity in the Move section) in order to get space to fire. However, they will provoke an Attack of Opportunity from every opposing model adjacent to them! (For this reason it is a good idea for models specialising in shooting to steer well clear of actual fighting, so they can make the most of their ranged weapons to provide cover for their allies!)
- Shots at short range have no extra penalty: shots at medium range have a -1 to RAR, shots at long range have a -2 to RAR

- **Spellcasting**

Casting a Magical Attack spell is a single action. Only magic users can cast spells. See the Mind section for details on Magical Attacks and other spells. More than one magical attack can be made in a turn!

- **Search**

Searching is done to discover treasures, traps or hidden objects like secret doors, keys to the dungeon, clues and so forth. It takes two actions to perform a search on one wall, ceiling or floor of a room (up to 8 x 8 squares long). You must declare what you are searching for (treasure, traps or secret doors) You can also search the bodies of fallen villains and monsters. It takes one action to **Loot a Body** of any gold or other special items the corpse was carrying. It is recommended that Heroes wait for the room to be cleared of Enemies before searching for anything! Searching is done by rolling against the Hero's Skill value. Success depends on how well hidden something is. If the Hero is looting a body, then success is automatic. However, hidden treasures and secret doors etc may require 'x' amount of skulls or symbols to be rolled before being revealed. Searching a trapped

area is dangerous. If a Hero rolls 'All Darkness' on their Skill test when searching, they set off any traps in the area!



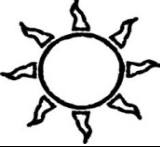

Difficulty of Hidden Objects

It is up to the Dark Lord running the game how well hidden something is. Here are some ratings:

- **Not That Well Hidden:** Items that are found in drawers, under rocks or down the sofa. General treasure items such as gold or weapons will be discovered if the Hero rolls one or more Light symbols against their Skill roll. Unless you have a special Item important to the quest planned, it is a good idea to rate all random hidden treasure items as *Not That Well Hidden*, i.e. if the Heroes want to search a room that you hadn't specified any Hidden Items for, they will still find something if they successfully roll either a single Light symbol, or two skulls. Only one unplanned item should be found per room.
- **Cleverly Hidden:** Items in secret compartments of furniture, a particular stone in the wall that when pushed reveals a secret door and the fine print that allows the Hero to be bombarded with Spam mail are all examples of something cleverly hidden in a room. It takes two Light symbols to find something *Cleverly Hidden*, or four or more skulls (or two skulls and a light symbol)
- **You'll Never Find It:** Only by arranging statues in a certain order, working out the combination to a safe based on its description or knowing all seventeen verses of the Secret Poem of Opening will the heroes find this item. It's a good idea to drop a hint that something might actually be this well hidden in a particular room (for instance, discovering a dying Priest who grabs the nearest hero, gasps "You must find the Jade Amulet in the Throne room before...urk!" and dies), so that the heroes don't just give up and go home. It takes 3 Light symbols to find something hidden this well. Two skulls can be rolled instead of each light symbol.

Loot the Body!

Those oh-so-noble heroes still seem to love to help themselves to anything their Enemies might have been carrying. It costs one action to search a dead body for any valuable items it may have: roll one Dice Of Doom

| Dice of Doom | Result |
|---|--|
|  | Nuthin! Apart from a few unspeakable squishy things, there is nothing of interest being carried by the corpse |
|  | Ooh, shiny! Jewels coins or other items to the value of D6 x D10 gold are found. |
|  | A magic item has been found! Roll on the Magic Items table to see what it is. Wonder why the corpse wasn't using it? |
|  | Aargh. Eeeew. Your fingers sink into something vile and nasty. It reeks, too. Miss your next action (this turn or next turn, if you have none left in this one) due to feeling a bit sick. |

Traps:

If a hero searches for treasure, secret doors or even traps themselves, chances are they'll set off a trap accidentally whilst doing so. If the hero accidentally rolls more Darkness symbols than they do Light symbols, whilst Searching for something, they may set off a trap. **All traps cause wounds if Skulls are rolled, but NOT Symbols.** The exception to this rule is for magic Traps, which will be noted in the Trap description itself. At the end of the trap's description is a Search rating: this is the number of skulls needed to find this trap if it has been hidden purposefully by the Dark Lord. 1 Light Symbol counts as 2 Skulls if rolled.

Types of traps:

Bolt Trap: Click! Thwip! Aaargh! Crossbow bolts can seriously spoil your afternoon. This trap launches a thick steel-tipped crossbow bolt at the hero with a RAR of 3. The Hero may make a RDR roll as for shooting attacks.

Search: 1 skull

Poison Dart Trap: Similar to the crossbow Bolt trap above, but a fine needle coated with deadly poison from one of the Dark Lord's many foul beasts laired in his Dungeon. The attack has a RAR of 3, but any unsaved wounds count double damage! Roll against the Hero's RDR.

Search: 2 skulls

Spiked Pit Trap: the *Spiked Pit Trap* opens below the searching Hero and will cause 4 DOD of wounds. If the Hero survives, they must climb out of the pit as their next action.

Search: 3 skulls

Blades: Quick as lightning, rusty serrated blades spring from the walls, floor or ceiling and slice into the Hero causing 4 DOD. The hero may attempt to make a normal DR roll to save against wounds caused by a *Blades* trap.

Search: 4 skulls

Lightning Trap (aka Zap Trap): As the Hero tries to open a treasure chest, grasp a door handle or pushes against a torch holding bracket on the wall, they are blasted by a mighty bolt of magical lightning! The lightning causes 5 DOD worth of wounds, which may be saved by rolling against the Hero's defence rating. Unlike normal traps, the Lightning Trap counts Darkness Symbols as successful wounds.

Search: 4 skulls

Monster Trap: A hatch in the floor or wall flies open and an enraged creature springs out, free at last! The monster has been specially poked and starved by its captors to whip it into a frenzy. Take any Monster at random and place it next to the Hero who sprang open the Trap. The monster attacks immediately and then the heroes take their turns as normal. This is a good pre-planned trap to turn into a pretend Secret Door for cocky heroes who keep finding all your other hidden traps and stuff. That'll learn 'em.

Search: 4 skulls

Teleport Trap: The Heroes are immediately teleported into another room! This may be one they have already been in, or a brand new one packed full of Enemy models, depending on how cruel the Dark Lord is feeling.

Search: 4 skulls

- **Open/Close Door**

It takes a single action to open or close an unlocked door. Having done so, the Hero is free to perform another action if they have time to do so. You may not move, open a door and then finish moving! Closing a door is a separate action to opening one! It is a good idea to **Search for Traps** on any doors you are suspicious of: who knows what the Dark Lord has planned for the Heroes!

Example: Hans, a human Fighter, moves 4 squares to a closed door, and then uses his second action to open the door. This reveals a room with 4 Orcs inside, not more than 3 squares away! Unfortunately, Hans has used all his actions for the turn and cannot simply shut the door immediately!

- **Open/Close Treasure Chests**

It takes a single action to open or close a treasure chest (if you need to take it with you, you must close a chest before dragging it). As with doors, it is advisable to **Search for Traps** before attempting to open a treasure chest!

Heroes

All the players choose one type of Hero they wish to play from the list below. It's a good idea to have a mix of different Heroes to make the maximum use of their differing abilities!

| RACE | CLASS | MOVE | AR | DR | RAR | RDR | SKILL | MIND | MAGIC | HEALTH | Potions of Healing | Equipment/Notes |
|-----------|----------|------|----|----|-----|-----|-------|------|-------|--------|--------------------|--|
| Human | Fighter | 5 | 4 | 4 | | 3 | 2 | 2 | | 6 | 2 | |
| Human | Ranger | 5 | 3 | 3 | 4 | 3 | 2 | 3 | | 5 | 2 | Bow |
| Human | Rogue | 5 | 2 | 3 | 3 | 3 | 5 | 3 | | 4 | 2 | Lockpick Tools (reroll one dice on Skill tests vs opening locked items). Reroll all DOD on search tests. Throwing Knives |
| Human | Wizard | 5 | 1 | 1 | | 2 | 4 | 5 | 5 | 3 | 3 | |
| Human | Paladin | 5 | 4 | 4 | | 4 | 2 | 5 | 2 | 7 | 2 | May only cast Heal And Magical Defence spells |
| Barbarian | Fighter | 5 | 5 | 4 | | 4 | 1 | 2 | | 10 | 2 | Berserk (reroll one DOD per AR roll. Attacker may force one DOD reroll per DR roll) |
| Barbarian | Shaman | 5 | 3 | 3 | | 3 | 2 | 3 | 3 | 5 | 3 | |
| Elf | Fighter | 6 | 4 | 3 | | 3 | 3 | 3 | 1 | 4 | 2 | May only cast Heal spells |
| Elf | Ranger | 6 | 3 | 3 | 5 | 3 | 3 | 4 | 1 | 4 | 2 | Bow. May only cast Heal spells. |
| Elf | Sorceror | 6 | 2 | 1 | | 2 | 4 | 6 | 6 | 3 | 3 | |
| Halfling | Rogue | 4 | 2 | 2 | 4 | 2 | 5 | 4 | | 3 | 3 | Lockpick Tools (reroll one dice on Skill tests vs opening locked items). Reroll all DOD on search tests. Throwing Knives. (Or possibly Spoons) |
| Halfling | Fighter | 4 | 2 | 3 | | 2 | 4 | 3 | | 4 | 4 | |
| Halfling | Wizard | 4 | 1 | 1 | | 2 | 5 | 5 | 4 | 2 | 4 | |
| Dwarf | Fighter | 4 | 4 | 4 | | 3 | 2 | 2 | | 7 | 2 | Berserk (reroll one DOD per AR roll. Attacker may force one DOD reroll per DR roll) |
| Dwarf | Inventor | 4 | 2 | 3 | 5 | 3 | 5 | 2 | | 6 | 2 | Guns. Lots of guns. May reroll one RAR DOD per attack. |

Ranged Weapons

Some Heroes and some Enemy models, carry ranged weapons (as noted above for Heroes). All ranged weapons have a -1 RAR penalty at medium range, and a -2 RAR penalty at long range. (max ranges given in number of squares)

| RANGED WEAPON | SHORT RANGE | MEDIUM RANGE | LONG RANGE | NOTES |
|-----------------|-------------|--------------|------------|---|
| BOW | 6 | 10 | 12 | |
| CROSSBOW | 9 | 14 | 18 | Two actions to fire. Firer may force a re-roll of 1 DOD of targets DR |
| LONG BOW | 9 | 14 | 18 | Two actions to fire. Firer may re-roll 1 RAR DOD |
| THROWING KNIVES | 3 | 5 | 8 | |
| GUN | 6 | 10 | 15 | Firer may re-roll 1 RAR DOD |

The Forces of Darkness (Enemy models)

When the Heroes open a door into a new room or turn a corner onto a new corridor, there may well be some Enemy models revealed! It is best for the Dark Lord to make a map of the area the heroes are going to explore before the game, so that he can plan the entire layout of his dungeon and place any traps or monsters that he wants in certain areas. Use graph paper or a computer program of some sort to do this. (At some point Heresy will have printable corridors etc for you to use, for the actual Dungeon to put on the table top, but we recommend you use the incredible card scenery available from Worldworks games – they even do a range of Hell themed scenery, ideal for the Netherhells!) If the Heroes are wandering through a Dungeon or labyrinth it is obvious when they can or can't see an enemy if a door is closed – but don't forget, the Heroes can only see so far ahead and anything could be lurking just a few squares beyond the reach of the lanterns they carry with them. For this reason, it is perfectly feasible for monsters to be out of sight and hidden on a totally straight section of dungeon, simply because they can't be seen in the darkness that envelopes the little group of Heroes.

When the Dark Lord places enemy Models on the board, they should either place them according to what they planned out on their map, or simply place them logically in a room or board section. If there is a table in the room, perhaps the Orcs that are in there were guards, eating their dinner or gambling their pitiful scraps of gold away. They would likely be arranged around the table itself. If in doubt, simply put the enemy models at the opposite end of the room to the Heroes.

To generate random monsters, refer to the Random Monster Generation tables! (to be added)

The Enemy (The Hordes of Darkness)

| RACE | CLASS | MOVE | AR | DR | RAR | RDR | SKILL | MIND | MAGIC | HEALTH | Equipment/Notes |
|---------|-------------------|------|----|----|-----|-----|-------|------|-------|--------|--|
| Demon | Imp | 5 | 1 | 1 | | 1 | 1 | 1 | 1 | 1 | Demon. May only use Magical Attack spells. |
| Demon | Minion | 5 | 2 | 2 | | 3 | 3 | 3 | 2 | 3 | Demon. May only use Magical Attack spells. |
| Demon | Succubus | 5 | 2 | 2 | | 2 | 4 | 4 | 1 | 3 | Demon. May only use Magical Attack spells. |
| Demon | Fury | 7 | 4 | 2 | | 3 | 3 | 3 | 2 | 4 | Demon. May only use Magical Attack spells. Flier |
| Demon | Gargoyle | 6 | 3 | 5 | | 5 | 1 | 1 | 2 | 4 | Demon. May only use Magical Attack spells. Flier |
| Demon | Lurker | 7 | 6 | 4 | | 5 | 1 | 1 | | 8 | Demon. When Lurkers are in a room, they are invisible until they move or attack the Heroes! Do not place the models in the room when the door is opened. When the lurkers move or attack, place the models on the board. |
| Demon | Hellhound | 7 | 3 | 2 | | 3 | 1 | 1 | | 3 | Demon |
| Demon | Hellbeast | 6 | 5 | 2 | | 4 | 1 | 1 | | 6 | Demon |
| Demon | Kurgoth Soldier | 5 | 5 | 4 | | 4 | 3 | 4 | 1 | 6 | Demon. May only use Magical Attack spells. |
| Demon | Kurgoth Commander | 5 | 6 | 5 | | 4 | 3 | 5 | 2 | 8 | Demon. May only use Magical Attack spells. |
| Demon | Fallen One | 6 | 10 | 10 | | 10 | 10 | 10 | 10 | 15 | Demon. May use all spells, including Necromantic spells |
| Monster | Troll | 4 | 6 | 6 | | 6 | 0 | 1 | | 8 | |
| Monster | Minotaur | 6 | 5 | 4 | | 5 | 1 | 3 | | 6 | Berserk: re-roll one DOD of AR roll. Defender may force one DOD re-roll of DR. |
| Monster | Ogre | 5 | 5 | 4 | | 4 | 2 | 2 | | 5 | Berserk: re-roll one DOD of AR roll. Defender may force one DOD re-roll of DR. |
| Monster | Cyclops | 5 | 4 | 4 | | 4 | 2 | 2 | | 5 | |
| Monster | Giant Scorpion | 6 | 3 | 3 | | 2 | 0 | 1 | | 4 | Poison attack - unsaved wounds cause double damage |
| Monster | Giant Spider | 7 | 3 | 1 | | 2 | 0 | 1 | | 6 | Poison attack - unsaved wounds cause double damage |
| Monster | Giant Slug | 3 | 1 | 1 | | 1 | 0 | 1 | | 2 | Poison attack - unsaved wounds cause double damage |
| Monster | Waspquito | 8 | 1 | 3 | | 3 | 0 | 1 | | 1 | Poison attack - unsaved wounds cause double damage. Flyer. |
| Monster | Hellmite | 4 | 1 | 1 | | 2 | 0 | 1 | | 2 | |
| Monster | Spawn | 4 | 4 | 5 | 4 | 4 | 1 | 1 | | 6 | Shoots Poison Spines - unsaved Ranged attack wounds cause double damage. Short: 4 Medium: 6 Long: 8. Poison Attack. Unsaved melee wounds cause Double Damage |
| Monster | Giant | 6 | 6 | 6 | | 2 | 1 | 2 | | 10 | |

| RACE | CLASS | MOVE | AR | DR | RAR | RDR | SKILL | MIND | MAGIC | HEALTH | Equipment/Notes |
|----------|--------------------|------|----|----|-----|-----|-------|------|-------|--------|--|
| Kobold | Fighter | 6 | 1 | 1 | | 1 | 1 | 1 | | 1 | |
| Kobold | Archer | 6 | 1 | 1 | 1 | 1 | 1 | 1 | | 1 | Bow |
| Kobold | Leader | 6 | 2 | 2 | | 2 | 1 | 1 | | 2 | |
| Kobold | Shaman | 6 | 1 | 1 | | 1 | 2 | 2 | 3 | 2 | |
| Goblin | Fighter | 6 | 2 | 2 | | 3 | 1 | 2 | | 2 | |
| Goblin | Archer | 6 | 2 | 2 | 2 | 3 | 1 | 2 | | 2 | Bow |
| Goblin | Leader | 6 | 3 | 3 | | 3 | 2 | 3 | | 3 | |
| Goblin | Shaman | 6 | 2 | 2 | | 3 | 2 | 4 | 4 | 2 | |
| Orc | Fighter | 5 | 3 | 3 | | 4 | 3 | 3 | | 5 | |
| Orc | Archer | 5 | 2 | 3 | 4 | 4 | 3 | 3 | | 5 | Bow |
| Orc | Leader | 5 | 4 | 4 | | 4 | 3 | 3 | | 6 | |
| Orc | Shaman | 5 | 3 | 3 | | 3 | 3 | 5 | 6 | 6 | |
| Orc | Warlord | 5 | 5 | 5 | | 4 | 3 | 3 | | 8 | |
| Undead | Skeleton | 5 | 2 | 2 | | 2 | 0 | 0 | | 1 | |
| Undead | Skeleton Archer | 5 | 1 | 2 | 2 | 2 | 0 | 0 | | 1 | Bow |
| Undead | Skeletal Mage | 5 | 1 | 2 | | 2 | 1 | 1 | 2 | 2 | May only use magical attack spells. |
| Undead | Zombie | 3 | 2 | 1 | | 3 | 0 | 0 | | 6 | |
| Undead | Ghoul | 5 | 3 | 2 | | 2 | 1 | 1 | | 2 | |
| Undead | Ghoul King | 5 | 4 | 3 | | 3 | 1 | 2 | | 4 | |
| Undead | Flesh Golem | 5 | 4 | 2 | | 4 | 1 | 1 | | 6 | |
| Undead | Wight | 5 | 5 | 3 | | 3 | 0 | 1 | | 6 | |
| Undead | Wraith | 6 | 3 | 6 | | 6 | 2 | 3 | 1 | 3 | Ethereal: Half it's DR and RDR if hit by Magic Weapons. Auto-succeeds at magic spells |
| Undead | Liche | 4 | 2 | 2 | | 3 | 5 | 5 | 6 | 3 | May use resurrect more than once, but only on dead Undead. |
| Human | Necromancer | 5 | 1 | 2 | | 3 | 5 | 6 | 6 | 3 | May use resurrect more than once, but only on dead Undead. |
| Were | Human form | 5 | 3 | 3 | | 2 | 2 | 3 | | 3 | May change into Were form, costs two actions! |
| Were | Were Form | 7 | 5 | 4 | | 4 | 1 | 1 | | +5 | Berserk: re-roll one DOD of AR roll. Defender may force one DOD re-roll of DR. Add 5 Health to the remaining health of the human form when |
| Feral | Warrior | 5 | 4 | 3 | | 3 | 1 | 3 | | 3 | |
| Feral | Archer | 5 | 2 | 3 | 3 | 3 | 1 | 3 | | 3 | |
| Feral | King | 5 | 5 | 4 | | 5 | 1 | 4 | | 10 | |
| Feral | Priestess | 6 | 5 | 5 | | 3 | 1 | 5 | 2 | 6 | |
| (Human) | Dark Brethren | 5 | 2 | 2 | | 3 | 3 | 3 | | 2 | |
| (Human) | Crossbow | 5 | 1 | 2 | 3 | 3 | 3 | 3 | | 2 | Crossbow |
| (Human) | Leader | 5 | 3 | 3 | | 3 | 3 | 3 | | 3 | |
| (Human) | Sorceror Priest | 5 | 1 | 2 | | 3 | 4 | 5 | 5 | 3 | |
| (Human) | Dark Knight | 5 | 5 | 4 | | 5 | 5 | 5 | | 8 | |
| (Human) | Dark Knight Lord | 5 | 6 | 5 | | 5 | 5 | 6 | 3 | 10 | |
| (Human) | Dark Sorceror Lord | 5 | 5 | 4 | | 3 | 6 | 7 | 6 | 8 | |
| Snakeman | Warrior | 7 | 5 | 5 | | 3 | 3 | 4 | | 3 | Poison Attack - double damage from unsaved Wounds |
| Snakeman | Archer | 7 | 4 | 5 | 4 | 3 | 3 | 4 | | 3 | Long bow. Poison Attack - double damage from unsaved melee Wounds |
| Snakeman | Leader | 7 | 6 | 5 | | 3 | 3 | 5 | | 4 | Poison Attack - double damage from unsaved Wounds |
| Snakeman | Priest | 7 | 5 | 5 | | 3 | 3 | 5 | 3 | 3 | Poison Attack - double damage from unsaved Wounds |
| Snakeman | Medusa Queen | 7 | 6 | 5 | | 3 | 3 | 5 | 4 | 4 | Poison Attack - double damage from unsaved Wounds |