



ERUINE

Game Rules

ERUNE

*The balance between the peoples of Erune is fragile. It is a time of peace, but will it last?
From the dark corners of the world, Shadows have started to rise.*

*They will soon spread and try to enslave all life, unless a group of Adventurers manages
to fight them off, sending the Shadows back to the world where they came from.*

The Master of Shadows has risen again. He is the ancient incarnation of a forgotten kingdom.
Through the dark magic of Shadows, he controls legions of monsters, as well as powerful
demons that will help him to complete his fiendish plans.

The Adventurers will have to find their way through many dungeons and fight numerous
enemies to thwart the plans of the Master of Shadows who will use his dark magic
to curse and eliminate his opponents.

*A mysterious voice echoes in the middle of the chaos: **The Spirit of Erune.**
It is omniscient and impartial, and embodies the spirit of this world.*

*The Adventurers will find many artifacts during their quest.
They will have to join forces to obtain them, to develop their abilities,
and to master magic. Only then will they become the heroes that Erune needs,
and match the incredible power of the Master of Shadows.*

*Legions of monsters, a malevolent entity, a group of valiant heroes,
and a mysterious voice.*

*This is the world of Erune. This is your world.
Now is the time to fight to preserve its fragile balance
and prevent it from descending into the Shadows.*

Erune is a turn-based boardgame for 1 to 5 players, set in a medieval-fantasy world.
Each game is a quest opposing a Master of Shadows (MoS) to a group of Adventurers. Each side must complete objectives during the quest;
at the end of the game, the side with the most Victory Points wins.

In the midst of all this, The Spirit of Erune, a vocal application that invites the players to discover a new way of playing with vocal interaction.
The Spirit of Erune is omniscient and impartial. It tells the story and accompanies the Master of Shadows and the Adventurers as the games go.
It also punctuates the game with all sorts of events: treasure hunting, random non-player characters (NPC) encounters, and so on.

The Spirit of Erune is able to answer all players' questions about the world of Erune and the game rules.

Each combat that you win, each treasure that you find and each skill that you gain allows you to improve your character's abilities,
whether you're the Master of Shadows or an Adventurer. Both sides will evolve quest after quest to form an epic adventure.

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Components

- Rulebook
- Quest Book
- 16 Character Sheets
- 5 Pencils
- 1 Dice Bag
- 6 Black Combat Dice
- 3 Yellow Combat Dice
- 2 Red Combat Dice
- 2 Blue Combat Dice
- 1 Move Die
- 1 Detection/Disarm Die
- 1 Master of Shadows Screen
- 4 Adventurer Cards
- 5 Skill Card Boxes
- 104 Skill Cards
 - 24 *Master of Shadows Skill Cards*
 - 20 *Warrior Skill Cards*
 - 20 *Guardian Skill Cards*
 - 20 *Archer Skill Cards*
 - 20 *Wizard Skill Cards*
- 10 Monster Cards
- 18 Spell Field Cards
 - 12 *Arcanic Magic Fields*
 - 6 *Telluromancy Fields*
- 12 Shadow Cards
- 1 Pact with the Shadows Board
- 12 Corridor Tiles (4x2)
- 6 Small Room Tiles (4x4)
- 4 Medium Room Tiles (8x4)
- 1 Arena Tile (8x8)
- 34 Health Points Tokens
- 10 5HP Tokens
- 4 10HP Tokens
- 26 Mana Points Tokens
- 16 5MP Tokens
- 31 Stamina Points Tokens
- 5 5SP Tokens
- 19 Door Tokens (2x2)
- 2 Locked Doors Tokens (2x2)
- 1 Stone Wall Token (2x2)
- 3 Table Tokens (2x2)
- 4 Stairs Tokens (2x2)
- 1 Campfire Token (2x2)
- 4 Sources of Shadows Tokens (2x2)
- 2 Wardrobe Tokens (2x1)
- 3 Barrel Tokens
- 4 Chest Tokens
- 2 Orange Hatch Tokens
- 2 Blue Hatch Tokens
- 14 Purple MoS Trap/Pit Tokens
- 8 Blue Adventurer Trap/Pit Tokens
- 6 Adventurer Event Tokens
- 3 Non-Player-Character (NPC) Tokens
- 6 Erune Event Bases
- 4 Adventurer miniatures
 - 1 *Warrior*
 - 1 *Guardian*
 - 1 *Archer*
 - 1 *Wizard*
- 37 Monster miniatures
 - 6 *Rats*
 - 6 *Goblins*
 - 4 *Goblin Archers*
 - 4 *Orcs*
 - 4 *Gargoyles*
 - 4 *Skeletons*
 - 2 *Skeleton Archers*
 - 4 *Living Armors*
 - 3 *Sorceress*

Erune Game Modes

Master of Shadows

In this mode for 2 to 5 players, one player plays as the **Master of Shadows** against the others, who play as **Adventurers**.



Solo/Coop

In this mode for 1 to 4 players, all players play as **Adventurers** against the game itself; no one plays the **Master of Shadows**.



Arena

The **Adventurers** fight off waves of **Monsters** in an arena. Unique rewards are to be expected! This hybrid mode may be played with a **Master of Shadows** or in **Solo/Coop Mode**.



These rules assume that you are playing in **Master of Shadows** Mode (2 to 5 players).

At the end of the rulebook, you find specific rules for the two other modes :

- Solo/Coop Mode (1-4 players) - page 30.
- Arena mode (1-5 players) - page 29.

Starting a Quest

To **start a Quest**, launch the Erune Application, select the **Game Mode**, and choose the **Quest that you want to play**. Enter the **Characters** that play and their respective levels. The **Spirit of Erune** introduces the Quest and indicates the **Quest Objectives** that the Adventurers and the Master of Shadows will pursue. The first turn of the Quest begins!

The **Master of Shadows** places the first room of the Dungeon on the table.

The **Adventurers** start with a Campfire Token that they'll be able to use in due course.

Place the Adventurers' miniatures on the starting squares and start playing.

 *More objectives completed means more experience, and a probable victory!*

Each game turn is played in three phases

1 **Spirit of Erune Phase**

To start a new turn, say **"A new turn begins"**. I generate new Events at the beginning of the turn, keeping in mind your previous decisions and actions. If an Event affects several Characters, and if you need to choose one, roll a  for each Character. The player with the highest result applies the Event. Once these Events have been announced and their effects resolved, it is the **Master of Shadows's** phase.

2 **Master of Shadows Phase**

During this phase, the **Master of Shadows** plays their **active Monsters** deployed on the board. Each **Monster** may perform up to 2 Basic Actions   among the following:

-  Move,  Combat Action and  Prepare for Battle.

Once this phase is over, it is the **Adventurers' phase**.

3 **Adventurer Phase**

Each Adventurer can play up to 2 **Basic Actions**   as well as one or several **free Actions** .

The Adventurer Phase ends when all **Adventurers** have completed their Actions. A new turn can begin.

 Each Character (Monster or Adventurer) may perform their Actions in the order of their choice.

Repeat the Game Turn Sequence until the Main Objective of the Quest is completed.

End of a Quest

When the Quest is over, the **Spirit of Erune** checks which Quest Objectives were completed and reveals which side wins the game. The **Spirit of Erune** reveals how many Experience Points each player obtained thanks to the completed objectives, and manages the **level** of each **Character**.

Each player then writes down the following on the back of their **Character Sheet**: Name of the Quest, Experience Points, and Winner.

The **Adventurers go back to town to rest and heal**. Shadow Cards, Curses and  of each player are discarded, and players recover their  and . Adventurers may also **buy and sell equipment from or to the merchants**.

 *If the Quest is too difficult, the **Adventurers** or the **MoS** may decide to abandon it at any moment. In this case, they do not gain any Experience granted by the Quest Objectives (given at the end of the game) even if they completed said objectives. However, they retain the Experience Points that they gained during the game.*

The Spirit of Erune

I am the **Spirit of Erune**. I am omniscient, impartial, and live within all things. I am neither an ally, nor an enemy, and will not take part in conflicts. I am the guardian of the ancient knowledge of the world of Erune and will accompany you throughout your adventures, giving you access to the full extent of my knowledge.
I will tell you what your eyes cannot see, and give you the outcome of your decisions.

All you have to do is to talk to me, or type your questions on your phone. Most of the time, I'll answer key sentences.

 To perform an action, your **Adventurer** must announce their class (Warrior, Guardian, Archer or Wizard) then announce their action

Example: *The Warrior (class) searches the room (action).*



I tell the story

I announce **Quest Events**: these unique events will be triggered by key sentences. The choices that you make when facing these events will affect your story!

Adventurers' Events are represented by **Event Tokens**  placed on the board. Only the **Adventurers** may trigger them.

Master of Shadows Events  are indicated in the Quest Book, unknown to the Adventurers. The Master of Shadows triggers them during the adventure.

At the beginning of each turn, I will reveal events to the Adventurers and the Master of Shadows. These events will affect the game.



I make you evolve

When you have enough Experience Points to level up, I reveal what you gain during Campfire and at the end of the Quest.

I embody luck



I tell you what you find when you search a room or a piece of furniture, hoping to find **treasures**.

I describe the effects of the **substances** that you use. The same substance may produce different effects depending on its quality and its user. Expect some surprises...

When you trigger a trap, I reveal the **trap's effects**.

I announce what happens when you destroy a **source of Shadows**.

I am a source of knowledge



I know all the **game rules** and all the items of the world of Erune in detail, such as weapons, protections, equipment, artifacts, potions, runes, substances, but also **Characters' specificities**: Monsters, Adventurers, etc.

For instance, I can tell you how many XP you'll get for killing a Goblin, how to cast a Spell, what is the purpose of a Mana Crystal, what is a broadsword, or a minor healing potion...

So if you're curious, or if you have a question about anything, feel free to ask!

The Spirit of Erune Application

To play Erune, you need to download the free application "Erune", available for Android and iOS devices. The Erune Application is a voice-piloted application: you will talk to the Spirit of Erune, who will answer your questions and remarks.

*If you want to talk with me (**The Spirit of Erune**), use the key sentences that appear in these frames throughout the rulebook.*

The contents of the application evolves permanently, which means that the number of items or events increases every day. As you will note, your games will be very different from each other. And who knows – you might be the lucky ones to find a secret or a legendary weapon.

Make sure to take a charger to avoid an unexpected game ending!

*When you talk to the **Spirit of Erune**, make sure that you do not all speak at once to ensure a better game experience.*

Start a Game

Every Quest must be started from the application. The **Spirit of Erune** introduces the Quest and plays the whole game with you. Decide which player launches the game – you will use only their phone to communicate with the Spirit of Erune.

You can start the game from ONE phone only.

Saving or Loading a Game

You may **save your game** in the application at any moment to resume it later. You may **load your saved games** to resume the game exactly where you saved it.

Adventurers are very busy in the world of Erune and may not always answer the call of adventure. If you managed to gather your friends for a game session, we do advise you to complete a quest rather than saving it for later.



Exploration Mode

In this mode, players may talk to the **Spirit of Erune** without starting a game. The Exploration Mode can be useful if you want to ask questions without interfering with the game flow; simply launch it from another phone, instead of using the phone that already manages the game that you launched. You may use the Exploration Mode to ask rule questions to the **Spirit of Erune**. These actions do not impact your current game session.

*All players may still ask questions to the **Spirit of Erune** on the phone that manages your current game session.*

Saving a Character

Players may use the application to save their **Character (Adventurer or Master of Shadows)**. You may save all information relevant to your **characters** on your phone: their level, their skills or spells, their equipment, and all their completed quests.

All players may install and use the application at any time to use the Exploration Mode or to save their character.

The Master of Shadows

The **Monsters** are regrouping. There is no doubt about that: they answer the Master of Shadows's call. This nameless, faceless entity, is the incarnation of the Shadows themselves. He leads his legions of **Monsters** to the end of the world of Erune to protect his precious **Sources of Shadows**, from which he obtains his power.

One of the players plays the **Master of Shadows**, against the other **Adventurer** players.

 If you're playing a 2-player game (a **Master of Shadows** and an **Adventurer**), the **Adventurer Player** should play **2 Adventurers**, using one **Character Sheet** for each.

The Master of Shadows owns:

- A **Skill Deck of 24 Cards** that includes the **Basic Skills** (also accessible to the **Adventurers** – see p.15), but also the following **specific Skills**:
 -  **Retribution**,  **Intrepid**,  **Ambush**,  **Roaming Monsters** (and its **Curses**),  **Bad Luck**,  **Weakness** and  **Unlucky**.
- **10 Monster Cards** *Rat, Goblin, Goblin Archer, Gargoyle, Skeleton, Skeleton Archer, Orc, Living Armor, Witch and Banshee.*
- **1 Screen** (with their **abilities**) that allows them to hide their **Quest Book** from the **Adventurers**.
- The **Pact with the Shadows Board** and its **Shadows Cards** must be within easy reach of the **Adventurers**.



The Quest Book

 The **Quest Book** is for the **Master of Shadows's** eyes only! The **Adventurers** may **NEVER** read it.

The **Quest Book** includes a series of double-page spread **Quests** called **Quest Sheets**. Each **Quest** is a game of Erune. Each **Quest Sheet** includes the **Dungeon Map** with its **Monsters** and **Traps** and **Key Sentences** that you must announce to the **Spirit of Erune** for each **Quest Event** (**Adventurer**, **NPC** or **MoS Event**).

 We recommend playing the **Quests** in the order given by the **Quest Book**. Also, whenever possible, if you decide to play a campaign with multiple **Quests**, you should play with the same group of people. You can create as many **Characters** as you like (one per group of players).



Non-Player Characters (NPC)

These Events are triggered by the **Adventurers** when they pronounce the matching key sentence.
Example: “[Your Adventurer] talks to the Knight”.



Adventurer Events

These Events are triggered by the **Adventurers** when they pronounce the matching key sentence.
Example: “[Your Adventurer] pulls the lever”.



Master of Shadows Events

These Events are triggered by the **Master of Shadows** and revealed when the necessary conditions have been met.
Example: ① When someone opens this door, say “The Room of Shadows has been opened”. ② When the **Witch** is killed, say “The **Witch** has been killed”.

Monster Cards

Health Points

Experience Points (XP)

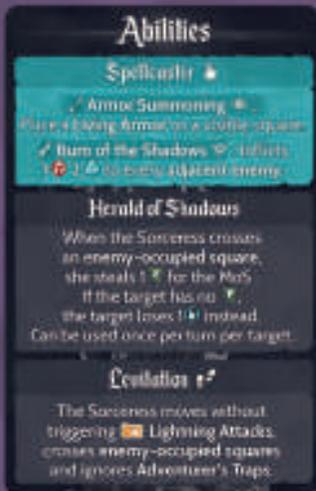
Number of Experience Points granted when killed

Move

↖ : may move diagonally

Attack Roll / Defense Roll

- ↖ : Melee Attack
- ↗ : Diagonal Attack
- ↘ : Ranged Attack
- ⌘ : Hybrid Attack



Monster Abilities

Red Abilities

are **alternative Combat Actions**. The **Attack Zone** of the monster may be specific and illustrated by a diagram.

Blue Abilities

are Spells of Spellcasters. These are **alternative Combat Actions** that can be performed either as ranged attacks ↘ or as melee attacks ↖. They can be used indefinitely.

Gray Abilities are passive and can be used indefinitely (and for free).

Skills and Monster Types

Some Monster master passive Skills that they can use for free without spending Stamina Points ↖.

Small Monsters : Tables, barrels and chests must be treated as **obstacles** between a **small Monster** and any other **Character**.

Green Skins master **Group Attack**.

Demons master **Retribution**.

Animated Monsters master **Intrepid**.

Major Monsters master **Intrepid**, **Magic Resilience**. Their **Terrifying Presence** increases the cost of any Skill used against them by 1 ↖.

Spellcasters have blue abilities that allow them to cast Spells.

Master of Shadows Setup



The Adventurers

The Adventurers find themselves embarked in a conflict that could destroy the world of Erune as they know it.

As their quests and combats go, they will acquire experience and unlock new skills, abilities, and spells. They will find new equipment, weapons, and protections. In the end, they might reach the necessary level to face the Master of Shadows himself, and end his malevolent influence once and for all.

Before starting, the players who play as **Adventurers** must choose **one of the four available archetypes**.

*Two players cannot share the same archetype in a Quest: once an archetype has been selected by an **Adventurer**, it cannot be selected by another.*

The Guardian

The robust Guardian, a wise Dwarf, protects his companions at the risk of his life. This ingenious fighter knows how to turn the situation around and to avoid traps of all sorts.

The Warrior

«Honor in battle», such is the Warrior's motto. She was born without any magical gift, yet she remains a formidable opponent in melee, strong and powerful - better have her as an ally than an enemy!

The Archer

A piercing eye, supple and catlike moves, and the whistle of an arrow: the Archer has no mercy for his enemies. He keeps a close and privileged bond with nature, which provides him with powerful magic.

The Wizard

The Wizard may be vulnerable when fighting hand-to-hand, but she remains a precious ally. Thanks to her intelligence and her mastery of Arcane Magic, she knows how to use her powerful spells to get out of desperate situations.

Adventurer Cards

Each **Adventurer** has their own **Adventurer Card**.

Write your Adventurers' Characteristics (Level 1) on your **Character Sheet**; they'll improve when you gain levels.

Each Adventurer masters 3 unique **Abilities**, to be used during the Quests. Some are free, others have a cost in Mana Points  that must be spent to be used.

Skill Deck

Each **Adventurer** also has their own **Skill Deck** from which you will choose the skills to learn when you gain levels.

The Skill Deck includes the 5 Basic Skills and 11 Skills that they share with the MoS (see p.15), but also the following specific Skills:

 Lucky,  Hawkeye and  Vigilance.

The Warrior and the Guardian have  Provocation and the Archer and the Wizard have  Remanence.



Spell Fields

Spellcasters (Adventurers able to cast Spells) have unique Spell Fields.

At the beginning of each Quest, they choose the Spell Fields that they are going to use among the ones they already master.

Each Spell can be launched **once** during a Quest.

The Wizard has access to Arcane Magic (Fire, Water, Earth, Wind) and the Archer to Telluromancy.

Spell Schools

Fire

Wind

Earth

Water

Telluromancy



Wizard

Archer

Types of Spells

Offensive Spells inflict damage to the Enemy.

Hindering Spells weaken and hinder the Enemy.

Healing Spells heal and protect Allies.

Enhancing Spells enhance Allies.

Spell Range

The target must be **visible**.

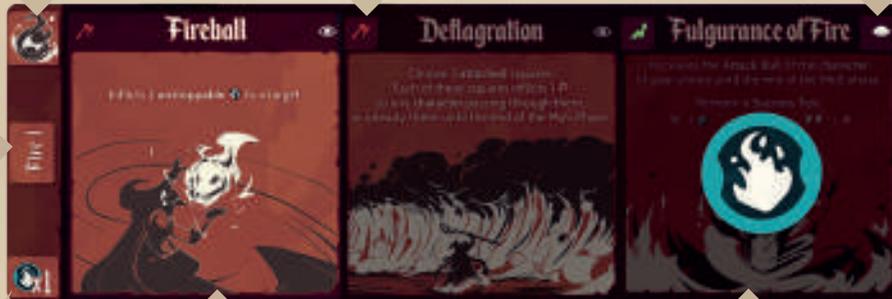
The target can be **out of sight**.

Usable on any **square** around the Spellcaster.

Field Rank (I, II, III)

To learn a new Spell Field when **gaining a level**, the Character must already master the previous ranks of the matching School.

Spell Ranks **I**, **II** and **III** have a respective cost of 1 , 2 and 3 .



Mana Cost

Must be spent when casting a Spell of that Field.

The **Fireball Spell** (Rank-I Fire Field) is an offensive Spell that must be cast on a visible target and costs 1 .

Unavailable Spell

When a Spell has been cast, place a on it to mark it as used and **unavailable**.

Adventurers: Set Up

The Adventurers' Set Up is always the same, regardless of the Game Mode.

Each **Adventurer** starts with their **Adventurer Card** and their **Character Sheet**. They place as many and tokens as their **max** and **max** allow, taking them from the matching reserves (do not take any as you will gain them during the game).

They also place the **Skills** that they have mastered in front of them. **Spellcasters** choose the **Spell Fields** that they are going to use during the Quest (among the Fields that they master).

Spell Fields and Skills cannot be used if you did not **master** them.



Character Sheet

A campaign of Erune involves several Quests. During each Quest, your **Character** (Adventurer or Master of Shadows) will evolve and you will update your **Character Sheet** accordingly.

The **Character Sheet** contains all the necessary information about your **Character**.

When you **gain a level** or when you **find items**, mark it on your Character Sheet, and keep it from one game to the next.

Wise Adventurers never forget to bring a pencil and an eraser when preparing for an adventure!

Write down here your **max** , **max**  and **max** . These values are the maximum values that you can have with the corresponding types of tokens (,  and ). If, during the game, a character gains **max** , **max**  or **max** , they also gain the corresponding amount of ,  or , respectively.

1 Health Reserve

Place your  **Tokens** in this area.
Your Adventurer dies if they run out of .
You start each Quest with all of your .

2 Stamina Reserve

Place your  **Tokens** in this area.
At the beginning of a Quest, this Reserve is empty, as you will gain Stamina  during the game. Stamina is needed to use Skills.

3 Mana Reserve

Place your  **Tokens** in this area.
Mana is the magic energy needed to cast Spells and use Abilities. You start each Quest with all of your .

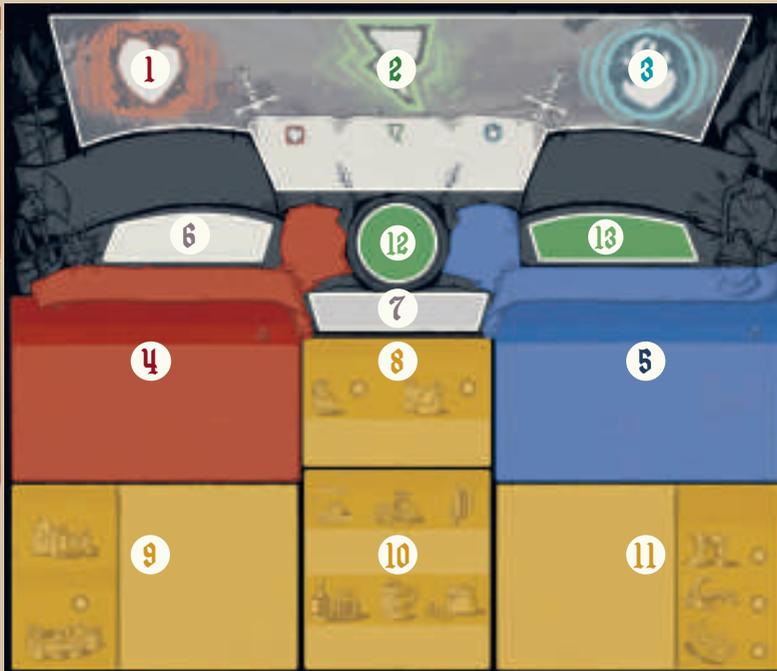
4 Attack Roll

The **Weapon Rank** that you master indicates the maximum rank of the **Weapons** that you can use. This value increases with your level.
The **Weapons** Section indicates the **Weapons** that you have in your Inventory and their characteristics (rank, name and Attack Roll).

 You may carry up to 5 weapons. **Your Attack Roll depends on the weapon that you are using.** You can only use **one Weapon** at a time.

*The Guardian, without a weapon, has a **Basic Attack Roll** of 1 . If they use a Short Sword, their **Attack Roll** increases to 2 . If they have a Short Bow, they cannot use it, as only the Archer can equip such a weapon.*

	Short Sword	2 
	Short Bow	1  1 



6 Fate Points

Write down here your number of **Fate Points**. Fate Points allow you to resurrect your Adventurer if they die.

7 Move Roll

Write down here your **Move Roll**. This Roll is used for your Move Actions. It is improved if you wear boots.

5 Defense Roll

Your **Protection Rank** indicates the maximum rank of **protections** that you're allowed to carry. This rank increases with your level.
Write down here the protections that you have in your Inventory and their characteristics (rank, name and Defense Roll).

 You may carry up to 5 protections. **Your Defense Roll is the sum** of the dice of the protections that you are using. You can only use one protection of each type (armor, head, shield, hand, and cape).

*An Adventurer without protection has a **Basic Defense Roll** of 1 . If they are equipped with a Travelling Gear (+1 ) and a Wooden Shield (+1 .*

	Travelling Gear	+1 
	Round Shield	+1 

8 Gold Coins

Write down here the number of **Gold Coins** (GC) that you own.
You may carry up to 100 GC (tick the matching box if you have a **Purse** or a **Money Bag** that allow you to carry more money).

9 Potions and Runes

Write down here the **Potions** and **Runes** that you own. You may keep up to 2 Potions or Runes in your Inventory. Tick the **Potion Belt** box if you have one, as it allows you to carry up to 4 extra Runes or Potions.

10 Substances

Write down here the number of **Substances** that you own. You may carry as many substances as you want.

11 Equipments and Artifacts

Write down here the **Equipment** and **Special Items** that you own. Tick the matching box if you have one of the following items: Boots, Grapple, Toolbox.

Each Adventurer's Archetype (Warrior, Guardian, Archer and Wizard) masters specific weapons and protections. Make sure that your character may use an item before resolving a dice roll.

■ : may be used by the Warrior
 ■ : may be used by the Guardian
 ■ : may be used by the Archer
 ■ : may be used by the Wizard

You'll find the characteristics of equipments and items of Erune with the merchants (pages 34-37) or by asking The Spirit of Erune.

Gaining a Level

12 Level	13 Experience Points (XP)
Write here the level of your Character .	Write here the number of Experience Points gained during your games.

Experience Points must be noted on your **Character Sheet** when you gain them **and cannot be lost**.

Quest Objectives grant **XP at the end of a Quest**.

👑 Once you reach level 20, you become a seasoned **Adventurer** (or **Master of Shadows**), congratulations! From now on, you no longer gain XP, since you've reached the maximum possible level.

👉 You can gain a level during a Quest, thanks to a **Campfire**, and at the end of a Quest, when coming back to town. When a Character **gains a level**, I announce the following:

- their **new characteristics** (max ❤️ , max 🏹 and max 🧙 , weapons ranks, protection ranks, Fate Points)
- their **number of new Skills**: the Character chooses a new Skill among the Skills from their deck, provided they master the **prerequisites** on that Skill
- their **new Spells**: the Character chooses a Spell Field matching their new level (or of a lower rank).
- the number of remaining XP after gaining that level

If you're not in-game, you can also use this procedure in the "Saving Character" part of the application.



Sharing Experience

Killing a Monster grants XP to the Adventurer who killed it (see the matching Monster Card).

If **several Adventurers** managed to kill a **Monster** together, or if they collectively destroy an Item that gives XP to the group, these XP are shared **equally** between the participants.

Divide the number of XP by the number of participants.

The remaining XP, if any, should go to the participant(s) that inflicted more damage. *If you have trouble sharing the XP, always share them equally between the participants. If you don't agree about how to share the remaining XP, they are lost for everybody.*

A participant is a character who:

- Had the **Monster** lose at least 1 ❤️.
- Or participated in a **Group Attack** that caused the **Monster** to lose at least 1 ❤️ (even if the **Character** did not roll any 🎲 on their **Attack Roll**).
- Or launched an **Enhancing Spell** on another participant (even if this Spell did not cause the **Monster** to lose ❤️).

***Example:** the group kills a Boss with 4 ❤️, granting 20 XP. The Warrior inflicted 1 ❤️ and the Guardian 3 ❤️, helped by the Wizard who used **Fulgurance of Fire**. Each Character is granted 6 XP and the 2 remaining XP go to the Guardian and the Wizard.*

Character Sheet - Back



Completed Quests

For each completed Quest, write down the name of the Quest, the winner of the Quest, and the number of XP that you won during this Quest.

Mastered Skills

Write down the **Skills** that you learnt and that you can use during a Quest. **Unmastered Skills** cannot be used.

Mastered Spells

Write down the **Spell Fields** that you learnt. *(Spellcasters only)*
In order to tell apart the Telluromancy Fields of the same rank, write down the name of the first Spell of the Spell Field.



Filling your Character Sheet

Adventurer

If you're Level 1, take a blank **Character Sheet** and write the name of your **Adventurer** and their archetype.

Also note down the **characteristics** of your **Adventurer Card**

(, ,).

Your **Level**, **Weapon Rank**, **Protection Rank** and **Fate Point** are all at 1. Your move is 1 +4 squares.

Level-1 Adventurers have no equipment, nor gold. The Weapons, Protections, Gold, Substances, Potions, Equipment and Artifact Areas remain empty.

Write your first **mastered Skill** at the back of your **Character Sheet**. You can choose among your **Basic Skills** (see p.15).

Spellcasters (Wizard and Archer): choose your first **Spell Fields** and note them down among your **mastered Spells**.

The Wizard chooses 3 Rank-1 Spell Fields among Fire, Wind, Earth and Water Spell Fields. The Archer chooses 2 Rank-1 Spell Fields among Telluromancy Spell Fields.

Master of Shadows

Front: Write down your Master of Shadows's name, your **Level** and your **Experience Points**. Do not use the other areas.

Back: Write down here your first two mastered **Skills**. You can choose among your **Basic Skills** (see p.15). You have no **Spell Fields**.



Death of an Adventurer

When an **Adventurer** loses their last , they die.

- Lay down their miniature on the board so that it takes 2 squares. The other **Characters** may still cross these squares, but they may not stop on them.
- All of their **Shadows Cards** go back to the deck. The that were on the cards are given back to the MoS.
- All of their are lost.
- The **Master of Shadows** immediately recovers the **Permanent Curses** of this Adventurer for free.

A dead **Adventurer** cannot take any action, nor being healed. They have four options, though, and may wait several turns before taking their choice:

- Spend a **Fate Point** to resurrect and recover all of their .

Fate Points are personal. They can only be used to resurrect your own Adventurer.

- Use an **Item** in their possession to immediately resurrect.
- Wait for an **Ally** to use an **Item** or a **Spell** to resurrect them.
- Make a **Resurrection Pact with the Shadows** (p.27).

If a dead **Adventurer** does not wish to resurrect, the game is over for them. However, at the end of the Quest, they do not gain the Experience Points granted by the Quest Objective(s). They still retain the Experience Points that they gained before dying. At the end of the Quest, the Adventurer respawns in town with all of their .

Stamina

Stamina allows the **Adventurers** and the **Master of Shadows** to use **Skills**. It is represented by **Stamina Tokens** . **Characters** gain **Stamina Points** during the game when they perform Combat Dice Rolls.



When a **Combat Dice Roll** occurs, it can be modified by **Abilities**, **Skills**, **Spells**, **Items**, or **Events**. Once these effects have been applied, the Roll can no longer be modified and is considered **final**.

Each that appears on the **final** Roll grants the **Character** 1 . If a **Skill**, **Spell**, **Ability** or **Equipment** specifies another effect for , this effect **replaces** the standard effect, which means that the do not generate (hence Success Tests do not generate .

When a player gains , they place them on their **Stamina Reserve**.

The **Stamina Reserve** of the **MoS** is not limited. **Adventurers** cannot exceed their maximum Stamina Points value (.

If the **Stamina Reserve** is full, the Adventurer cannot gain any more .

Skills

Skills play an important part in the gameplay of **Erune**. They are special abilities allowing you to improve all of your **Actions**, and giving you the opportunity to learn new ones.

👑 You must **master** a Skill in order to use it. The same Skill cannot be used twice for the same **Action**, but you can use as many different **Skills** as you wish.

When performing a given **Action**, you can only use each **Skill once**, if the conditions allow it.

Skill Types

Shared by the **Adventurers** and **Master of Shadows**.

Each type of Skills is defined by its color:

- 🔴 **Offensive Skills** improve and enhance your options for Combat Actions;
- 🔵 **Defensive Skills** improve and enhance your options when defending against an **Enemy Attack**;
- 🟢 **Tactical Skills** are versatile; they improve and enhance your options of all Actions;
- 🟠 **Reaction Skills** allow you to perform quick Actions during the opponent's phase;
- 🟡 **Magic Skills** allow you to exceed limits and improve some Spells' effects, or grant supernatural powers to those mastering them.

The **Master of Shadows** has other Skills at their disposal:

- 🟠 **Dungeon Skills** modify the **Dungeon**.
- 🟡 **Curses** can be used to **curse the Adventurers** and decrease the efficiency of their Actions. They can be **Instant** or **Permanent**.

The **5 Basic Skills** (available for the Adventurers and the MoS) **without any prerequisite are:**

🟢 **Adrenaline**, 🟢 **Good Fortune**, 🟠 **Lightning Attack**, 🟠 **Riposte** and 🔴 **Backstab**.

Cost in 🟢
To use a **Skill** or **Curse**, the **Character** spends its **cost in** 🟢 and **applies the listed effects**.

✕ : The Skill is passive.

Description



Skill Name

Prerequisite

Some Skills have **prerequisites**. To learn a new Skill when gaining a Level, you must **master** the **prerequisites** (usually, other Skills).

To learn 🟢 **Group Attack**, you need to master 🟠 **Lightning Attack** and 🟠 **Riposte**.

The following Skills are also available for the Adventurers and the MoS:

- 🔴 **Opportunity Attack**, 🔴 **Power**, 🔴 **Chained Attack**,
- 🔴 **Controlled Attack**, 🔴 **Circular Attack**, 🔵 **Robustness**,
- 🔵 **Controlled Defense**, 🟢 **Group Attack**, 🟢 **Footwork**,
- 🟢 **Race** and 🔵 **Premonition**.

Curses

Instant Curses must be used like **Skills**.

The MoS may also use a **Permanent Curse** against an **Adventurer**, paying the **Permanent Cost of the Curse**. The Curse Card is then placed in front of the Character Sheet of the Cursed Adventurer, who will suffer the effects of the Curse when the conditions apply, without paying any extra 🟢.

A Curse that has been placed on an Adventurer can no longer be used against the others.

An **Adventurer** can only suffer one **Permanent Curse** at a time.

If a **Cursed Adventurer** suffers a second **Permanent Curse**, then the second Curse replaces the first one, which is freely recovered by the MoS.

Some **Permanent Curses** apply their effect only once per turn.

💡 Some Skills and Curses counter other Skills. Announce that you counter that Skill before applying its effect.

Example: The 🟢 **Lucky Skill**, usually improving the loot of an Adventurer, may be countered by the 🟡 **Unlucky Skill** of the MoS.

Instant Cost

🟢 **Cost of a Permanent Curse**



Lift a Permanent Curse

During the MoS Phase, the MoS may free a **Cursed Adventurer** from a **Permanent Curse**. The MoS pays the **Instant Cost** of the **Curse** and recovers the card from the **Adventurer**, who is no longer cursed. The MoS may immediately use the recovered Curse.

💡 The **Adventurers** may free themselves of a **Permanent Curse** with a **Purification Pact** with the **Shadows**, or with some **Items** or **Potions**.



Basic Actions

On each turn, during their Phase, each Character can perform **2 Basic Actions**  .

 **Basic Action** – can be performed twice during the same turn (examples :  searching,  detect traps...)

 **Basic Action** – can be performed **once a turn** (examples :  Move,  Combat Action...)



Move

Moving is a **Basic Action** and can be performed **once a turn** by each Character.

Adventurers must resolve a Move Roll to know by how many squares they can move.

Monsters may move by the number of squares **printed on their Monster Card**.

Some Characters may move diagonally .

The result of the Move Roll indicates the maximum number of squares that your Character may move. You may move forward, backward or sideways (on **attached** squares). At the end of your move, you may freely reorient your Character. Note that your Character will remain in the given position until their next phase. *You may reorient your Character once if they did not move during their phase.*

It is **not possible to cross a square occupied by an obstacle** such as walls, closed doors, furniture or enemies. **An ally is not an obstacle.** You **cannot** stop on a square occupied by a Character or some piece of furniture.

Teleportation: Any Character that can teleport may move diagonally and ignore any obstacles and Traps on their way.



To open a door or a hatch, simply **cross its threshold** when moving. You cannot open a door without crossing its threshold.

A locked door cannot be crossed : Usually, you'll need a key, or some other item or solution, to open it. Active Monsters can only open doors or hatches if they are connected to parts of the Dungeon that have been revealed by the Adventurers.

 Tiles (room or corridor) are revealed as soon as one of their squares is in an Adventurer's Line of Sight. The MoS places the required tile(s) on the table and places the furniture and the Adventurer Events , announcing the associated **key sentences**. Then, the MoS places the Monsters that become active. The Adventurer that opened the door places their miniatures on the first square of the room or corridor and can continue their movement.

 If a Character performs another **Basic Action** in the middle of their move, then their move is interrupted. This rule does not apply to **Free Actions**.



Triggering Traps



When an **Adventurer** moves, the **MoS** should check if they walk on a **Trap**, then immediately stop them and tell the **Spirit of Erune**. **Traps** are indicated on the **Dungeon Map of the Quest Sheet**.

 **Adventurers** do not trigger **Allied Traps**  . **Monsters** do not trigger the **MoS's Traps**  .

If a Monster is killed by a Trap, Experience Points are given to the Adventurer that set the Trap.



Master of Shadows, when an Adventurer walks on a trapped square , say:

"A Trap has been triggered!"

I will then announce the effects of the Trap.

The **Trap Token**  is removed from the board.

If the Trap Token is a pit, apply the effects, then place a .

Pits



When a Pit is activated, the **Trap Token** is replaced with a **Pit Token** that remains on the board until the end of the Quest, and cannot be disarmed.

Unless stated otherwise, when a **Character falls into a Pit**, they suffer 1 **unstoppable**  of damage and can no longer perform any action as long as they're in the Pit.

Climbing out of a Pit to reach an attached square costs **4 squares of movement**.

A Character may **jump over** a revealed **Pit** when moving to cross it. Roll 1 .

-  or : You ignore the Pit and cross it for one square of movement.
- : You fall into the Pit and suffer its effects.

 **Monsters with the Levitation or Flying Ability ignore all Traps (including Pits).**



Line Of Sight

The **Line of Sight** is the imaginary line traced between the center of two squares.

Walls, closed doors and wardrobes are **obstacles**. Characters are **not** obstacles.

Squares that are **behind** a Character are not in that Character's Line of Sight.

- 👁️ : **If there is no obstacle on the Line of Sight**, then the target is **visible**.
- 👁️ : **If there is an obstacle on the Line of Sight**, then the target is **out of sight**.



Example: The Rat is **visible** 👁️ by the Wizard but not the Goblin (because of the Wall).



Example: The Warrior gets 9 on her **Move Roll** (1👁️ +4), moves, and **falls into a pit** on the 8th square, losing 1❤️.

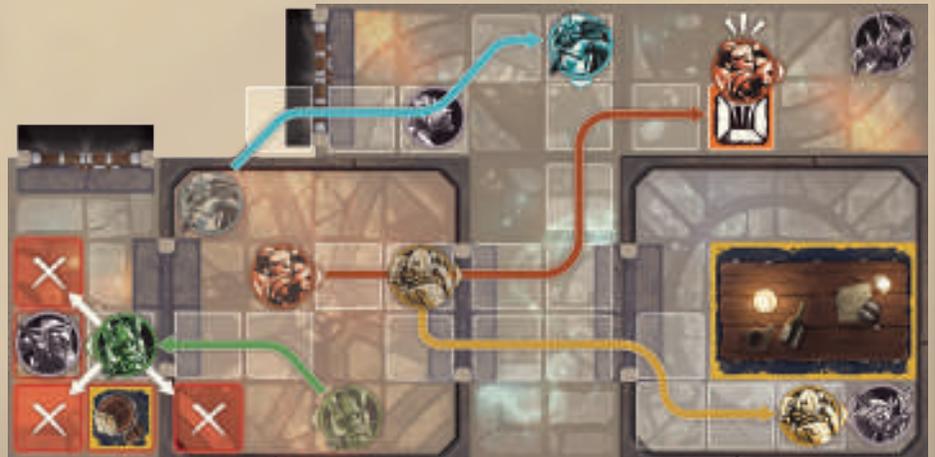
Since climbing out of the pit takes 4 squares, she cannot get out for this turn.

The Guardian uses **one Action to move** 🏃. With his **Move Roll** (1👁️ +4) he gets 8 and can move up to 8 squares.

He moves 4 squares, opens a door, then moves 3 extra squares to attack the Goblin Archer (new Basic Action) which ends his move. The orientation of his miniature remains as it is until his next move.

The Archer obtains 6 on his Move Roll (1👁️ +4 ↗️), and can move up to 6 squares diagonally.

He moves by 3 squares and **opens a door**, which reveals the corridor. **He cannot move on the x-marked X squares because of obstacles.** He decides to attack the Goblin (new Basic Action) which ends his move.



Active / Inactive Monsters

👑 **Inactive Monsters** 🛑 cannot perform any Action, nor suffer damage.

All **Monsters** in a corridor become **active** ⚡ when at least one square from their tile is in an Adventurer's Line of Sight (after opening a door). **Monsters** that are in a room become **active** if the door to their room is opened (because of an Event) and connected to an **explored part of the dungeon**.

💡 If an **Adventurer** reveals the content of a room with a Spell or Item, its **Monsters** are revealed but remain **inactive**. A **Monster** that appears in an explored part of the Dungeon (because of an Event or a MoS' Skill) is immediately **active**.



The Archer casts **Will O'the Wisp** and reveals a room full of **Monsters**. The MoS reveals the room and its contents, but the **Monsters** remain inactive and cannot take any action. The Archer moves and opens a door. The revealed monsters now become active.

Example: The Warrior is exploring corridors. All **Corridor Tiles** in her Line of Sight (she needs to see at least one square) are revealed and their **Monsters** activated. The "?" Tile will be revealed as soon as one of its squares is visible by an Adventurer.

The Wizard obtains 5 on her **Move Roll** (1👁️ +4). She decides to **teleport by 5 squares** (Teleport Ability, -1👁️) and moves diagonally, ignoring walls, items and monsters along the way.

Combat Dice



There are 4 Combat Dice. The Black Combat Die, the Yellow Combat Die, the Red Combat Die, and the Blue Combat Die.

Combat Dice are used for:

Attack Rolls during **Combat Actions**.

Defense Rolls when defending.

inflict damage, block the inflicted and generate **Stamina Points**.

Attack Zone



The **orientation of a Character** defines their **Attack and Defense Zones**.

The **Attack Zone** of a Character defines all the squares in which they can perform a **Melee Attack**. Usually, these are the 3 squares that are directly attached to the Character – in front of them, on their left and on their right. Some weapons include the diagonally adjacent squares to the Attack Zone.

Walls and closed doors restrict the Attack Zone.

Defense Zone



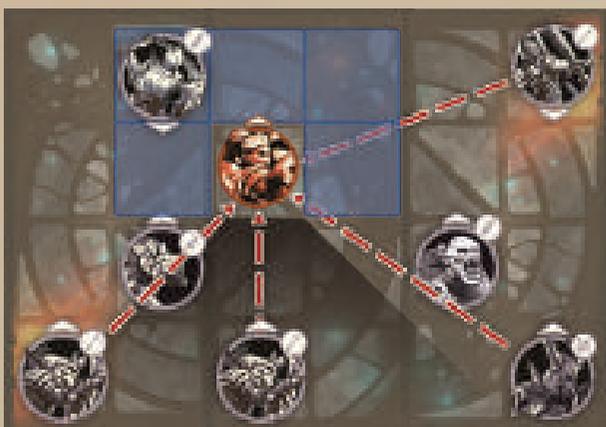
Back Zone

The **Defense Zone** is always the same: it includes the 5 squares that surround the Character from the front and the sides.

It is used for some Skills and also for **Attacks From Behind**.

A **Melee Attack** that comes from a square that is outside the **Defense Zone** of a Character, **AND** a **Ranged Attack** whose **Line of Sight** does **NOT** go through the **Defense Zone** of a Character (including diagonally), are considered **Attacks From Behind** (which is a requirement to use **Backstab** for instance).

Some monsters have specific Attack Zones. Their Defense Zone is the same as their Attack Zone.



Example

The Living Armor's Melee Attack is in the Warrior's **Defense Zone**.

The Rat's Melee Attack is not in the Warrior's **Defense Zone**.

That's an **Attack From Behind**.

The Skeleton Archer's and the Witch's Ranged Attacks Line of Sight go through the Warrior's **Defense Zone**. The Goblins' Ranged Attacks do not; those are **Attacks From Behind**.

The Attack Roll

An **Attack Roll** is performed during a **Combat Action** with a **Melee Weapon**, a **Ranged Weapon** or **Spell**, in order to inflict damage.

The **Attack Roll** of an **Adventurer** depends on the weapon they are using or the cast **Spell**. The **Attack Roll** of a **Monster** is indicated on its **Monster Card**.



Roll the **Combat Dice** of your **Attack Roll**: each may cause the target to lose 1 **HP**. Any rolled on an **Unstoppable Attack Roll** cannot be blocked by: the target directly suffers the damage.

Defense Roll

To defend an **Attack Roll**, the target rolls the number of dice indicated on their **Character Sheet** or **Monster Card**, hoping to roll.

The **Defense Roll** of an **Adventurer** depends on the protections that they are using. Check the matching section of their **Character Sheet**. The **Defense Roll** of a **Monster** is indicated on its **Monster Card**.



Each blocks 1 from the **Enemy Attack Roll**.

Each unblocked causes the target to lose 1 **HP**.

You must always defend, even if no was rolled on the **Attack Roll**, as defending allows you to generate **Stamina Points** or to use **Reaction Skills**. For this reason, **Monsters** must always defend themselves, even if they have no chance of surviving the **Attack**.



Combat Actions

Combat Actions are **Basic Actions** .
Each Character can perform a Combat Action **once per turn**.

There are 3 types of **Combat Actions**:
✂ **Melee Attack**, ↘ **Ranged Attack**, 🔥 **Cast a Spell**.



Melee Attack

The **Character** uses a **Combat Action** to perform a **Melee Attack**.
They resolve their **Melee Attack Roll** ✂ against a target in their **Attack Zone**.

If a **Monster** is killed, its miniature is removed from the board.
The **Adventurer** receives the indicated amount of Experience Points (XP) and notes them on their **Character Sheet**.
If an **Adventurer** is killed, please refer to Death of an Adventurer (page - 14).

Example 1 - Melee Combat

The Warrior uses a **Combat Action** to attack an Orc in her **Attack Zone**. Her broadsword grants her an **Attack Roll** of 3 . She rolls 2 and 1 . She gains 1 .

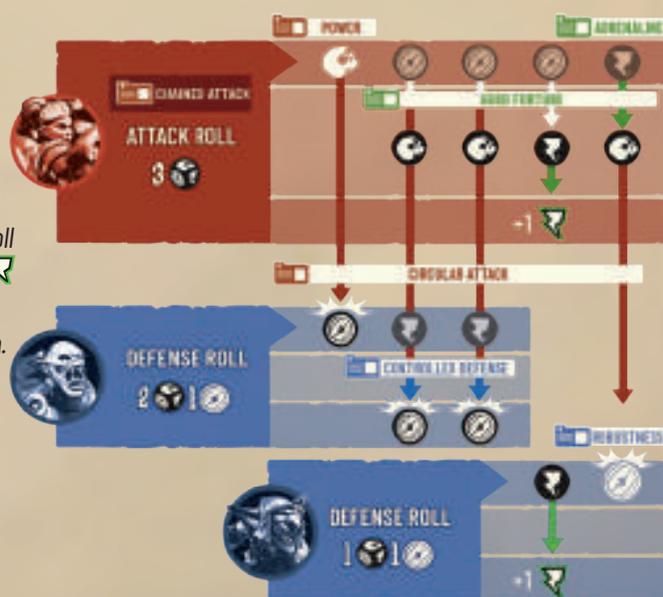
The Orc has a **Defense Roll** of 2 1 . The Orc rolls 1 1 1 . 1 is blocked, the other causes the Orc to lose his unique . The MoS gains 1 thanks to the . The Orc miniature is removed from the board. The Warrior gains 6 XP.

The Warrior just killed an enemy and uses **Chained Attack** (-1) to perform a **second Melee Attack**. She uses **Circular Attack** (-1) to split damage between the Orc and the Goblin in her **Attack Zone**. She uses **Adrenaline** (+1 -1) and **Power** (+1 -2) to improve her **Attack Roll** (4 1) and rolls: 1 3 1 . She uses **Good Fortune** to reroll her **Attack Roll**. Her final Roll is 4 1 . She gains 1 then assigns the damage of her **Circular Attack** as follows: 3 against the Orc and 1 against the Goblin.

The Orc has a **Defense Roll** of 2 1 : he rolls 1 2 .

The Orc uses **Controlled Defense** (-1) to turn the of his roll into which allows him to block all .

The Goblin uses **Robustness** (+1 -2). On his **Defense Roll** (1 1), the Goblin rolls (1 1) and the MoS gains 1 .





Engaged Character

A **Character** is considered **engaged** as soon as they **Melee Attack** ✂ an **Enemy** or as soon as an **Enemy Melee Attacks** them.

A **Character** is no longer **engaged** if their opponent dies, leaves their **Attack Zone**, performs a **Ranged Attack** ✂ or **Casts a** (ranged) **Spell** ✨ against another Character.

A Character may be engaged against several Enemies at once. It is possible for a Character to engage a second Enemy even if they did not kill the first one.

👑 **Lightning Damage** and **Attacks From Behind** do not mean that your Character is **engaged**.

💡 Being engaged can prevent you from using some Skills (such as 🗡 Lightning Attack or 🗡 Opportunity Attack). Also, a character cannot perform a ranged attack ✂ against an enemy that is engaged against them.



Example

During the Adventurer Phase, the Wizard performs a **Melee Attack** against the Orc. Both are considered **engaged**. The Guardian uses 🗡 **Circular Attack** against the 3 Monsters around him. The **Goblin** and the **Skeleton Archer** are now **engaged**; the Orc is not because the Guardian is **behind** him (outside of the Attack Zone).

During the MoS Phase, the Skeleton Archer shoots at the Wizard. As a result, the Skeleton Archer **is no longer considered engaged** against the Guardian.

The Goblin moves to attack the Wizard, **leaving the Attack Zone** of the Guardian. The Guardian is **no longer engaged** against any Monster. A good opportunity to immediately use 🗡 **Lightning Attack!**



Lightning Damage ⚡

Lightning Damage ⚡ is a special type of damage, inflicted by **Spells** or **Reaction Skills** (such as 🗡 Riposte, 🗡 Lightning Attack or 🗡 Opportunity Attack).



Lightning Attack Roll

To inflict **Lightning Damage**, the **Character** performs their **Attack Roll**: each ✂ is a **Lightning Damage** ⚡. 🎲 and 🎲 are ignored.

👑 To defend against **Lightning Damage**, the target does not perform a standard **Defense Roll**; instead, they perform a **Lightning Defense Roll**.

Lightning Defense Roll

To defend against **Lightning Damage**, the target rolls as many 🎲 as the number of ⚡. Nonetheless, the target cannot roll more 🎲 than the number of 🎲 granted by their standard **Defense Roll**. Each 🎲 blocks 1 ⚡ from the **Enemy Lightning Attack Roll**. The **target** loses 1 ❤️ for each remaining ⚡ of the **Lightning Attack Roll**.

👑 Suffering **Lightning Damage** does not interrupt an Action and the Character that suffered the **Lightning Damage** is not considered **engaged** in combat.

💡 Some **Characters** have default 🎲, 🎲 and/or 🎲 in their **Defense Roll**. On a **Lightning Defense Roll**, 🎲 **must be used first**, then 🎲, then 🎲.

Example: a **Goblin** must defend against 2 **Lightning Damage**. The **Goblin's Defense Roll** is 1 🎲. He rolls his **Lightning Defense Roll** (1 🎲) and obtains 🎲. One ⚡ is blocked, the other has him lose 1 ❤️.



Combat on a Table

Characters may move onto a table if they want. Moving onto a table counts as 2 squares of movement. Getting down from the table counts as 1 square of movement.

A table is made of two squares but covers an area of 2x3 squares.

When a **Character** stands on a table, their **Attack** and **Defense Zones** are amended (see illustration).

The **Attack Zone** extends to the diagonals if the character can attack diagonally ✂.

Example: the **Gargoyle** and the **Rat** have an extended **Attack Zone**. The **Gargoyle** may attack the **Warrior** and the **Archer**. The **Rat** may attack the **Wizard** diagonally and the **Guardian**.





Example 2 - Melee Combat

The Warrior moves to attack the **Living Armor**.

Upon moving on the 3rd square, he leaves the Rat's Attack Zone, who immediately uses **Lightning Attack** against him.

The Rat rolls 1 ⚡ on their Attack Roll, which is one **Lightning Damage**.

To defend against the Lightning Damage, the Guardian resolves a **Lightning Defense Roll**; he rolls 1 ⚡ and gets 1 ⚡.

As a result, he loses 1 ❤️ before completing his move.



The **Guardian** uses a **Combat Action** to attack the **Living Armor** in his **Attack Zone**. His broadsword grants him an **Attack Roll** of 3 ⚡: he rolls 1 ⚡ 1 ⚡ 1 ⚡ and gains 1 ⚡.

The **Living Armor** has a **Defense Roll** of 5 ⚡ 1 ⚡: it rolls 1 ⚡ 3 ⚡ 2 ⚡.

The ⚡ is blocked. The Living Armor uses **Riposte** to turn its 3 ⚡ into 3 **Lightning Damage** ⚡ and its passive skills **Retribution** that add 1 Lightning Damage ⚡ to its **Riposte**.

The **Guardian** resolves a **Lightning Defense Roll**. He cannot roll more dice than his standard **Defense Roll** of 3 ⚡ and gets 1 ⚡ 1 ⚡ 1 ⚡.

One of the Lightning Damage ⚡ is blocked, but the Guardian loses 3 ❤️ and gains 1 ⚡.



The Adventurer Phase comes to an end.

The **Rat** uses **Opportunity Attack** because it is not engaged, and because one enemy is in its Attack Zone. It resolves its Attack Roll and gets 1 ⚡ which is one **Lightning Damage** ⚡.

The **Guardian** resolves his **Lightning Defense Roll**. He rolls 1 ⚡ and obtains 1 ⚡. He uses **Robustness** to add 1 ⚡ to the roll, blocking the Lightning Damage. Then, he gains 1 ⚡.



Switch Weapons or Protections

During their phase, an **Adventurer** may switch weapons or protections. They may do this as many times as they wish, as long as they have the required rank to use the chosen weapon or protections.

When an **Adventurer** has to resolve a die roll during the **MoS Phase**, the Adventurer must choose the **weapons** and **protection** that they want to use. This choice is final for this phase.

Example: the Guardian performs a **Melee Attack** and kills an **Orc** with his battleaxe. He uses **Chained Attack** to attack another **Enemy** and decides to attack a **Skeleton** with his crossbow. His turn ends. On the next turn, the **MoS** attacks the Guardian with 3 **Goblins**. The Guardian chooses to use his battleaxe and his wooden shield to improve his **Defense Roll**. The Guardian is now forced to keep fighting with this equipment until his next Phase.



Knocking Over a Wardrobe

A **Character (Adventurer or Monster)** may spend a **Combat Action** to **knock over** a wardrobe that is on an **attached** square. **All Characters** standing in an area of 2x2 squares in front of the wardrobe must defend against an attack of 2 🎲. The 🎲 of this Attack Roll does not yield any 🎲. Once it has been knocked over, the wardrobe is destroyed and removed from the board.

Adventurers gain XP when killing Monsters this way. "Small" Monsters 🐾 may not perform this Action.

👑 It is not possible to destroy a piece of furniture if it is marked with an **Erune Token** 🐉 or if it is related to a Quest Event.

Example: The Guardian knocks over the Wardrobe on the 3 Monsters next to it. Each Monster must defend against a 2 🎲 Attack Roll. Each Monster killed by the falling wardrobe gives XP to the Guardian.



Ranged Attack

The **Character** uses a **Combat Action** to perform a **Ranged Attack**.

The **Character** resolves their **Ranged Attack Roll** 🏹 against a **visible Target** 👁️ which is in their Line of Sight (remember that a Character cannot see behind them 👁️).

👑 **A Character may not perform a Ranged Attack against an Enemy that is engaged against them.** In this case, the Character must perform a Melee Attack with a Melee Weapon 🗡️ or a Hybrid Weapon 🏹.



Example:

The Archer has no Line of Sight 👁️ to the Orc, nor to the Goblin (the wall and the wardrobe are obstacles). He cannot see the 2 Skeletons behind him either. Nor the Rat, which is "small" 🐾 and hidden by the table. However, the Archer has Line of Sight 👁️ to the Skeleton Archer and the Goblin Archers. He can also perform a Ranged Attack against the Goblin that is not engaged against him.

The Archer attacks the visible 👁️ Skeleton Archer with his short bow. His Attack Roll is 3 🎲: he rolls 2 🎲 and 1 🎲.

The Skeleton Archer resolves their **Defense Roll** (1 🎲 1 🎲) and gets 1 🎲 and 1 🎲. They lose 1 🎲 and are killed. The MoS gains 1 🎲. The Archer gains 4 XP.



Example:

During the MoS Phase, the Rat attacks the Archer: both are **engaged**. The **Archer** cannot perform any Ranged Attack against the Rat.

It remains possible for the Archer to perform a **Ranged Attack** against another, **non-engaged**, enemy. The Archer decides to attack the Skeleton. He's **no longer engaged** against the Rat.

The Archer resolves his Attack Roll (3🎲) and obtains 2🎲 and 1🎲.

The MoS launches the **Weakness Curse** (-1🎲) to have the Archer reroll one of the 🎲.

The Archer final result is 1🎲 and 2🎲.

The Skeleton Archer defends against the attack (1🎲1🎲) and rolls 1🎲 and 1🎲. The MoS gains 1🎲.



The Adventurer Phase comes to an end. The Rat uses **Opportunity Attack** because it is not engaged, and because one enemy is in its Attack Zone. It resolves its Attack Roll and gets 1🎲 but no 🎲. The Attack fails. The **Archer** does not need to resolve any **Lightning Defense Roll**.



Stray Shot

A **Character** fails their **Ranged Attack** if no 🎲 has been rolled on the **Attack Roll**. Each rolled 🎲 then inflicts **Lightning Damage** ⚡ to the first **Character** (ally or enemy) between the attacker and their target. That **Character** must perform a **Lightning Defense Roll** to defend themselves.

Example:

If the Archer shoots at the Skeleton, there is a **stray shot** risk against the Warrior.

If the Archer shoots at the Goblin, there is a **stray shot** risk against the Orc (the Guardian is safe). The Archer decides to target the Skeleton nonetheless and performs his **Attack Roll**, rolling 2🎲 and 1🎲. The Ranged Attack fails. As a consequence, the 🎲 of his shot turns into a **Lightning Damage** ⚡ that the Warrior must defend against.





Success Test

Some Spells or Abilities require a **Success Test**. To resolve a **Success Test**, the **Spellcaster** rolls 1 blue Combat Die and applies the results.

Three outcomes are possible on a **Success Test**:



: no rolled.



: 1 rolled.



: 2 rolled.



Cast a Spell

Casting a Spell is a Combat Action, regardless of its type (offensive , hindering , healing or enhancing).

A Spell is a **hybrid** Combat Action . It can be cast in **melee diagonally** , against an **enemy engaged** against the Spellcaster, and **from a distance** , depending on its range.

The **Spellcaster** uses a **Combat Action** to **Cast a Spell**. They choose one of their **available Spells**, checks the **Spell Range** , pays the required cost (Monsters ignore that step) and applies the Spell effect.

After casting a Spell, place 1 on the Spell to mark it as **unavailable**.

Remanence allows you to cast the same Spell a second time.



Example : The Wizard uses a **Combat Action** to cast the offensive **Cutting Wind** Spell against a visible Witch. The Spell is available. The Wizard pays the required cost, resolves the **Success Test** and obtains on the . As a result, the Spell's Attack Roll is 1 1 , the Wizard obtains 3 , which the Witch must defend against. The Spell is no longer available.



Areas of Effect

Some actions such as *Detecting Traps* or *Spells* affect several squares (while **targeted** actions apply on a specific square). Such areas do not extend beyond closed doors and walls.

- The **Area of Effect in a Room** is all the squares of that room, if at least **one square of the room is visible** by the Character.
- The **Area of Effect in a Corridor** is all the squares of the corridor that are attached and visible by the Character.



Adjacent Squares are the 8 squares around a Character (including diagonally adjacent squares).



Attached Squares of a Character are the front, left and right squares.

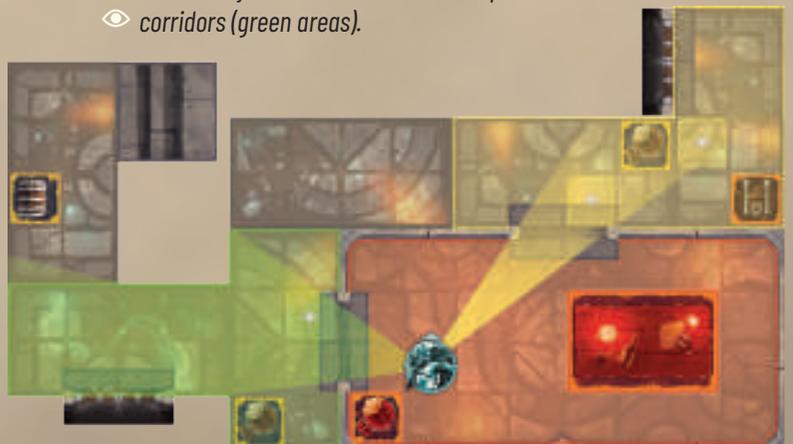
Attached Squares share a border.

Some Spells, Abilities or Skills with Areas of Effects may affect entire rooms. Those also apply in Corridors.

Here are some examples of 4 attached squares.



Example: The Wizard wants to cast a Spell whose Area of Effect can be a visible room or a corridor. She has 3 options: cast the Spell in her own room (red area), cast the Spell in any of the two visible corridors (yellow areas), or cast the Spell in the two other visible corridors (green areas).





Destroy a Source of Shadows



Sources of Shadows are breaches between the world of Erune and the Realm of Shadows. You need to destroy them to weaken the **MoS** and protect the world of Erune.

Sources of Shadows have their own (on their tile) and cannot defend themselves.

To destroy a **Source of Shadows**, the **Adventurers** must inflict damage to it and reduce its to 0.



When you destroy a Source of Shadows, tell me: **"A Source of Shadows has been destroyed"**.



Detect Traps

An **Adventurer** may **scan the room or the corridor where they are** to reveal the potential **Traps** that await them.

To detect Traps, an **Adventurer** rolls the **Search Die** :

- If they don't roll any , they don't detect anything.
- If they roll at least 1 , the **MoS** reveals as many **Traps** as that have been rolled, as indicated on the Dungeon Map starting from the Trap closest to the Adventurer that scanned the room (in the case of a tie, the MoS chooses).

If there is no trap to reveal, the MoS announces it.

Example : The Wizard tries to detect Traps. She rolls 2 on the **Search Die** . The MoS reveals the 2 closest Traps.



Search

Adventurers may spend a **Basic Action** to search a room or a piece of furniture, looking for treasures.

You cannot search a Room with Monsters.

Rooms and furniture (wardrobes, tables, barrels and chests) may only be searched once.

Flip the Furniture Tokens once you've searched them.



Tell me:

"[Your Adventurer] searches the room/furniture".

I announce the loot that you find: write it down on your **Character Sheet**.

Example: "The Guardian searches the wardrobe"

"The Archer searches the table"

"The Wizard searches the chest"

"The Warrior searches the room"...



Table



Wardrobe



Chest



Barrel



Prepare for battle

This action ends a character's turn.

Any **Character** can spend a **Basic Action** to focus and gain a **temporary Stamina Point** to be used on their next Phase.

When a **Monster** prepares for battle, only this Monster can use the **temporary Stamina Point** that they generated.



Temporary HP/SP/MP

A **temporary** / / must be used **before the end of the Character's next Phase**. Otherwise, it is lost.

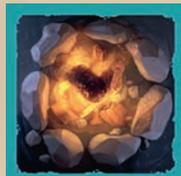
Place the **temporary token** (/ /) or next to the **Character's miniature**.

Temporary Tokens are not restricted by a Character's **max** , **max** and **max** .



Resting by the Campfire

The Campfire allows the **Adventurers** to take a break during their adventure to **gain levels** and to recover their strength before resuming the Quest. The **Master of Shadows** can use this moment to reinforce his dungeon or to improve it.



The Adventurers can use their **Campfire Token** **once per Quest**. They must decide together when is the best time to light their Campfire. Lighting a Campfire ends the turn.



Adventurers, to use the Campfire, you must be together in a Room empty of any Monster. Then, put the Campfire Token on 4 free squares, and tell me: **"We are lighting the Campfire"**.

Each player gives me the number of XP gained by their Character so that I can announce to every player whether they gain a level or not, and the effects of the Campfire.

Free Actions

Free Actions are secondary Actions. A Character may perform a free action at any moment of their phase. Some free actions can be repeated indefinitely , others are limited .



Give an Item

An **Adventurer** can give Items from their Inventory to any **Ally** within 5 squares in their **Line of Sight**.



Every Action that is not a **Basic Action** is considered a **Free Action** .



Trigger an Erune Event

To interact with an **Erune Token** , an Adventurer must be on an **Attached square** and pronounce the matching **Key Sentence**.

Some Events are encounters with Non-Player Characters (NPC); in this case, use the NPC Token to represent that **Character**.

To trigger an **Adventurer Event** , tell me: **"[Your Adventurer] and [the Key Sentence of the Event]"**

Example: "The Guardian activates the lever", "The Archer speaks to the prisoner" ..

The **Erune Tokens** spots and the **Key Sentences** to trigger them are indicated on the **Quest Sheet** of the **Master of Shadows**.

Example:

The Archer moves next to an **Erune Token** and says "The Archer activates the lever". The **Spirit of Erune** answers "You hear the clicking of a mechanism and the door on your left opens loudly".



Drink a Potion/Use a Rune



Once a turn, an **Adventurer** may **drink a Potion** or **use a Rune** from their **Inventory** to immediately apply its effects. *Potions and runes are deleted from the Inventory once they have been used.*

Activate a Rune

Some **runes** have **permanent effects**: they must be **activated** by a **Character** and their effect applies **until the end of the Quest**. To **activate a permanent rune**, the **Character** must spend one

Each **Character** can only have one **active** Rune at a time. **Activating** a new Rune cancels the effects of the previous one.



Take a Substance

Once a turn, an **Adventurer** may take a **Substance** from their **Inventory**. They must announce it to the **Spirit of Erune** so that the **Spirit of Erune** reveals the substance's effects. *The substance is then removed from the Inventory. Unlike Potions, Substances' effects differ depending on their quality. and on the **Adventurer** taking them.* There are 6 substances: *Mead, Dwarf Beer, Mana Crystal, Leeloodoo, Wissteck, and Pipe Weed.*



When you take a substance, say:

"[Your Adventurer] and [the substance that you take]".

Example: "The Guardian drinks mead",

"The Warrior drinks a Dwarf Beer", "The Wizard uses a Mana Crystal",

"The Archer takes some Leeloodoo", "The Warrior takes some Wissteck",

"The Guardian smokes Pipe Weed".



Disarm a Trap

Once a turn, an **Adventurer** that is **not engaged** in combat may try to disarm a **revealed Trap** if it is on an **attached square** . They roll a **Search Die** .

- If they roll a , then the **Trap** is disarmed and removed from the board.
- If they do not roll any , then tell the **Spirit of Erune**: "A Trap has been triggered".

Successfully disarming a Trap grants your Adventurer 2 XP.



Make a Pact with the Shadows

An **Adventurer** may **make a Pact with the Shadows** at any time during their Phase. The three Pacts are:

- **Hidden Resources:** +2 or +1
- **Purification:** The **Adventurer** lifts a Permanent Curse afflicting them. The **MoS** can no longer use this Curse until the end of the Quest.
- **Resurrection:** An Adventurer without any recovers all of their . This Pact reduces the XP gained thanks to the Quest Objectives for this Adventurer, and gives XP to the Master of Shadows.



When an Adventurer makes a Pact of Resurrection, say:

"[Your Adventurer] makes a Resurrection Pact."

Example: "The Guardian makes a Resurrection Pact."

An Adventurer may only make a **Pact with the Shadows** if they do not end up with more than 3 Shadows Cards after this Pact. Some Events may give you extra Shadows Cards, even if you already have 3 cards.

When an **Adventurer** makes a **Pact with the Shadows**, they must take the indicated number of **Shadows Cards** and place them on the **Stamina reserve** of their **Character Sheet**: Each that the **Adventurer** already had (or generates) must be moved to the Shadows Card(s) and can no longer be used. When there are 3 on a **Shadows Card**, it is completed and must be moved on the **Shadows Cards Deck**. The **MoS** recovers the 3 from the Card. *Shadows Cards must be completed one after the other.*



Turn Example



Spirit of Erune Phase

- ☞ "The Turn 5 begins. **Adventurers**, your wounds get infected. Each wounded Adventurer rolls 1 and loses 1 if they roll a . **Master of Shadows**, your Monsters may use **Good Fortune** for free on this turn." *The Guardian's and Warrior's wounds get infected. They lose 1 .*

Master of Shadows Phase

The Master of Shadows resolves the Actions of the active Monsters that are on the board.

- Basic Action: Move.** *The Goblin and the Orc move.*
- Basic Action: Combat Action**
 - The Goblin** and the **Skeleton Archer** attack the Elven Archer. They use **Group Attack** (-2) and **Good Fortune**. They obtain 2 on their Attack Roll (3 2)
 - The Elven Archer defends and rolls: 2 1 . He uses **Riposte**.*
 - The Goblin suffers 1 Lightning Damage and is killed. The Archer gains +2XP.*
 - The Orc** attacks the Warrior (1 1) and rolls: 3 1 . The MoS gains 1 .
 - The Warrior defends and rolls: 2 1 . She loses 1 and gains 1 .*
 - The Orc** uses his **Bloodthirsty** Ability to use **Chained Attack**. He attacks the Guardian and rolls 1 2 .
 - The Guardian defends and rolls: 1 2 . He loses 1 and gains 2 .*
- Basic Action: Prepare for Battle.** The Skeleton Archer gains 1 .

Adventurer Phase

Warrior

- Free Action:** Drink a Potion. *The Warrior drinks a Minor Healing Potion and gains 2 .*
- Basic Action: Combat Action.** *She melee attacks the Orc (Attack Roll 3) and rolls 2 1 .*
- Ranger Ability -1 1 from the Attack Roll turns into a .*
- The Orc defends and rolls 2 1 .* *The Orc is killed and the Warrior gains 6XP.*
- Basic Action: Detect Traps.** *The Warrior rolls 2 on the .* *The MoS reveals the only Trap of the corridor.*

Guardian

- Basic Action: Move.**
- Free Action:** Disarm Traps . *The Guardian rolls 1 on the and gains 2 XP. Crafty Ability: he gains 1 blue Trap Token .*
- Basic Action: Search.**
- ☞ **"The Guardian searches the wardrobe".** He gains 1 Battle Axe, 6 Gold Coins and 1 Dwarf Beer.

Wizard

- Basic Action: Combat Action**
- The Wizard casts the **Fireball Spell** (-1) against the Skeleton Archer (2 unstoppable) and rolls 2 unstoppable .* *The Skeleton Archer is killed. She gains 4 XP.*
- Free Action:** Use a substance.
- ☞ **"The Wizard uses a Mana Crystal":** she gains 2 .
- Basic Action: Move**
- Free Action:** trigger an Event.
- ☞ **"The Wizard activates the lever":** the closed door opens.
- Free Action:** trigger an Event.
- ☞ **"The Wizard talks to the monk":** the monk gives her holy water and a silver key.

Archer

- Basic Action: Move**
- Basic Action: Search the room**
- "The Archer searches the room":** he triggers a Trap affecting all Adventurers.
- To obtain a better Search result, the Archer uses **Lucky** (-1 .
- ☞ **"I am lucky"** the trap is ignored and the Archer finds a bottle of mead instead.

The heroes have completed their actions. A new turn begins!

Customized Quest

Customized Quests are created by the players in Master of Shadows Mode. Let your imagination run free.

Play a Customized Quest

To play a Customized Quest, you just have to launch a "Customized Quest" in the app.

The **Spirit of Erune** plays with you and keeps its role (Turn Events, Search, Substances, etc.). However, it does not manage the Scenario Events 🗡️ - if any, they will be managed by the **MoS** who must prepare them in advance and read them to the Adventurers.

💡 *The number of Experience Points given by the Customized Quest Objectives (for each Character) must match the total amount of XP of the Monsters on the Dungeon Map.*

At the end of the Quest, each Adventurer that made a Pact of Resurrection must give the Master of Shadows ¼ of their Experience Points gained through Quest Objectives.

Create a Customized Quest

You can create your own Quests to play Erune in Master of Shadows Mode. To create a Customized Quest, you need at least

- One Main Quest Objective for the **Adventurers** and for the **Master of Shadows**.
- A **Dungeon Map** with **Monsters** and **Traps**.

If you want to create more complex Customized Quests, you may also add

- One or several **Bosses** (customized Monsters with unique characteristics and abilities).
- Scenario Events:
 - Specific Turn Events that will be added to the standard Spirit of Erune Event Turns;
 - Adventurer Events 🗡️ of all sorts : Like an encounter with a NPC.
 - MoS Events to be triggered on key moments (when Adventurers step on a given square, when that door is open, when that character is killed, and so on).

Arena Mode

Adventurers fight hordes of Monsters in the Arena. They must survive as long as possible and collect treasures and rare equipment!

The Arena Mode can be played in **Master of Shadows Mode** and in **Solo/Co-op Mode**.

The Combat rules and the Set Up remain unchanged.

💡 *You do not gain any XP in Arena Mode.*

🗡️ *I will reveal Turn Events, announce when Monsters spawn, and tell you the treasures that you'll collect.*



Solo/Co-Op Mode

In the Solo/Co-Op Mode, there is no Master of Shadows, and the Spirit of Erune tells you how the different rooms are organized. When playing **alone** (Solo Mode), you must play two Adventurers (create 2 Character Sheets).

Solo/Co-Op Mode Setup



"Leave the Quest Book aside; I'll be your guide".

Place the following elements on the table: Pact with the Shadows Board, Master of Shadows Skill Cards, Monster Cards.

Exploration

Whenever you open a door, the Spirit of Erune reveals the contents of the room.



Each door has a specific name. To open it, say "[Your Adventurer] opens [name of the door]".

Example: The Wizard opens Door A.

When you open a door, I give you the map of the room (or corridor) behind it. I also inform you about new doors and events , if any.

Place the revealed game components, then resume playing.

Detecting Traps

In this mode, Traps are no longer revealed during the Adventurer Phase. Each turn, the Spirit of Erune reveals whether new Traps are placed or triggered in the Dungeon, or not.



The *Detecting Trap* Action reduces the risk of triggering Traps. When an Adventurer detects Traps, say "[Your Adventurer] detects Traps".

The more you perform this action, the less you will trigger Traps.

Open doors that lead to new parts of the dungeon **increases** the risk of triggering Traps.

Master of Shadows (MoS) Phase

In Solo/Co-Op Mode, the Adventurers resolve the Monsters' Combat, Defense and Move Actions for the MoS.

The MoS has no Stamina reserve. **Monsters do not generate Stamina** on their Defense Rolls, and cannot use *Prepare for Battle*. If the MoS obtains  (thanks to Shadows Cards, Monster Abilities, or other game effects), these  must be placed in the common reserve.

During the MoS Phase, the Spirit of Erune reveals the **Skills mastered by the Monsters**. These Skills can be used for free (no  cost).

 Place the Monsters' Skills next to the Pacts of Shadows, within easy reach of the players.



Monsters' Behavior

During the MoS Phase, each active Monster on the board must perform their Basic Actions:



Move



Combat Action

Monsters will adopt a specific behavior depending on their Attack Roll.

Monsters that have a Melee Attack Roll  do not play as **Monsters** that have a Ranged Attack / Hybrid Attack Roll  .

Monsters play during the MoS Phase according to the following steps:

- 1: **Spellcasting Monsters**  resolve a **Success Test** to define their Combat Action and behavior for this turn;
- 2: Monsters with a **Melee Behavior**  choose their **target** and **move**.  
- 3: Monsters with a **Ranged Behavior**  choose their **target** and **move**.  
- 4: **All Monsters** perform their **Combat Actions** .

Golden Rules define the behavior of a Monster. Then, Monsters follow *tiebreakers* to target their enemies (1, then 2, then 3). Apply each (1, then 2, then 3) in order to define the target of each Monster.

For each of these actions (👁️ move and ⚔️ combat), **each Monster uses their available Skills and Abilities in order to inflict as much damage as possible, against as many Adventurers as possible.**
 Monsters that are engaged in combat always target 🎯 their opponent.
 Monsters always try to face their opponent, and avoid showing their back.
 Monsters ignore targets that would cause them to suffer a ⚡ Lightning Attack or 🗡️ Opportunity Attack.
 They also ignore targets that they cannot attack (if a target is not in their Attack Zone, or out of sight 👁️).

Spellcasters 🧙



Each turn, Spellcasting Monsters 🧙 resolve a **Success Test** that defines their Combat Action and their behavior (Melee Behavior or Ranged Behavior).

Resolve a Success Test 🎲:

⚔️: Standard Attack Roll 🗡️: First Spell 🗡️🗡️: Second Spell

If it is not possible to cast the first Spell, the Monster casts the other Spell.
 If no Spell can be cast, the Monster performs their standard Attack Roll.



If the Spell is a Melee Spell, the Monster adopts a **Melee Behavior** ⚔️.
Example: Burn of the Shadows Spell (Witch)



If the Spell is a Ranged Spell, the Monster adopts a **Ranged Behavior** 🗡️.
Example: Armor Summoning (Witch)

💡 **Witch:** uses her Herald of Shadows Ability to affect as many Adventurers as possible during her move

Melee Behavior ⚔️



🎯 Target

- 1 Targets the **closest Adventurer** (number of squares to cross) to be at melee range this turn.
- 2 Targets the Adventurer that has **the least Monsters in their Attack Zone** / engaged against them.
- 3 Targets the Adventurer with the least ❤️, then the least 👁️, then the least 🗡️, then a random target.

👁️ Move

If the target is in the Attack Zone
Does not move.

If the target is not in the Attack Zone
Moves toward the target. If possible, try to stay out of the target's Attack Zone.

Gargoyle: uses its Harassment Ability to end its move on the square that is the farthest from each Adventurer after the attack.

Melee Ranged Behavior 🗡️⚔️



🎯 Target

- Targets the Adventurer that has **the least Monsters in their Attack Zone** / engaged against them, and that is or will be 👁️ this turn.
- Targets the **closest Adventurer** (number of squares to cross) to be 👁️.
- Targets the Adventurer with the least ❤️, then the least 👁️, then the least 🗡️, then a random target.

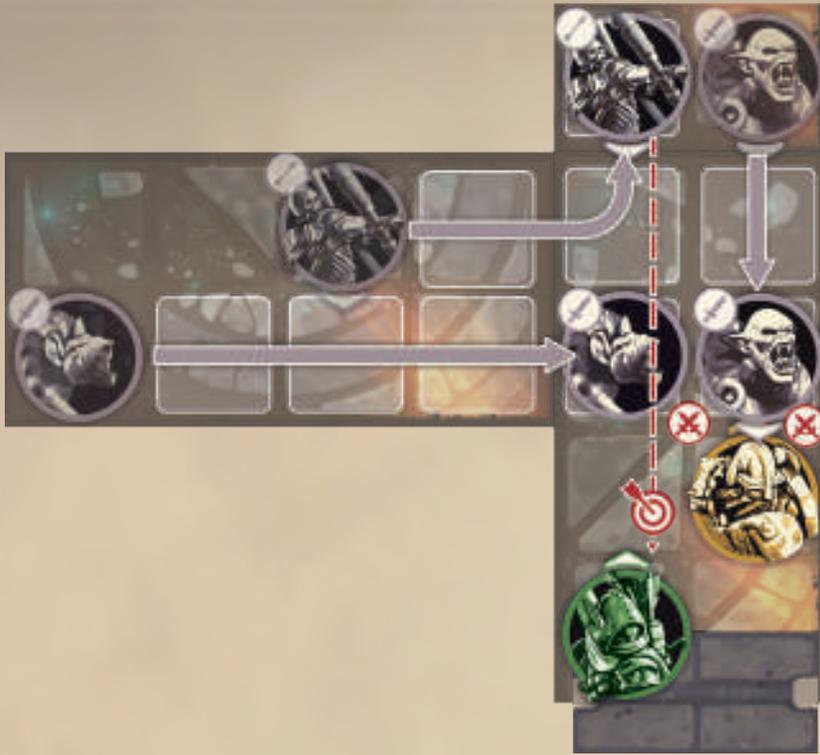
👁️ Move

If the target is visible 👁️
Does not move.

If the target is out of sight 👁️
Moves to the square that is the farthest from each Adventurer, but where the target is still visible.

Combat ⚔️

Performs the Combat Action against the target Adventurer.



Example 1

Melee Behavior - Target, Move 🎯👤

The Rat targets the closest Adventurer. Putting the Guardian in its Attack Zone takes 4 squares (the Rat can attack diagonally). The Rat moves toward the Guardian. The Orc targets the closest Adventurer, which is the Guardian, and moves by 2 squares toward him.

Ranged Behavior - Target, Move 🎯👤

The Skeleton Archer targets the Adventurer with the least Monsters in their Attack Zone (2 for the Guardian, 0 for the Archer). The Skeleton Archer moves by 3 squares to have the Elven Archer visible 👁️, keeping his distances nonetheless.

All Monsters - Combat Action ⚔️

Monsters perform their Combat Actions against their respective targets: the Rat and the Orc melee attack the Guardian while the Skeleton Archer shoots at the Elven Archer.

Example 2

Melee Behavior - Target, Move 🎯👤

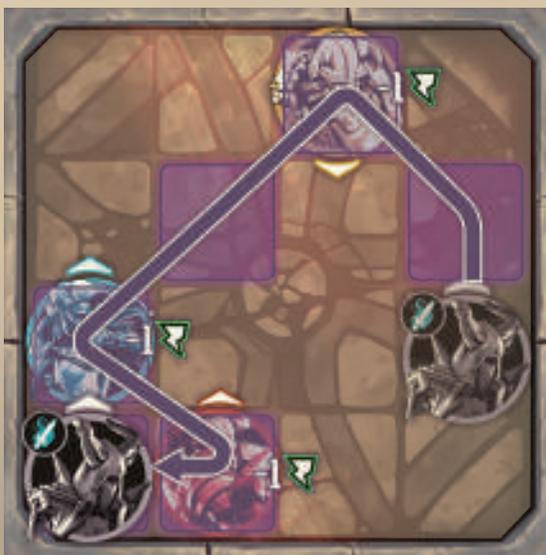
The Goblin targets the closest Adventurer. Both the Wizard and the Warrior are next to him. The next tiebreaker is the Adventurer with the least Monsters in their Attack Zone: both have 1 Monster in their Attack Zone, and none of them is engaged. The next tiebreaker is the Adventurer with the least ❤️, which is the Wizard. Since the Wizard already is in the Goblin's Attack Zone, he does not move.

Ranged Behavior - Target, Move 🎯👤

The Goblin Archer targets the Adventurer with the least Monsters in their Attack Zone: both Adventurers have 1 Monster in their Attack Zone, and none of them is engaged. The Goblin Archer then targets the closest Adventurer, which is the Warrior. Since the Goblin Archer's target is visible 👁️, he does not move.

All Monsters - Combat Action ⚔️

Monsters perform their Combat Actions against their respective targets: the Goblin attacks the Wizard while the Goblin Archer shoots at the Warrior.



Example 3

Spellcaster - Success Test

The Witch resolves her Success Test to define her Combat Action: she rolls 🎲🎲 and casts *Burn of the Shadows*. Since it is a Melee Spell ⚡️, she adopts a Melee Behavior for this turn.

Melee Behavior - Target, Move 🎯👤

The Witch must affect as many Adventurers as possible with *Burn of the Shadows*. She has to decide between Warrior/Wizard or Guardian/Wizard. She first targets the closest Adventurers, but both the Warrior and the Guardian are at the same distance. Also, they don't have any Monster in their Attack Zone. The Witch finally targets the Adventurer with the least ❤️, which is the Warrior.

Along her move, she uses *Herald of the Shadows* against as many Adventurers as possible: she moves by 6 squares as described in the illustration to steal 1 🍀 to each Adventurer.

All Monsters - Combat Action ⚔️

The Witch casts *Burn of the Shadows* against the Warrior and the Wizard.

The Merchants

You may buy or sell equipment or common items of the world of Erune from or to the merchants.
Each item is color-coded depending on which Adventurer can use them:

■ : usable by the Warrior ■ : usable by the Guardian ■ : usable by the Archer ■ : usable by the Wizard

Each **Weapon** and **Protection** has a **Rank** that the Adventurer has to master to be able to use it.
Mastered Ranks (I, II, III, IV, V...) increase when Adventurers gain levels.

✂ Weapons

-  **Melee** Attacks and Weapons
-  **Ranged** Attacks or Weapons
-  **Hybrid** Attacks or Weapons (Melee Diagonally and Range)

-  The **Attack Zone** of the weapon includes **diagonals**.
-  **Two-Handed** Weapons (prevents from using a shield).

-  **Reload:** You need to spend a **Basic Action** after using the weapon to be able to use it again.

Melee Weapons

These Weapons can **only** be used for Melee Attacks.

CHARACTER	NAME	ATTACK ROLL	BUY SELL
I	 Improved Weapon	1 	
II	 Short Sword	2 	6 3
	 Dagger	1 	10 5
	 Spear  	2 	10 5
	 Hatchet	1 	8 4
	 Battle Axe	1  1 	10 5
	 Club 	1 	12 6
III	 Broadsword	3 	20 10
	 Longsword 	3 	22 11
	 Bardiche 	2 	20 10
	 Mace	1  1 	22 11
	 Flail	2  1 	22 11
	 Halberd  	1  1 	24 12
IV	 Rapier 	4 	30 15
	 Claymore  	2  1 	30 15
	 Heavy Axe 	2  1 	36 18
	 Double-Edged Axe 	1  2 	36 18
	 Mallet 	2 	38 19
	 War Mace 	3 	38 19
V	 Warhammer 	1  1  1 	38 19
	 Two-Handed Great Sword  	5 	46 23
	 Great War Axe 	2  1 	48 24
VI	 Great Mace 	1  2 	50 25
	 Great Master Sword  	6 	60 30

Missile Weapons

These Weapons are Ranged Weapons.

CHARACTER	NAME	ATTACK ROLL	BUY SELL	
II	 Sling	2 	6 3	
III	 Short Bow 	3 	20 10	
	 Light Crossbow 	1  1 	22 11	
IV	 Throwing Knife	1 	22 11	
	<i>You have an infinite reserve of knives.</i>			
	 Forest Bow 	4 	36 18	
V	 Heavy Crossbow  	2 	36 18	
	 Master Composite Longbow 	5 	46 23	





Magic Weapons

Magic Weapons are Hybrid Weapons which are considered Melee and Ranged Weapons.

CHARACTER	NAME	ATTACK ROLL	BUY SELL
II	Magic Wand	1	12 6
III	Minor Scepter	1 1	26 13
IV	Superior Scepter	2	38 19
	<i>An Elemental Scepter adds 1 to its Attack Roll if you have chosen a Spell Field matching that Element.</i>		
	Fire Elemental Scepter	2	40 20
	Earth Elemental Scepter	2	40 20
	Wind Elemental Scepter	2	40 20
	Water Elemental Scepter	2	40 20
V	Great Wizard Scepter	1 2	48 24
	<i>A Great Elemental Scepter adds 1 to its Attack Roll if you have chosen a Spell Field matching that Element.</i>		
	Great Fire Elemental Scepter	1 2	50 25
	Great Earth Elemental Scepter	1 2	50 25
	Great Wind Elemental Scepter	1 2	50 25
	Great Water Elemental Scepter	1 2	50 25



Black Powder Weapons

Black Powder Weapons are Ranged Weapons.

CHARACTER	NAME	ATTACK ROLL	BUY SELL
<i>To use a grenade or bomb, perform a Success Test: : must be assigned to the Adventurer and any Character in their Attack Zone. : must be assigned to all targets in a visible area of 2x2 squares Explosives are single-use.</i>			
III	Black Powder Grenade	1	8 4
IV	Dwarf Black Powder Bomb	2	12 6
IV	Black Powder Pistol	1 1	36 18
V	Blunderbuss	1 1	48 24
VI	Hand Cannon	3	64 32
	Two-Shot Blunderbuss	1 1	60 30
<i> must be assigned to all targets in a visible area of 3x3 squares You can perform two Attack Rolls with the same Combat Action</i>			



Protections

Adventurers may only equip one protection of each type: shield, cape, head, torso, hand.



Heavy: reduces the Adventurer's Move Roll by 1 square.

CHARACTER	TYPE	NAME	DEFENSE ROLL	BUY SELL
I		Travelling Gear	+1	2 1
		Chain Mail	+2	20 10
		Round Shield	+1	10 5
		Helmet	+1	10 5
		Adventurer's Cape		20 10
<i>Increases your Adventurer's presence</i>				
II		Leather Armor	+3	46 23
		Great Helmet	+1	20 10
III		Pavise	+2	20 10
		Elven Helmet	+1	30 15
IV		Elven Chain Mail	+2 1	60 30
		Plate Armor	+3 1	64 32
		Light Alloy Armor	+3 1	70 35



Magic Protections

CHARACTER	TYPE	NAME	DEFENSE ROLL	BUY SELL
I		Sorcerer Cape	+1	16 8
II		Sorcerer Robes	+2	30 15
IV		Wizard Diadem	+1	30 15
V		Dragonskin Gauntlet		60 30
<i>Replace 1 of your Attack Roll with a Magic Weapon by 1 .</i>				



During your adventures, you will find rare or legendary items that cannot be sold by Erune merchants. Ask me about them so that I can tell you their characteristics and effects.



Substances

You should expect to find different substances in the world of **Erune**. The same substance may produce different effects depending on its quality and on its user.

Substances may be used by all Adventurers.

Once it has been used, a substance must be removed from the Inventory.



When an Adventurer takes a substance, I reveal the substance's effects.

NAME AND DESCRIPTION		BUY	SELL
	Mead <i>Mead is the most common drink in the world of Erune. The best warriors drink mead before going to battle, to enhance their strength.</i>	4	2
	Pipe Weed <i>It is said that smoking pipe weed sharpens the senses. The wisest men of this world find answers to the greatest questions in the smoke.</i>	4	2
	Dwarf Beers <i>Dwarf Beers are efficient painkillers. Dwarves never go to battle without drinking their ale first.</i>	6	3
	Leeloodoo Sachet <i>This plant is very appreciated from Wizards, who use it to increase their concentration.</i>	10	5
	Mana Crystals <i>Mana Crystals are a wizard's best friends thanks to their incredible magic properties.</i>	8	4
	Wissteck <i>A powerful stim, elaborated from rare mushrooms. It reinforces the body, but weakens the mind.</i>	20	10

 Consumable items such as potions, runes and substances are removed from the Inventory once used.



Artifacts

Artifacts may be used by all Adventurers.

They may equip as many rings as they want; however, it is not possible to wear twice the same ring.

NAME AND DESCRIPTION		BUY	SELL
Sorcerer Ring	Add 1  to your Defense Roll.	30	15
Divination Ball	Once per Quest, for 1  , reveal a neighboring room.	20	10
Voodshadow Amulet	Once per Quest, for 1  , lift a Curse.	50	25
Lucky Charm	Once per Quest, remove a Shadows Card (the Lucky Charm is destroyed).	10	5



Equipment

Equipment may be used by all Adventurers.

NAME AND DESCRIPTION		BUY	SELL
	Travelling Boots <i>Increase Move by 2 squares.</i>	12	6
	Purse <i>Allows you to carry 100 extra GC.</i>	6	3
	Money Bag <i>Allows you to carry 100 extra GC.</i>	12	6
	Grapple <i>You may jump over Pits without rolling, at a cost of 3 squares of movement.</i>	16	8
	Toolbox <i>You may reroll the  once when disarming a Trap.</i>	16	8
	Potion Belt <i>You may carry up to 6 Runes and Potions.</i>	8	4



Potions and Runes

Potions and Runes are precious items that allow Adventurers to achieve great deeds in combat.

Permanent Runes last until the **end of the Quest**.

To **activate a Rune**, the Character must spend 1

Potions and Runes may be used by all Adventurers.

Once it has been used, a *Potion or Rune* must be removed from the *Inventory*.

There are three types of potions and runes:

Healing Enhancing Offensive

NAME AND DESCRIPTION	BUY	SELL
Minor Healing Potion Heals 2	6	3
Last Chance Elixir On a Success Test: X: -1 X: Heals 2 X: Heals 4	6	3
Vitality Rune Increases the by 1 for the whole Quest. Activating the Rune costs 1	8	4
Major Healing Potion Heals 4	12	6
Great Healing Elixir Heals 6	24	12
Supreme Healing Potion Heals 6+1	30	15
Reviving Potion Revives a Character with all of their and	300	150
Phoenix Potion Grants 1 Fate Point.	300	150



Adventurers, ask me your questions about equipment:

“Who can use a Round Shield?”

“Who can wield a Longbow?”

“What are the characteristics of a Dagger?”

“What is the Attack Roll of a Broadsword?”

“What is the Defense Roll of a Breast Plate?”

NAME AND DESCRIPTION	BUY	SELL
Mana Vial Restores 2	10	5
Knowledge Rune Increases by 1 for the whole Quest. Activating the Rune costs 1	8	4
Resistance Potion Adds 1 to all Defense Rolls for 1 turn.	10	5
Supreme Resistance Elixir Adds 2 to all Defense Rolls for 1 turn.	20	10
Magic Resistance Potion Protects an Adventurer from the effects of the next magic influence (Trap, Allied Spell, Enemy Spell).	10	5
Light Rune On a Success Test: X: removes 1 Shadows Card X: removes 2 Shadows Cards X: removes 3 Shadows Cards.	20	10
Small Mastery Decoction You gain 2	8	4
Mastery Decoction You gain 4	14	7
Endurance Rune Increases by 1 for the whole Quest. Activating the Rune costs 1	8	4
Speed Potion Allows you to move by your maximum number of squares.	6	3
Teleportation Rune Allows you to ignore obstacles and Lightning Attacks when moving.	8	4
Creature Detection Rune Reveals a neighboring room.	8	4
Attraction Rune You become the target of all Ranged Attacks and Enemy Targeted Spells until your next turn.	8	4
Strength Potion During this phase, adds 1 extra for the next non-magic Attack.	10	5
Major Strength Potion During this phase, adds 1 1 for all non-magic Attacks during 1 turn.	14	7
Heroic Beverage Adds an extra Combat Action during this phase.	20	10
Holy Water Inflicts one unstoppable when thrown against a visible Undead or Demon.	20	10
Poison Vial Applies on a weapon until the end of the Quest. When the weapon causes at least 1 , its target loses one extra unstoppable .	16	8



Symbols - Abbreviations

Here is an overview of all symbols and abbreviations that you'll find throughout this book.

 A **Character** can be an **Adventurer**, a **Monster**, or a **Non-Player Character**.
 An **Ally** is a **Character** that fights on the same side as the player, including himself.
 An **Enemy** is a **Character** that fights on the opposing side.

 : Rule

 : Golden Rule

 : Spirit of Erune
 (Application)

 : Hint

Dice

-  : Combat Dice
 (regardless of their color:
 black, yellow, red or blue)
-  : Black Combat Die
-  : Yellow Combat Die
-  : Red Combat Die
-  : Blue Combat Die
-  : Search & Disarm Die
-  : D6 (numbered 1 to 6)

Abbreviations

MoS: Master of Shadows
 XP: Experience Points
 GC: Gold Coins

-  : Health Point
-  : Stamina Point
-  : Mana Point
-  : maximum number of  of an Adventurer
-  : maximum number of  of an Adventurer
-  : maximum number of  of an Adventurer

Skills

-  : Tactical Skill
-  : Defensive Skill
-  : Offensive Skill
-  : Reaction Skill
-  : Magic Skill
-  : Dungeon Skill
-  : Curse

Symbols and Tokens

-  : Adventurer and NPC Event
-  : NPC Event (Non-Player Character)
-  : Adventurer Event
-  : MoS Event
-  : Basic Action
-  : Basic Action that can be performed only once a turn
-  : Free Action
-  : Free Action that can be performed only once a turn
-  : Skull/Damage
-  : Shield/Blocks Damage
-  : Bolt/Generates Stamina
-  : Lightning Damage
-  : Move
-  : Melee
-  : Ranged
-  : Hybrid (Melee diagonally+Ranged)
-  : the action can be performed diagonally
-  : Adjacent Squares
-  : Attached Squares
-  : Eye/Visible/Detection
-  : Out of Sight
-  : Gear/Disarming Traps
-  : Free Skill Cost/No Symbol
-  : Cast a Spell
-  : Melee Spell
-  : Ranged Spell
-  : Enhancing
-  : Healing
-  : Offensive
-  : Hindering
-  : Usable by the Warrior
-  : Usable by the Guardian
-  : Usable by the Archer
-  : Usable by the Wizard
-  : Two-Handed Weapon
-  : Reloadable Weapon
-  : Heavy Item
-  : MoS Purple Trap Token
-  : Adventurer Blue Trap Token
-  : MoS Purple Pit Token
-  : Adventurer Blue Pit Token

Monster Types

-  : Small Monster
-  : Green Skin
-  : Demon
-  : Animated Monster
-  : Major Monster
-  : Monsters present from 3 Adventurers
-  : Monsters present from 4 Adventurers

Credits & Special Thanks



This game is dedicated to Thibault Letout.

It is in the heart of a small village in Normandy that Erune took its first steps, in the year 2010 of our era, when a group of friends was formed at a crossroads, entrenched in a dark dungeon that looked like a garden hut.

From the passion of this joyful party of adventurers, an unbreakable friendship was born. These friends set out on a quest to create the game that would meet all their requirements...

Seasons and years passed, federating adventurers into a community, strengthening the ranks around the founders, in search of inventing, writing, testing and finally delivering to you the gem that you now hold in your hands: Erune.

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Erune and its application are published and developed by Arkada Studio.

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Rule Reminder

The Turn Phases

Each Game Turn plays in 3 phases.

Each Character may perform their Actions in the order of their choice.

Spirit of Erune Phase

Each new turn, tell the Spirit of Erune
"A new Turn begins".

Master of Shadows Phase

Each Monster performs 2 Basic Actions (👁️👁️) among:
👣 Move / ⚔️ Combat Action / ⚡ Prepare for Battle

Adventurer Phase

Each Adventurer performs 2 Basic Actions (👁️👁️)
and the Free Actions (👣) of their choice

Basic Actions



Move

Once a Turn.

Move your Character by as many squares as allowed by your Move Roll.
You may open a door while moving.

Active Monsters can only open doors and hatches if they are connected to
part of the Dungeon revealed by the Adventurers.



Combat Action

Once a Turn.

🗡️ **Melee Attack:** against a Character in your Attack Zone.

🏹 **Ranged Attack:** against a visible 👁️ Character.

🔮 **Cast a Spell:** apply the effects of the Spell



Detect Traps

Roll the 🎲.

Each 👁️ reveals a Trap (starting from the closest).



Search



"[Your Adventurer] searches
the room/ table/ wardrobe/ chest/ barrel".



Prepare for Battle

Your Character gains 1 ⚡ that they can use until the end of their next
phase, and their turn ends.



Rest by the Campfire

Once per Quest.

Adventurers need to be in the same room without Monsters. They may
regain strength and gain a level.



"We are lighting a Campfire".

Combat

Each 🎲 rolled on an Attack Roll inflicts one damage.

Each 🎲 rolled on a Defense Roll blocks one 🎲.

Each 🎲 rolled on a die generates one 🎲.

Mastered **Skills** can be used at any moment and cost 🎲.

A given Skill can only be used **once** on the same Action.

Sources of Shadows

When a Source of Shadows has lost all of its ❤️, tell the Spirit of Erune



"A Source of Shadows has been destroyed".

Triggering Traps

When a Character (except Monsters) triggers a Trap,
tell the Spirit of Erune:



"A Trap has been triggered".

Free Actions



Trigger an Erune Event

You must be on an attached square. Pronounce the key sentence and
mention the Adventurer that triggers the Event 🗣️.



"[Your Adventurer] triggers the Event".



Drink a Potion / Use a Rune

Once a Turn.

Apply the Potion or Rune effects.

Once used, it's removed from the Inventory.



Take a Substance

Once a Turn.



"[Your Adventurer] takes the substance."

Once used, it's removed from the Inventory.



Disarm Traps

Once a Turn.

Roll the 🎲.

Each 🎲 rolled disarms the Trap on an attached square
and brings 2 XP to your Adventurer. Otherwise, the Trap is triggered.



Make a Pact with the Shadows

An Adventurer may make a Pact with the Shadows at any moment during
their phase and receive Shadows Cards in exchange. As long as they don't
have more than 3 Shadows Cards after this Pact.