Aarcana Inquisitions, is a game of necessary cooperation and occasional, strategic back stabbing. Players will quickly find that it is a matter of life and death to work together to survive the hunt that they have been tasked with but when bills are tallied, only one player can be the best.

Each player will come to the table with an entirely unique custom character that has taken on a bounty against a randomly generated scenario and a host of powerful creatures.Through the course of the game players will keep a running tally of their billable accomplishments and once the objective has been satisfied or all of the players have died a horrible gruesome death, the players will compare their bills to see who is (or was) the best Hunter.

Make no mistake, the monsters in this world will kill you and the Hunter who claimed to be your comrade might do the same. Characters earn their living by taking bounties from different guilds and not all guilds are cut from an honorable cloth. At any time a player may turn their sights on another player if they think it will further their own goals. Some characters may see comparing bills at the end of a hunt as a friendly competition among peers but there are certainly others that see competition as a thing to be eliminated.

There is strength in numbers, and players will need every advantage they can muster against the other-worldly threats to this realm. But how much do you trust the Hunter next to you?

Aarcana Inquisitions *was dragged into existence by* **Cocked Dice Games**

Once upon a time,

the kingdom of Gireminy sat amidst a land of ancient tensions. While its people toiled in relative peace within their borders, old hatreds seethed in the lands around them. Mystic Sijisorians looked down equine noses at the younger races of the world from their sylvan realm and elven peoples distrusted the Sijisorians as arrogant and selfish. Dwarves kept stubborn vigil from their mountain keeps, clashing with every deep-dweller and vampire they encountered in the Deep Mountains, while vampires and deep-dwellers relished every slain of the other. Gnomes kept old pacts and made new ones out of necessity, supplying their gadgets to whoever would pay for the wonders that came from the city of Hub while the goblins and orcs resented the gnomes for reasons older than most living creatures. Ogres fought to survive in a sweltering desert, riddled with scars of forgotten magic, against ancient dead that could not rest, while those same dead struggled to remember the source of their rage.

However, where borders were perilous, an evil that could not be contained began to swell and all the races of the world shared its grief. Bloodshed and tragedy became more and more common in the gossip of merchants and travelers until the good King Austyl could stand by no more. He pleaded with rulers from across the lands of Therfuria to gather under his roof in Gireminy to discuss an alliance in the face of this new evil. Many leaders reluctantly accepted his invitation and some few even intended to consider his proposition.

Alas, on the eve of the talks, King Austyl was found slain by the mysterious evil he sought to unmask. Frantically, the kings closest friend, Father Haumble, tried to stoke the talks that Austyl had promised, but with the treaties champion dead, the leaders in attendance quickly lost what little faith they had. It seemed that Austyl's dream of uniting an alliance of hunters from all across the realms to root out evil would not come to pass.
Yet, Father Haumble, would not give up his dead kings final wishes. At the cost of expulsion from his own faith and a few hard years, Aarcana Inquisitions was founded. The late kings vision, would be driven by gold, not politics. A Hunters Crest was issued to anyone willing to sign the contract and seek out the growing evil.

Many Hunters died in the first years but the fount of the evil was realized to be worshippers of a power that even the cultist themselves could not name. They hid their altars in wilderness' and cellars all over Therfuria and channeled mysterious powers through them. The cultists offered sacrifices to corrupt worldly beings and dredge up hell-spawn that should never see this world.
Nonetheless, Aarcana Inquisitions redoubled its efforts to dissolve the evil and set about destroying all traces of the cult and its altars they could find, but much remains unknown.
Now, in the growing shadow of Aarcana Inquisitions, many smaller guilds have sprung up to find profit in the strife, paying bounties to licensed Hunters and so long as their contract is honored, Aarcana Inquisitions will not stand in the way of progress...

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I,_____, hereby declare that I shall carry the Hunters Crest into battle against the forces of evil plaguing this blessed land. In spite of fear and distress, I will purge all forms of unnatural filth that infest this corporeal realm and send it back to whence it came. Under pain of death I will not disgrace the intent of the Saint King, Austyl, and the Hunters he forged with his blood.

I,_____, will carry with me at all times, my Hunters Crest, issued by Aarcana Inquisitions as rightful passage through all borders and territories and will, through grit, wit, and sheer determination, root out the source of these evils and those that perpetuate them.

I,_____, understand that all knowledge obtained while combating the vile fiends, is to be freely and willfully relayed to Aarcana Inquisitions with the utmost haste. Furthermore, I understand that it is not the duty of Aarcana Inquisitions to guarantee payment for services rendered for other guilds operating against the spread of this evil.

I,_____, given the honor of the Hunters Crest, will be given access to the goods and services of Aarcana Inquistions but understand that prices may vary depending on availability. It is upon my shoulders to seek out paying contracts through reputable guilds and accomplish those tasks fully.

1. Components

Aarcana Inquisitions has many different physical pieces representing many different elements within game play. Each pieces purpose will be defined more clearly throughout the rule book. This section will touch briefly on the most basic concept of the components in the game.

1.1 Table

The table is the surface the game is played on. A square, round, or rectangular table top will work best for beginners as long as all the players can agree upon the exact center. This surface will become the battlefield where each player attempts to complete their individual bounties and the center of that battlefield will become important when it is time to set up the game.

1.2 Terrain

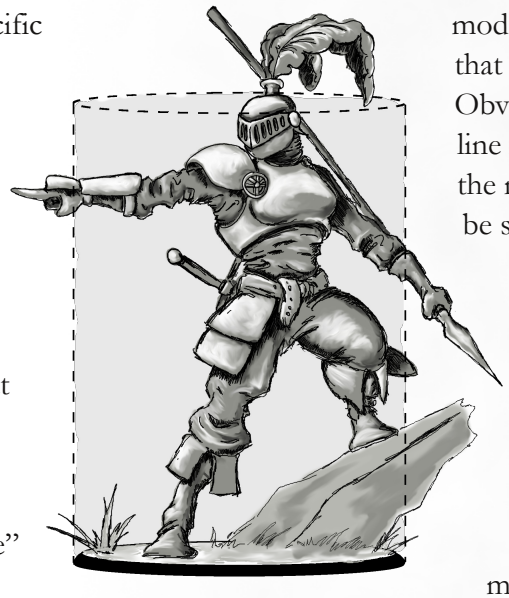
Simply put, you need stuff on the table for your character models to interact with to make the narrative more interesting . Terrain will be the physical environment on the table that causes elevation changes, line of sight issues, places to hide, places to corner your target or any other situation that comes from interacting with a physical locale.

There are plenty of fine companies to buy terrain from and plenty of people to suggest how to make your own on the cheap, but if you're just starting out, there is no shame in cutting out an organically shaped piece of paper and writing "forest" on it to serve as your environment, and every time a model moves onto that piece of paper we can clearly see that it is intended to be in the forest and affected by all the modifiers that come with being in a forest. Up-turned coffee cups can suffice to block line of sight and the occasional nosy cat can always serve as an asteroid passing way too close to the planets' surface.

1.3 Models

On the table top, the players, and the monsters and titans that are trying to kill them are all represented by models. These models will have specific rules for how they move and interact with each other. And where monsters and titan models have a predetermined aesthetic for continuities sake, it is up

to each player to individualize their specific characters model and make it unique to their own character.



1.3-A Defining a Models Volume

The game is played with models on 30mm round bases representing a human sized model and scaling appropriately from there for species that may be larger or smaller. The circumference of the base, if extruded into an imaginary cylinder to the top of the models head will create the "volume" that the model occupies, so that when trying- to determining if one model can "see" another, this imaginary cylinder is all that matters. Any appendages or equipment that are hanging outside of this imaginary cylinder for dramatic flair will be ignored when trying to determine where the model is and how much space it is truly occupying.

No model may move its "volume" or draw line of sight through the "volume" of another model.

1.3-B Model Facing

Which direction the model is facing must be determined as well, regardless of any dynamic posing. For this, a single point on the outside of the round base is chosen and should be clearly marked (a dot of paint is the easiest way but creative solutions are always encouraged).

This single point is the absolute center of the models forward facing orientation, even if the sculpted model is looking over its shoulder in the opposite direction for more dramatic flair. From this absolute center we move 90 degrees around the base in both directions to create two more points to determine facing, if done properly these new points will be 180 degrees from each other and divide the base in half if connected.

The three points on the base now determine the models "frontal arc". By drawing an imaginary line outward from the two points on the side of the base and taking into account the absolute center point of its facing you can determine what is on the table that the model can "see" due to the fact that it's in front of that model. Obviously, anything behind this line is considered to be behind the model and therefore cannot be seen.

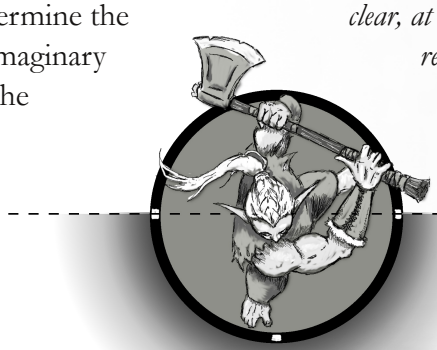
When this imaginary line is straddled by another model or object we assume that the model in question can see that object simply by turning their head just that little bit more or putting a little more attention to what's going on in their peripheral vision.

1.3-C Line of Sight

Knowing how much volume the models are occupying and what is in front of them and clearly behind them, we can now figure out what they can see via "Line of Sight".

Nothing can be in line of sight if it isn't within the frontal arc determined by those three points on the base and once that has been verified, we can decide if the object in question can be seen.

Line of sight is most commonly going to be drawn from one model to another to determine if it can be targeted for an attack or effect, so we draw an imaginary line from anywhere in the targeting models volume to the volume occupied by the targeted models imaginary cylinder. If any kind of terrain feature or elevation or another model is fully blocking the cylinder we've created, then line of sight is blocked. Adversely, if any portion of that volume is peeking out…well you should have picked a taller wall or wider tree to hide behind because you can be seen and you can be targeted.



Drawing line of sight in this way will not always be wholly clear, at this point it is up to the players to come to a reasonable agreement as to whether the model has Line of Sight or not. Having a laser line pointer on hand for these instances can make life a lot simpler and keep the game moving.

Miegin was not comfortable with the plan but if the villagers' tales were true, there were likely several altars in these woods and they needed to be destroyed quickly. He'd have been happy to work with nearly anyone else but the elf had not been wrong when he said they needed to act quickly, and there were no other Hunters around.
Miegin crouched by a tree and sniffed the air while his ears twitched. It was disconcerting to know that the feral elf was also stalking this dense forest yet he could neither hear, nor smell anything of him. What else was out here evading his senses?
The warrior pried an unwanted twig from his cloven hoof and scanned the undergrowth for any movement. A sharp whistling barely preceded the thud of the arrowhead burying itself in the tree, passing a hairs width above his head. Miegins anger rose sharply as his grip tightened on the haft of his axe. Seeing the elf strut out of the underbrush, laughing, only infuriated him more.
"Sorry goat-man, you're the only monster in these woods".
Miegin was a mere half step into his charge that would end the arrogant elf, when timber and greenery exploded with a roar behind the pointy eared cur, sending his lifeless body smashing into a nearby tree. Standing in his place was a fiend of terrible size and muscle.
"Good." thought Miegin with a grin "Now for the fun part."

1.4 Altars

Altars fall somewhere between the definition of model and terrain. Altars will be placed on the table top after terrain but before the players' character models. Altars will be marked with a token that determines a specific type of monster and each turn, each altar will be checked individually to see if it will spawn a monster of that type. In some cases these altars can be interacted with, in a similar fashion as to what another model may be interacted with, using dice. However in other instances, the altars are more like a terrain piece in that it doesn't move or act of its own volition, and will be an obstacle in terms of movement and line of sight.

A standard game will place 1 altar per player plus 1 additional altar on the table at the start of the game however there are a few instances that may modify that amount. Those instances will be clearly defined when they occur.

Note that monsters and titans are separate things in name and function. Where monsters will spawn from altars, titans are larger more difficult opponents that are central to the objective of each individual game played.

1.5 Character Customization

On the character sheet are slots for gear and attributes that will affect the number of dice you can use in a given situation or how quickly your character can move across the table surface in an action phase or any other effects your character will begin the game with and retain throughout the game.

At the bottom of the character sheet are six slots. These slots are where you place skills. You can think of these six skill slots as abilities that your character has decided to become proficient with, to be better at their dangerous and violent lifestyle. These six skills will be chosen by the player at the beginning of the game just like the gear at the top of the character sheet.

1.6 Tokens

During the game there will be many ongoing or temporary effects to keep track of and this is most easily done with tokens. Players will keep track of how many things they have done and have left to do with "Action" tokens. Altars that generate the monsters throughout the game will be individually marked with a token showing what type of monsters will be spawned from those lairs. Marker tokens may be used in different ways to track the current status of an objective and monsters and titans will be using tokens called "wisps" to both track the damage they've received and the number of actions they've taken.

1.7 Dice

The majority of the game will be played using 10 sided dice, however in some cases a 6 sided dice will be employed. Dice will be from here on out referred to as d10 or d6. "d" being short for dice, 10 or 6 being how many sides it has. A multiplier can be placed in front of d10 or d6 to refer to how many dice should be used for that situation. Such as: 4d10 would mean to roll 4, ten sided dice.

Occasionally the game will require the roll of a d3, this is done by rolling a d6 and taking half of the result, rounding any fractions up.

Also, when referring to the success or failure of rolled dice it will sometimes be referred to as X+. For instance to say that success occurs on 6+ is to say all values rolled 6 and above are success and any values 5 or below are a failure.

Occasionally a player will have the opportunity to "reroll" a set number of dice. Rerolling is not an infinite cycle, once a dice has been rerolled once, the second result is permanent and its results are calculated as normal. The first result is gone and does not enter the equation in any way.

1.8 Guild Bounty Cards

Guild Bounty cards are chosen by each player after they have created their character but before the table is set up for the game. Each player may choose the same Guild Bounty card or different ones if they choose and this alignment can be freely changed from game to game however once chosen cannot be swapped or changed in any way until the game is over. The Guild Bounty card defines how the player will tally their score at the end of the game. Each Guild Bounty card is a contract from a larger entity stating what they are willing to pay that player to accomplish certain tasks. For example a militant guild may pay out more points for killing individual monsters than a faction more interested in research. At the end of the game each player will tally their score by writing a bill based on their Guild Bounty card, and the player that can write the larger bill to their current employer, wins.

1.9 Miscellaneous

In addition to the game, specific items such as this rulebook, tokens, character sheet, and a character model ,etc. etc., there are some other common items that you may want to procure on your own to make this game run smoothly and quickly :

1. A tape measure- One that can measure at least 3 feet will serve best.

2. Paper and pencil-In any table top game there is a good chance an odd situation will present itself where an answer can't be readily found. Its best to write these questions down, come to a quick and easy solution using equal parts common sense, gentlemanly agreement, and dice rolling to see who's right for now, to keep the game moving along in an enjoyable fashion. After the game, the true answer can be sought out and kept in mind in case that oddity ever occurs again.

Some players may also find it beneficial to keep a piece of paper and pencil on hand if the character they've customized requires a fair amount of book keeping, such as a character that has a lot of abilities to manipulate his health over the course of the game. Also a players score may change frequently and rapidly during the game and it will be simplest to keep a running tally.

3. Laser line pointer- Sometimes, deciding what is in straight line from point A to point B can be a little hazy with the naked eye. A laser line pointer can quickly clear up any confusion that may arise about line of sight or other odd situations.

Layla had seen the figure crouching over her loves grave too many times in the past weeks, she had to know who was mourning him. Timmot had been friendly with everyone in town but it was a small town, and Layla knew no strangers here. However this dark figure would stand, hooded and unrecognizable from a distance, and walk into the forest beyond the grave, any time Layla would approach.

Not today she resolved, on this dreary morning.

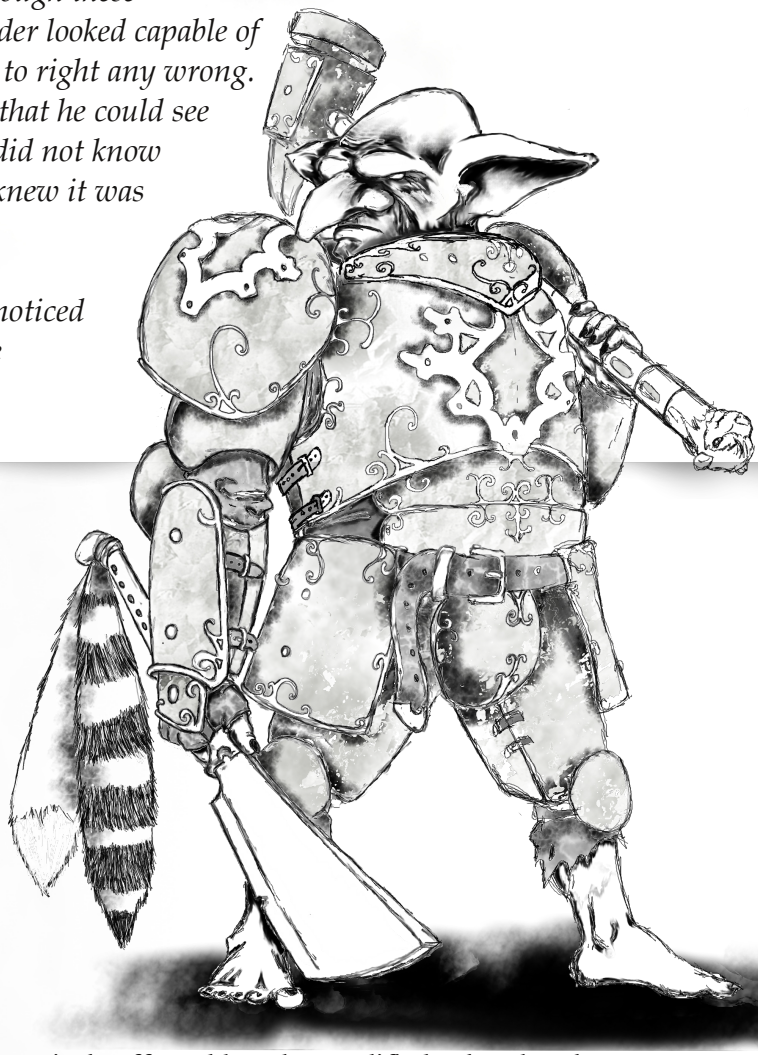
Layla burst into a run, determined to know what poor soul missed her husband so much. The figure stood and turned towards her. She expected them to turn to the forest as they had so many times but the figure stood its ground to await her.

Layla reached the shockingly tall stranger out of breath, unable to speak and as she narrowed her eyes to peer through the shadows of the hood the figure reached up with a withered claw and pushed the hood back for her to see. The face was Timmots but the grin was far more sinister.

Layla felt her life being pulled from her and was no more.

2. Character Creation

"Someday." thought little Oggy "Someday I'll go to Gireminy and get a Hunters Crest just like him." The goblin warrior stood stoically on the rise, watching the caravan pass beneath him on the rocky desert trail. He wore his heavy dwarven made armor as if the brutal sun made no difference to him and his bare feet did not flinch against the baked earth.
Oggy was mystified by this sentinel, who was barely taller than his fathers knee, but seemed to tower over the ogres he had come to escort through these treacherous expanses. The hammer slung over his shoulder looked capable of breaking any evil and the blade in his other hand, ready to right any wrong. Barely more than a silhouette on the rise, Oggy fancied that he could see the coin purse hanging from the guardians' belt. Oggy did not know how much his clan had paid him for his services but he knew it was less than a pittance. The hero was here for the hunt.
"Someday" thought the little Ogreling.
Oggy blinked as he wiped the sweat from his brow and noticed the goblins head had suddenly been replaced with a fine upward spray.
"Maybe, not exactly like him" thought little Oggy…



2.1 Character Stats

When a player begins equipping items to their character, they will be looking for items that modify their stats to optimize the character for the way they want to play.

All characters Stats will begin at a value of 5 except for HP which will start at 20 and Defense that starts at 0, before any items or effects are added to modify them. The stats on a characters profile are as follows

Actions- This is how many action tokens a player has at their disposal to spend on, you guessed it, actions. This will start at **5** before any character modifications are made via the character sheet. Action tokens will be spent over the course of a players turn to do everything from moving the character model to attacking other models or activating skills and accomplishing scenario objectives and then replenished to this value at the beginning of your next turn to be spent all over again.

Movement (Mov)- This value (starting at **5** before modifications) is the number of inches a player can move when an action token has been spent to do so. In some instances a terrain effect or special ability will modify this value beyond what the player has equipped their model to achieve. There will even arise times when a players model is being engaged by another aggressive model and movements will be negatively affected but the modified value the player has outfitted to their character is the value that all arithmetic will be deduced from.

So if a player equips an item that reads "+3 Movement", they are now able to move 8 inches any time they spend an action token to do so. 5 inches for the base value and another 3 for the extra speed provided by the "+3 movement item".

Anytime a player spends an action token to make a move they are allowed to move up to that value. It is entirely possible that the same player we discussed earlier with the modified movement of 8 could spend an action token to move any value less than 8 inches in attempt to take advantage of some terrain feature or optimize his range for a shooting attack or any other myriad of reasons.

Strength (Str)- Starting at value of **5** this stat will be used to calculate how many dice will be used in an Attack action against another model using melee type weapons. It will also be used to calculate how many defense dice are used against those same attack types.

Dexterity (Dex)- Starting at value of **5** this stat will be used to calculate how many dice will be used in an Attack action against another model using ranged type weapons. It will also be used to calculate how many defense dice are used against those same attack types.

Intelligence (Int)- Starting at value of **5** this stat will frequently be used to calculate how many dice will be used in an Attack action against another model using magic type weapons. It will also be used to calculate how many defense dice are used against those same attack types.

Wit- Represents your characters problem solving skills. This attribute starts at **5** like the others before it and can be modified through items and equipment assigned to the characters tablet. Wit will be used in odd situations in different ways depending on the scenario and the items you've equipped to your character. The most common use of this value will be what is called a "Wit check".

A wit check means rolling **1d10** *in opposition to your wit value in order to determine if you were successful at completing the task. You can think of the dice as representing the problem laid before your character and the higher the value rolled on the dice the more complicated the conundrum, therefore rolling a* **1** *on your Wit check means the problem was painfully simple and rolling a 10 means the problem is impossibly complicated. Therefore after you have rolled the* **1d10** *to see the scale of the problem, you can compare it to your Wit value to see if you are up to the task. This means, that when rolling for a Wit check, it is one of the rare occurrences where you want the die roll to be as low as possible. Simply stated, if your Wit value is greater than or equal to the amount rolled on the dice, you were successful at the Wit check and may now reap the rewards.*
However it must be stated that rolling a **10** *is always a failure in a Wit check regardless of how high your Wit value is. A* **10** *represents a situation so mind boggling that there is no fathomable solution at this time.*
Adversely rolling a **1** *is always a success. A* **1** *on the dice represents a problem so simple it practically solves itself.*

If your Wit value is ever brought to **0** by special effects or other unfortunate circumstances, your character is considered brain dead until their Wits can be returned to them. A character with **0 Wit** immediarely expends all of their action tokens until they are no longer brain dead.

Health Points (HP)- Starting at **20**, this is the durability of your character. For every successful attack that slips by your defenses this value will be reduced by 1. If your HP ever reaches 0 you are dead as a door nail and your model is laid on its side and treated as an obstacle. A small useless, smelly, very dead, and rotting corpse-obstacle. It sucks to be you. Better luck next time.

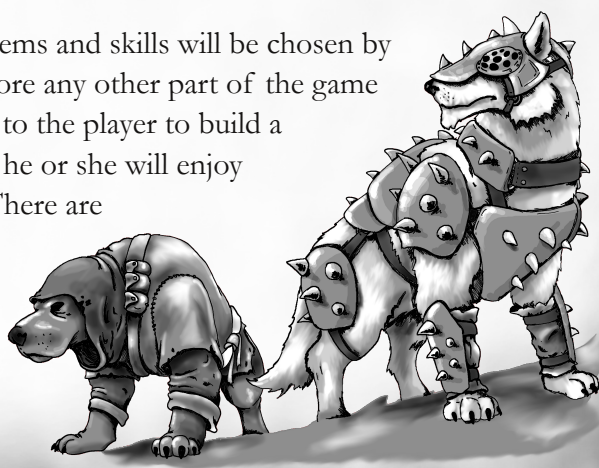
Defense (Def)- The only stat that begins at **0**. A characters defense value will be added to their calculated defense value regardless of what stat is being used in a defense roll.

2.2 Character Sheet

The character sheet modifies your character's stats and abilities to make that character unique to your style of play. The slots on the character sheet represent the equipment and/or physical attributes that your character has opted to bring into the fray. These will include things like armor, magical trinkets, and slots for hands (usually to carry weapons). Each slot will be labeled for the type of gear that can be assigned to it.

The six slots at the bottom of the character sheet are unique skills and abilities that your character will employ to gain some kind of tactical advantage. These will sometimes place temporary and detrimental hindrances on other models and at other times will temporarily inflate your characters own abilities, and yet still, at other times these skills may have a very odd effect on your surroundings in other ways.

All of these items and skills will be chosen by the player before any other part of the game starts. It is up to the player to build a character that he or she will enjoy playing with.There are no right or wrong answers.



2.2-A Equipping multiples of the same item or skill

No item or skill can be equipped more than once unless it is marked with this symbol at which point this item can be equipped twice and only twice.

For example a character will have two available slots for "hands", that character is allowed to take a dagger in each hand because the daggers are marked with the symbol. That same character has six available skill slots at the bottom of the character sheet but can only take one of each skill because none of them are marked with the symbol.

2.2-B Character Sheet: Gear Slots

On the character sheet there are slots for items or gear that your character will bring to the fight with them and carry throughout the hunt.

Hands- There are two of these slots. Although there are items that fit these sockets that are not weapons in and of themselves, the sole purpose of these two slots are to give your character model a calculated attack value. By equipping a weapon in at least one of these slots, your character now has a range value which will allow them to roll attack dice and to know at what distance their attack dice can be applied. A character that does not have an item with a range value equipped to at least one hand will not be able to roll any attack dice because they essentially have no tool to outlet their aggressions.

Head- The head slot is where one would place anything like a helmet, hat, sparkly headband, etc, because honestly, it would be ridiculous to wear a sparkly headband anywhere but your head.
There are no set-in-stone ways that head gear will benefit your character. Some may increase your ranged attacks, others may augment your wit value and others may just be thick protective pieces of uncomfortable metal meant to protect your squishy brain by raising your defense value.

Body- The body represents the clothing (or lack thereof) or armor that this particular character is going to wear into battle. Just like the head gear, the items that can be worn in the body slot are varied and provide a variety of tactical possibilities.

Racial- This socket has the potential to have a massive impact on the aesthetic of your actual model if you so choose. In a story filled with weird and violent people and even weirder, more violent creatures, not everyone is going to look the same or have the same capabilities and exploitable body compositions. Just like the head and body, the benefits and modifications provided by this socket will be quite unique from one another.

Accessory- This socket, like the others will house any number of different items of benefit. It may be something as simple as an extra doo-dad worn around the neck to alter a stat or a trinket that affects how certain actions are resolved.

All of the numerical modifiers associated with items that are equipped to a character are cumulative. For example if a player equips a weapon in each hand slot of their character that provides +1 Strength each but also equips a piece of body armor that reduces the Strength value by -1 then that character now has 6 total Strength on their stat line. 5 for the starting Strength value,+1 for one

weapon, another +1 for the second weapon and -1 for the body armor is 5+1+1-1=6 Strength on the stats.

2.2-C Weapon Range Values

Range is not a stat directly linked to the character. Range is an attribute associated with the weapons that a player can equip to their character sheet. Any item that will allow the player to roll attack dice in attempt to lower the HP of another model will have two attributes to specify when and how it can be used.

The first attribute will simply be stated as melee, magic, or ranged. This quantifier will determine how certain effects take place on the model being attacked. The second attribute will be a numerical value stating a minimum and maximum number referencing the actual range in inches that the weapon can be used.

For example 3-10 means that attack dice can be used if any portion of the models volume is anywhere between 3 to 10 inches but cannot be used if the target is farther away than the 10 inch range or closer than 3 inches.

Many melee weapons will have a minimum value of 0, such as 0-1 meaning that the model that the player is attempting to attack must be, at least partially, somewhere within that maximum range of 1 inch but can be so close that the bases are touching. (often referred to as **base contact**)

In the case where multiple weapons are equipped to a character, that have different range values, the player can freely choose which weapon they are using and therefore which range band is applied.

2.2-D Calculated Attack Value

When attacking another model you will have to determine how many dice to use in doing so. This is generically referred to as the "calculated attack value". The calculated attack value depends on the type of weapon being used and the stat associated with it. Remember that:

Melee designated weapons use the **Strength** stat when determining attack value.
Magic designated weapons use the **Intelligence** stat when determining attack value.
Ranged designated weapons use the **Dexterity** stat when determining attack value.

For example: A player has a Dexterity value of 7 once all gear and modifiers are accounted for. That same player declares an attack action against another player using the "Hunters Bow" she has equipped in one of her hand slots. The "Hunters Bow" is a "ranged" weapon and therefore uses the players Dexterity value of 7 as the number of d10 that will be rolled in this attack. The calculated attack value is 7.

2.2-E Calculated Defense Value

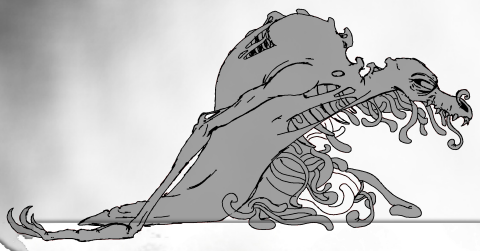
When being attacked by another model, the model being attacked must determine how many dice to roll in their defense roll. This is generically referred to as the "calculated defense value". The calculated defense value will be, in part determined by the type of weapon being used in the attack. When a model is attacked it will use its own value for defense that the weapon being used, uses to determine its attack value.

Put simply:

Melee designated weapons use **Strength** to determine attack value, so the **Strength** stat of the player being attacked will be used to determine the **defense value**.
Magic designated weapons use **Intelligence** to determine attack value, so the **Intelligence** stat of the player being attacked will be used to determine the **defense value**.
Ranged designated weapons use **Dexterity** to determine attack value, so the **Dexterity** stat of the player being attacked will be used to determine the **defense value**.

To continue the example of the player with the calculated attack value of 7 using the "Hunters Bow"; the player being shot at must look at their own Dexterity value (which in this case is 5) to determine that they get to roll 5d10 defense dice against ranged attacks.

Occasionally an equipped item or skill will modify "defense", such as "+1 defense". This simply adds to



When she took the contract she was nearly certain she knew what kind of monster was creeping through the swamps, and when she arrived, her suspicions were confirmed by the locals. Goblins and orcs disappearing into the swamps without a sound, gators and other game fled the area, and all without a trackable trail. Lanuola knew better, the trail wasn't on the ground, the trophy she hunted kept to the canopy, only coming to ground to make its kills and leaving no trace of its kill.

Since dawn, the ruse had been playing out, the elf playing the fool, stalking through the swamp and the beast staying just out of sight but well within her sharp hearing. Finally, as she feigned exhaustion from her trek, she heard the stalker quicken its pace through the branches, ready to make its move, unable to contain its desire to kill any longer. Her grip tightened on the spear as she quickly recited the Prayer of the Shark in her mind, fighting the urge to turn too soon and loose her trap. Suddenly, when it seemed the monster must be within inches of her, she heard the tell tale sign of nothingness as the thing became airborne and no longer barreling through the leaves.

Lanuola spun and released the spear in one deft motion before quickly rolling out of the way and the devil squealed in anger as it smashed into the mud where its prey had been only seconds before. The stalker regained its feet and let out a piercing scream unconcerned with the long shaft buried in between its ribs. She tightened her grip on the war club now in her hand and dared not take her eyes off the adversary, unsure if it would pounce again or employ its other weapons.

Another blood curdling scream precluded the long vicious tongue that shot forward to pierce her but she quickly sidestepped and smashed down with her weapon. The stalker retracted its injured tongue as quickly as it had deployed it and wasted no time turning to disappear into the swamp.

Lanuola thanked the shark spirits for the blessing and cracked a grin as she chased into the mire, determined that her prey would not escape.

the calculated defense value regardless of what type of weapon is being used in the attack.

2.2-F Weapon Type Side Effects

There are three "types" of weapons and each will come with certain advantages and disadvantages.

Melee type weapons give the weilder an attack of opportunity.Any time a model moves out of a melee weapons range, the model with an equipped melee weapon can choose to make a free attack action without spending an action token. Defense dice are rolled as normal and damage is resolved before the movement is completed . This effect is referred to as "**Danger-zone**"

Magic type weapons have the ability to increase their calculated attack value at the expense of HP. A player using a magic weapon may lose any amount of HP to add that same amount to the number of dice they will roll in the next attack. This effect is referred to as "**Channeling**"

Ranged type weapons have the potential to bowl a target over from the sheer surprise of being shot or the power and placement of the shot itself. Whenever a Ranged weapon is used against another model, after resolving all damage, (but before resolving reactions) the target is knocked back **1d3**" directly away from the attacker. This is referred to as "**Knock-back**"

Skills are **NOT** *subject to these effects,unless specified otherwise in the skill itself.*

2.2-G Character Sheet: Skill Slots

These are the six slots at the bottom of the character sheet and unlike the equipment at the top of the sheet that has a constant and lasting effect on your stats, skills will have to be activated by spending an action token.

Each skill will be listed with a "type" in parentheses such as (spell) or (kit). This skill "type" will not have any effect on overall game mechanics but may occasionally be referenced by another item or skill when used. In these circumstances, it will be made clear what effect to resolve within the game.

2.2-H Guild Allegiance

Guild Bounty cards are not slotted on the character sheet itself, because they are a temporary alignment at best. Guild Bounties merely represent an entity that is currently willing to pay for this particular job. Its highly likely that tomorrow, someone else will be willing to pay a higher price for a completely different job. Therefore Guild Bounties are represented by a card that the player will choose prior to setting up the table for the game but will change frequently from game to game.

On this card is printed the name of your current employer and what they are willing to pay you to achieve any given number of objectives and will determine who has won the game when it ends.

2.2-I Secret Bounties

It is not necessary to keep your bounties secret from other players during the game however it is perfectly acceptable to do so. It is at the discretion of each player to reveal or keep hidden which faction they are working for and all the details that come from that. It is however important to be honest about what faction you have been working for at the end of the game when scores are tallied.

Every time the translators eyes would roll back in his head before speaking, Professor Taulaitu could feel his colleagues disgust and rage simmering closer to the surface. It was unavoidably apparent that the under-dweller was speaking directly to the servants mind and this was the cause of no small discomfort, but part of the tall mages academic mind couldn't help but to want to observe this fascinating method of communication for as long as possible. The fact that this psychic manipulation could take place without any noticeable movements in the ethereal threads, let alone the servants aura was mind boggling to the elf.

The shorter of the two wizards clenched his long beard tightly in an attempt to contain the outburst on the tip of his tongue but Biere' knew this show of diplomacy was immeasurably important. The under-dwellers had not sent an ambassador to the Austyl Accords all those long years ago, which had raised suspicions that they were somehow involved in the evils that were rising, but that they now sent an emissary to the School of Umnyy to share what they knew from battling the cults and titans and that was a sure sign that they were more desperate than they were letting on. If the Under Mountains had become so treacherous that they sought an intellectual exchange, then Biere could not afford to lose his temper now and ruin this rare encounter.

The servant spoke at length about the wisps of dim light that always accompanied the monsters and titans and how these strange motes somehow tethered them to this world but seemed somehow impervious to complete destruction.

The professors shared piles of accumulated parchments that documented interrogations of cultists and how difficult it was to keep a beast alive during the dissection process to prevent it from almost instantly deteriorating.

The under-dweller revealed his own theories on how the creatures were linked to the altars and returned to them after seemingly being slain, and the dwarf had to admit, that whatever dark magics this strange ally employed, had given him valuable insight into their mutual enemy. And in turn the under-dweller seemed grateful for the information he was gathering for his own people.

Eventually, without ever realizing it had gone down, the sun began to rise on their collaboration and the under-dweller seemed anxious to return to his home beneath the Deep Mountains with his freshly obtained drawings and scrolls. Taulaitu knew he could waste no time in writing to Aaracana Inquisitions to tell them of their new ally's and Biere needed a stiff drink to drown his regret of not slapping the under-dweller all across the campus.

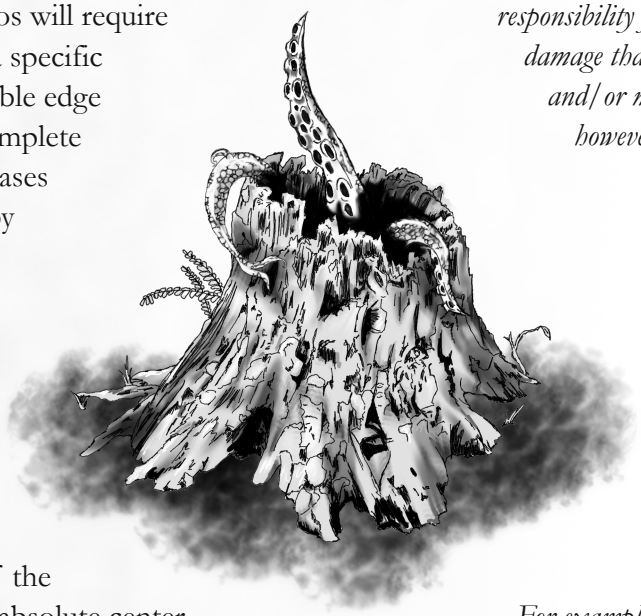
3. Game Set-up

3.1 Choosing the Table

The table is the playing surface for the encounter your about to have. It's up to the players to decide how much space they have available and wish to use based on the type of game they want to play and how many people are involved. When all the players have developed a comfort level with the rules there is no reason all sorts of odd shapes and dimensions cannot be played on to keep the game interesting, so long as the boundaries of the playing surface are clearly marked and the absolute center of the table can be agreed upon by all players. However for quick, simple set up, square or rectangular surfaces in the following dimensions will be best:

1-3 players= 4'x4'
4-6+ players = 4'x6'

The boundaries of the table will act like a cage in that any model who willingly or unwillingly collide with a tables edge can go no further in that direction. Some scenarios will require that the player achieve a specific goal and then go to a table edge to end the game and complete the objective. In these cases the objective set forth by the scenario is completed the instant the models base touches the table edge and there is no need to go further.



Once the boundaries of the playing surface and the absolute center point are determined all that's left is to fill it with terrain.

3.2 Choosing Terrain

The more the merrier. Fill the table up and make it interesting, but that's just me. If the players feel that the world they are trying to create should be an empty barren desert with nothing on it, then that's what the table should be. The important thing is that the players agree on how cluttered the table should be with landscape features.

If the players can't agree, then use the following arithmetic to decide:

1. Each player will write down a number representing how many terrain pieces they think should be in the game.
2. Each player will roll 1d6 and decide if they want to add or subtract that result from the written number, but it must be either added or subtracted in its entirety.
3. Add up the results each player got and divide it by the number of players involved to find the average.
4. This averaged number is the amount of terrain features that will be used and each player will pick out an equal portion of features to place on the table.

If math is no fun and too hard, you have three other options to decide how much terrain should be on the table:

1.Take a very civilized and democratic style vote on the topic.
2.The person who owns the table decides.
*3.Fight for it. Literally. Wrestle and punch each other in the face until someone gives up.**

**The author of this fiasco takes no legal or financial responsibility for any bodily, mental, or property damage that results from anyone dumb enough and/or manly enough to choose option 3. He does however reserve the right to laugh at you...Lots.*

3.2-A Stacked Terrain

Terrain can be "stacked". If two different types of terrain are overlapping entirely or even partially, then a model that moves into that overlapping section of those terrains, will take into account the effects of both on their character.

For example, if a forest is placed next to a body of water in such a way that the body of water is encroaching into the trees, then we can assume that there is a swampy section of forest where the two environments have mixed or maybe it means that recently heavy rains flooded this section of forest. These situations will shape the narrative of the game. This will also allow you to create some interesting terrain features when the creativity bug bites you.

3.2-B Placing Terrain

Once the amount of terrain to use has been determined it is time to place it on the table. All players will roll 1d10, the person who rolled the

highest will choose any piece of terrain they want and place it anywhere on the table, at which point they will clarify to all other players what type of terrain it is and the effects it will have on the game. The person who rolled the second highest will position a second piece of terrain wherever they choose exactly as the first player did. This will continue in turns until the pieces of terrain on the table equals the amount of terrain that was decided upon.

3.2-C Alternate Terrain Placement

It is perfectly acceptable that one player be allowed to set up the table and all of the terrain ahead of time if all players agree to this arrangement, to expedite the set up process or to achieve a certain "theme" for the game ahead.

3.3 Determining the Objective Parameters

After the terrain features have been placed on the table the players must create the scenario for this game. The scenario will be randomly generated by drawing a single card from three different decks of cards,
each deck compiled of cards to represent mission objective, the target, and also some kind of larger environmental hazard,respectively.

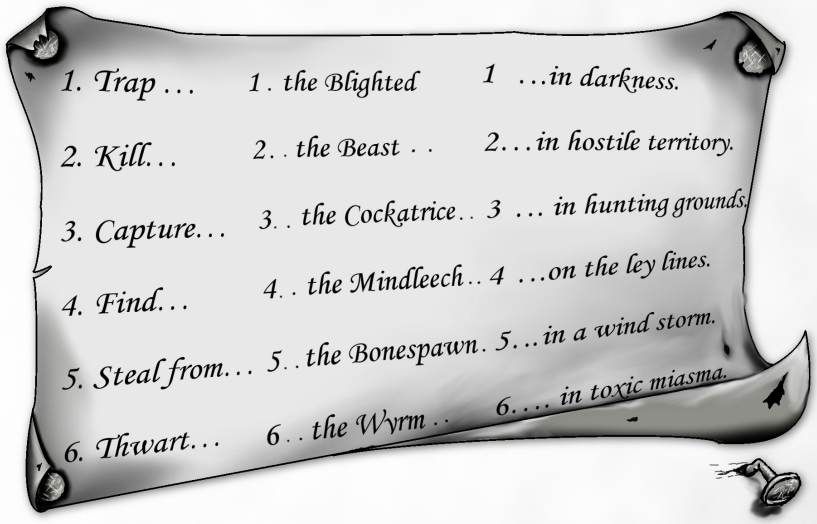
The first deck of cards will tell you what your objective is. The first column, lists the possible objectives from the core game.

The second deck of cards will generate the "titan". This "titan" is the target of your objective from the first deck of cards.The second column, lists the possible titans from the core game.

The third deck will add some sort of over arcing circumstance to the entire scenario.The third column shown lists the possible conditions from the core game.

After drawing a card from each deck,
you now know A.) What you have to do. B.) What it has to be done to and C.) What larger problem is affecting your progress .

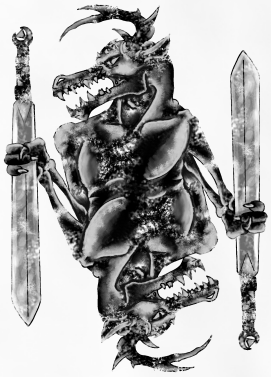
For example, it comes time for us to determine our scenario so we draw 1 card from each of the three decks and we now know that our bounty is to "Steal from the Cockatrice in hostile territory".



3.3-A Determining Altars and their Monster Types

1 altar will be placed for each player plus 1 additional altar on the table to spawn monsters.

This means that in a 2 player game there will be 3 altars. 3 player games will have 4 altars and so on and so forth.



After the parameters of the scenario are determined,draw 1 card from the monster deck, for each of the altars in the scenario. The cards drawn will determine which monster type, each altar will spawn during game play.

3.4 Placing Altars

Altars are physical positions on the table top, from which monsters will spawn and can only be placed after scenario parameters and their accompanying monster types have been determined. It's from these altars that monsters will be spawned and join the game as another force that's trying to make you thoroughly dead.

Players will alternate placing altars in the following manner: The first player to place an altar on the table will state which monster type will be spawning from that particular altar and mark it with the appropriate token to show which monster types will be deploying from that altar during game play.

The player will then place the altar anywhere within **4"** of the center of the table. That player will then randomize a direction and roll **1d10** for themselves **+1d6** per every other player. The altar will be moved that many inches in the randomized direction.

Then the second altar is placed in the same way and this process is repeated until all the altars are on the table. Each altar will begin the game with **1** cultist in play, in base contact with the altar, facing towards the center of the table.

3.5 Placing the Titan Model

The titan model will be placed at the center of the table, facing in a random direction, unless otherwise stated by the scenario.

3.6 Placing the Player Models

Once the table has been fully set up with terrain, altars, cultists, and the titan, each player rolls a 1d10 to see who places their character on the table first, the player with the highest 1d10 roll wins. Once the first player has placed his character on the table, roll off again to see who goes second and on and on until all players have put their characters on the table.

When a character is deployed it must be placed no farther than 3" of any table edge, at least 12" from physical mission objectives such as titans, monster, cultists and altars or markers placed by the scenario.

If for any reason it is impossible to deploy 12" away from a mission objective then that player must deploy as far away as possible from the mission objectives.

Haumble,

The Spire has not provided us any information about the cults that we could not ascertain ourselves. We've known for many years that the devils are compelled by some dark force to disrupt this plane. You yourself were present at the interrogation and execution of the first cultists. That these wretches claim to be called to service in their dreams awards us no traction in this fight.

I implore you, do not issue the Hunters Crest to these hypocrites, who slander your name then demand the blessing of Aargana Inquisitions to do "the work of the Maker". If they should be so called to fight the darkness, then let them do it under the authority of the Spire alone, and without the pay for bounties that they admonish you for advocating. Let them trample through the country side without the Inquisitions support and see how far they make it. I would wager they get their throats slit the second they cross out of Gireminy before they even find a sect to confront, and that would be the blessing of a quick death.

Do not be a fool, Haumble. The Spire does not deserve this alliance, and allowing them the Hunters Crest will only permit these so called "Guardians of the Way" to spread their toxic rhetoric even further.

Your friend,

Abner Everflow

" Father Haumble, started the guild 15 years ago,…"
"I think it was 10, and are you supposed to call him that?" interrupted the skinny man from behind his tankard.
"Call him what?"
" Father?"
" He still is, isn't he? The old man still preaches to anyone who will listen and blesses everyone in ear shot." Retorted the barrel bellied orc from across the table.
The youth struggled to keep his mouth shut, he knew Aarcana Inquisitions was officially established 12 years ago, 3 years after the Austyl Accords fell apart, but these two adventurers were deep in their cups already and getting what he needed from them was difficult enough, without sending them down another tangent.
"He does, I suppose, but the High Priests denounced him as a disgrace to the Spire a long time ago." said the slender man with ale dribbling down his chin.
"Haumble's work keeps putting coppers in my pouch and the fiends in the dirt. The old mans a saint by my eye and the High Priests can sit in their polished Spire while the rest of us are out here dealing with this mess…" the orc had clearly had this conversation too many times to get worked up about it.
"Look, I like the old man as much as anyone but we can't go throwing titles around…"
"erhem" the young gnome cleared his throat as casually as he could to interrupt the knife faced man and nonchalantly pushed the parchment towards the orc who seemed to be handling his drink better.
The table groaned as the orc leaned forward." Look boy, my stamp on that paper won't make any difference. You can't just go up to the gates of Aarcana Inquisitions and expect Father Haumble to see you just because you met some orc and his drunk friend in some backwater tavern. He's a busy guy."
There was a loud thump as the skinnier of the two fell off his bench and snored loudly on the dirt floor in a puddle of booze and bliss. The gnome ignored it and leaned in nose to nose with the burly orc "Please just put your seal on that letter and let me worry about who will see me. It's no skin off your back. "
"Ha!" The orcs breath reeked of meals long past "They certainly will take skin off my back if they try out your little toy and blow up half the building. They'll blame me for sure ."
His rebuttal, about double-safety triggering mechanisms and time delayed fuses were on the tip of his tongue, but before he could defend the rifle, the orc had seized the gnomes arm and had a belt knife in hand. Quick and nearly painlessly the impossibly sharp edge of the blade slid through the palm of the gnomes hand. The orc violently buried the blade deep in the heavy wooden table top and reached inside his stained shirt. The gnome stared in astonishment at his hand as blood slowly pooled there.
The orc pulled out the Hunters Crest that hung on a chain around his neck and with surprising delicacy dipped it in the blood and stamped the letter on the table. He released the gnomes arm and planted one huge finger on the parchment. His eyes narrowed and the gnome felt even smaller than he had a moment ago. "My crest gets me through most places without much trouble, but some folks could care less about it. Don't count on it to save your hide. You watch yourself out there."

4. Game Mechanics: Player

4.1 Who Goes First?

Before anyone can move their model we must determine who is first. Resolve this by another roll off. The player who rolls the highest on a 1d10 will decide who goes first and decide if the round will go in order of the players clockwise or counter-clockwise from the first players position.

It is entirely legal for the first player to trade their "first turn status" to another player in return for a fresh beverage of the appropriate temperature but the desicision made to go clockwise or counter-clockwise stands unalterable.

After every player has had their turn the monsters and titans will take their turn and after all the monsters and titans have done what they will, the round is over and there is another roll off to see who the first player will be in the next round.

4.2 Player Phases within a Single Turn

Each players turn will happen in four phases.

1. **Collect your wits**- Remove all negative and positive effects that are affecting your character in any way
2. **Gird your loins** - Add or subtract the appropriate amount of action tokens to match your characters stat value for actions
3. **Get on with it**- Spend action tokens to do stuff
4. **Declare your done-ness**- tell everyone your finished moving and acting
4.5 (*Altars will spawn monsters before the next player takes their turn*)

4.2-A Collect your Wits

The very first thing a player needs to do is "Collect their wits". This phase is to remove any and all temporary effects that have been placed on your character by other players' skills or your own temporary buffs or any other in game effect that is altering your stats from what is defined by your character sheet. All stats must be returned to their normal value as defined by the equipment on your sheet. Any effects that would cause your character to act abnormally whether beneficial or detrimental are removed at this point.

Any effect that does not specify a duration or endpoint is assumed to be temporary and will be removed during the **"Collect your Wits"** phase.

4.2-B Gird your Loins

The second phase is to "Gird your Loins". Here the player is refreshing all of their used action tokens. All of the action tokens spent over the course of the last turn are refunded. Unless uniquely equipped otherwise, a player will have 5 actions available to them at the end of this phase.

Supposedly his great great great great grandfather had helped shape the caverns that became this sprawling maze, back when the gnomes had brought the canal from their city on the lake to this place, but that dead old rat-kin wouldn't be of much use to him now. The gnomes had designed this place to move clean water into Gireminy and sewage out, and the humans were happy to use that new flow to open more trade routes, but neither one of them thought to make a map of the deep monstrosity they had forged.
So here he was, a guide for people who claimed to own this place and never set foot down here unless something went wrong. The silvers to get them here were enough but he knew what they hunted and if things turned sour, they had not paid him enough to fight. His whiskers twitched nervously at the thought of being this far, possibly many leagues, below the normal routes. He knew which way was up, and without their lanterns making it impossible for his eyes to adjust, he could be home before these humans had their bones sucked clean.
He stopped and signaled the humans to shush their incessant whispering that bounced and seemed to thunder through these slime slickened corridors. His neck craned while he strained his ears against the sound of dripping water and skittering insects.
Suddenly he caught the sound of feet splashing furiously to carry their master away but before he could alert the Hunters, a deafening roar burst from the darkness behind them.
He readied his crossbow. There would be no getting out of this fight…

4.2-C Get on With It

With all of the characters stats and action tokens refreshed to represent what is stated as "normal" by their character sheet, the player can now move on to the third part of their turn which is to actually move around and do stuff in an attempt to complete their bounties. This is referred to as the "Get on With It" phase.

This is where the player spends their action tokens to make their model do things that will hopefully lead to either an amazing victory or a defeat so heinous that the story will be told and retold through the ages. Action tokens can be spent during a players turn to activate any one of the following actions any number of times.

*1.***Move**- *if you have a movement stat of 3 you could theoretically spend all 5 of your tokens to move a total of 15 inches. A character can freely change its facing during any type of movement action. Keep in mind, being in melee range of another model will affect your ability to move.*

*2.***Attack**- *again you could spend all 5 tokens to activate 5 attacks in a row assuming line of sight and range of weapons has been confirmed as described earlier*

*3.***Activate skills**- A player may spend an action token to activate the skills equipped to the bottom of their character sheet by rolling **1d6** and resolving up to that number of skills without activating any skill more than once per action spent.

*4.***Escape**-if you are in another players **"Danger Zone"** you can spend an action token to move half of your movement value (rounded up) and taking away their ability to activate their free attack.

*5.***Demolish**- a player is in base contact with an altar, they may spend one action token to take a Wit check. If successful the altar is considered destroyed and will no longer spawn monsters. The altar is left on the table and treated as an obstacle as defined in the terrain descriptions. Simply remove the token from the altar that signifies what monster type that altar spawns to show that it has been destroyed and will no longer be spawning monsters in its current state.

*6.***Recover**- Spend an action token to recover **3HP** lost earlier in the game and never exceeding your HP value as defined by your character sheet. Or spend an action token to return another dead player model to 1HP from 0.

Again, any one of these actions can be activated as many times as you have tokens to do so but, you may not want to use all of your tokens in your turn, because if another player engages you during their turn you can spend any action tokens that you saved to perform a "reaction". If you are being engaged by an active player or monster (even if it's a skill effect that does no damage, this would still count as "being engaged").

4.2-D Declare your done-ness

After the player has spent all of their action tokens that she wishes to spend in her turn, she will simply "Declare your Done-ness". Some people may find this the most difficult part of the rules to understand. It is here that the player must combine moving air through vocal chords with pressure of the tongue to very specific regions of the interior spaces of their food-hole to say "I'm done".

The importance of this step cannot be overstated because it is often the case that a player knows they are done with their turn yet assumes the next player can read their mind and everyone is left standing around staring at each other with opposable digits in posterior orifices.

After declaring their done-ness, that player will check each altar to see if it spawns before the next player starts their turn.

4.3 Spending action Tokens: "Get on with it" phase

During the "Get on with it" phase, players can spend their action tokens to activate their character model in one of six different ways. They can Move, Attack, Activate Skills, Flee, Demolish, or Recover.

Action tokens must be spent one at a time, and each action must be resolved completely before a subsequent action can be performed.

The few people that even knew he existed wondered if he had chosen his lot or had been forced into it, the truth was a little bit of both. Orphans aren't given a lot of choices, so the scarce few that you do get are easy to make. It wasn't Aarcana Inquisitions that had come to him, it was Father Haumble himself and Mikhail did not hesitate to tell the man "yes".

Hunters got the gold and the glory, but Runners, were guaranteed a meal and bed at every guild-house they went to and a small purse of coins to get them to the next stop. And in a way Mikhail felt a small pang of pride for every tale of a vanquished monster or sect, because it was him or one of his fellow Runners that had relayed the bounty from the guild houses to every bounty board from the Wastes to Dracu'tu Conacul.

Without Runners, the Hunters had no direction, and Mikhail slept well at night, not caring who got the glory, so long as the beasts that had made him an orphan were being slaughtered wherever they tried to hide.

4.3-A Movement

Any time a player wants to voluntarily move their character model, they will first spend an action token during their turn. (There may be times when a character model is moved involuntarily due to some effect outside of the players' control). Once the action token has been spent to move the model, the player may then actually move that model.

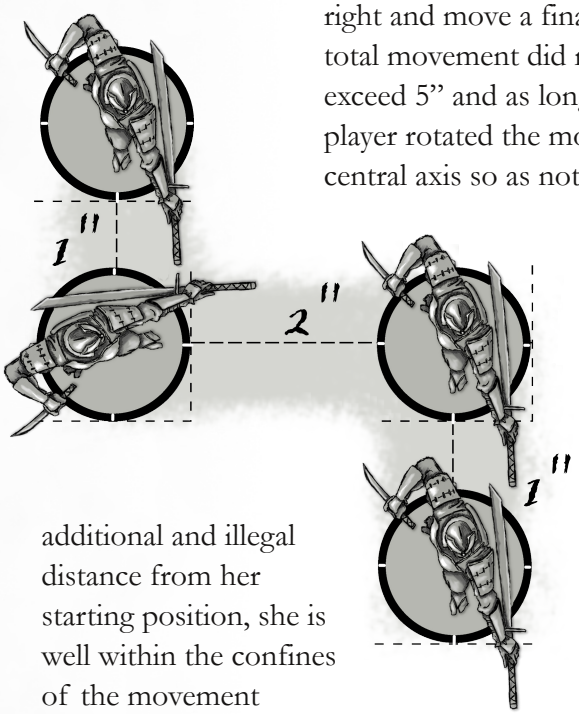
When moving a model, measure from the front of the base, as defined by the frontal arc markers, to its intended destination and move the model being sure that no part of the models base moved farther than the movement value on that character sheet.

For example, a player wishes to move her character model straight forward in the direction the model is already facing and let's also assume that she has not equipped any items to improve her movement value beyond the baseline 5 value. She determines that there are no obstacles or enemy models in her intended path so she lays down her tape measure touching the forward most point of the round base and slides the model directly forward until the point of the base she began her measurement from is exactly 5 inches farther away from where it started. The important thing is that no part of the models base exceeded her maximum movement range of 5 inches.

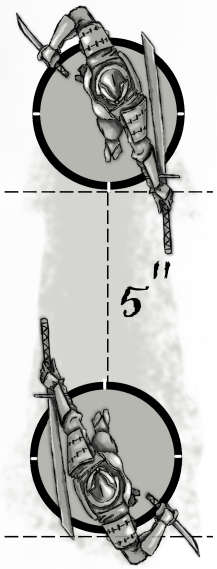
As long as no part of the models base exceeds the movement value allotted by its sheet, that model may rotate in any direction, as many times as the player wishes during its movement to change its' facing.

If that same player had wished to make the same move forward but end the movement with her model facing in a different direction, she would repeat the same process however at the end of her movement, rotated the model on its central most point so that it was facing in the direction she desired. Again even though the model spun on its axis at the end of the movement to change the direction it was facing, the important thing is that no part of the base is farther away than 5 inches from where it originated.

This changing of facing can be done an infinite number of times within a single movement action so that this same player can (in a single movement) move forward 1", rotate 90 degrees to the left, move forward another 2", rotate 90 degrees back to the right and move a final 1". Her total movement did not exceed 5" and as long as the player rotated the model on its central axis so as not to gain additional and illegal distance from her starting position, she is well within the confines of the movement mechanics.



The ability to infinitely change the facing of the model within a single movement is how models will navigate corners and obstacles. It will also allow character that are relying on long range weapons to attempt to maintain their preferred distance but still keep enemies in front of them to continue utilizing those long range shots.



It is entirely possible that a player may want to activate a move action simply to change their facing and not actually move anywhere for any number of tactical reasons. This too, is a perfectly valid use of movement because the base did not exceed whatever movement value is associated with that model because it didn't actually move at all, it just spun on the spot.

All of the previous examples are assuming that there were no terrain features or enemy models around to interfere with those movement actions.

4.3-B Movement Hindered by an Enemy

In some cases movement can be threatened by another player, monster, or titan that is attacking you. This is where the descriptor of the equipped weapons of melee, magic or ranged becomes incredibly important.

If an enemy model is anywhere within the usable range of any ranged or magic weapons (meaning they are close enough to shoot or zap you) then there is no potential effect on your movement what so ever.

Melee designated weapons on the other hand, are very different. If the base of any model is anywhere within melee range of another model, that model is unable to make a movement without risking being attacked. They may spend an action token to change their facing and/or move within melee range of an enemies meleee weapon range but no more because they will not be able to simply waltz away at their total movement value while someone is hell bent on splitting their skull open.

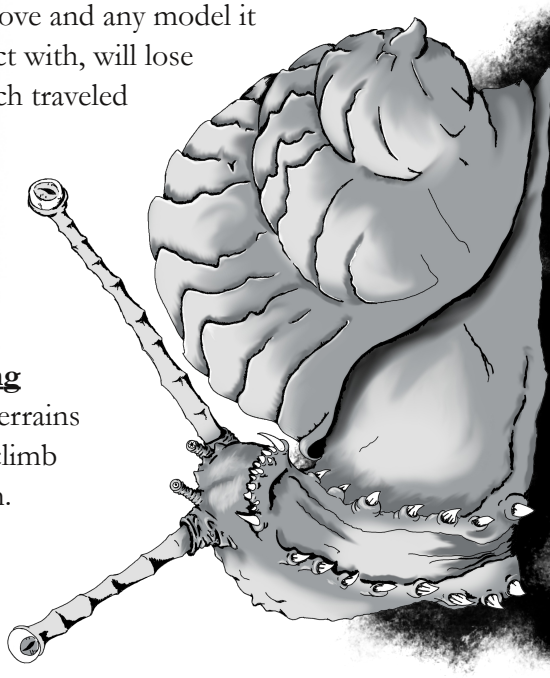
It will not be uncommon that circumstances or skills will ask for a portion of a total value. In the cases where this arithmetic leads to any fractions as a result, the fraction is rounded up to the next whole number for simplicities sake. These pesky fractions will most commonly occur to the movement value but rounding up is the solution to any and every numerical fraction that occurs during game play. For example a player has equipped her character to have a very high movement value of 7, but some in game effect says that in her next movement activation she may only move up to half of her total movement value, this means that technically, she should only be permitted to move 3.5 inches. However in the interest of simplifying all things she will round up to 4 inches and be permitted to move the 4 inches instead of 3.5.

4.3-C Involuntary Movement

Occasionally through the actions of another player or the conditions of the scenario or some other effect a model will be made to move a specified distance outside of its turn. When these movements happen, the model being affected does not spend an action and unless otherwise specified, that model will move the full distance in the direction required in a straight line.

4.3-D Collision

If at any time a model is required to make an involuntary move but cannot complete the entirety of the specified distance in the required direction because it would run into a another model or a piece of terrain that would normally hinder their normal movement in anyway. The model making the involuntary move and any model it makes base contact with, will lose 1 HP for every inch traveled before the collision. No defense dice are rolled against this damage.



4.3-E Climbing

Certain types of terrains will allow you to climb onto or over them. Which types of terrain will be clearly defined in the "*Terrain*" section of the rules."Climbing" will involve the expenditure of **2** actions and require you to begin and end your action in a certain position of the terrain, such as being in base contact with that terrain piece.

4.3-F Falling

Anytime a model would make an involuntary movement over an edge of terrain (such as from the top of a sheer face or building) that would normally require that model to spend multiple actions to safely traverse that terrain, that model will lose **1 HP** for every **1"** of vertical distance travelled during the fall.

4.4 Attacking

Line of sight must be confirmed before any dice are rolled. Secondly you cannot attack anything that you cannot reach, so the range of your weapons as compared to the distance to the target must be confirmed as well.

With all of that in proper order, it's now time to hurt something. To initiate an attack the player whose turn it currently is, must spend an action token and declare an attack and its intended target. Once the action token is spent and the intent of that action is

declared, the attacking player now checks their character sheet to see what their calculated attack value is after all equipment and temporary effects are accounted for. The attack value is how many dice the attacking player will roll in an attempt to harm the other model. When these dice are rolled, any dice face showing a **1,2,3,4** or **5** is considered a **miss** or failed attempt, these dice are set out of the way and no longer have bearing on this attacks outcome. Any dice face showing a **6,7,8** or **9** is considered a **successful hit** and any dice face showing a **10** are said to "**critically succeed**".

Determining successful and failed attempts at this point of an attack action can sometimes be referred to as "**to hit**" and can be affected by certain items or other in game situations. Such as, a skill affect that gives a player a *+1 to hit* would mean, that for the duration of this effect that players attack attempts will be succesful on *5+* instead of the usual *6+*.

The player cannot roll fewer dice than their calculated attack value for any reason. When a player instigates an attack he or she must use all of the dice at their disposal.

For example: A player with a calculated attack value of 7, spends an action token and declares an attack on an opponent, that player cannot opt to use only 3 of his 7 available dice, he must use them all in the attempt.

4.4-A Critical Success

To say rolls of 10 are a "**critical success**" means that these are counted as **2** success' instead of just one **and** the player gets to roll one more dice for each 10 showing. This critical success can reoccur several times over as more dice are rolled in the attack attempt.

For example: a character has a calculated attack value of 5 so he rolls 5d10 in his attempt to harm the other model; his dice results are 1,3,6,10 and 10. The 1 and 3 are missed or failed attempts so they are removed from the calculations altogether. Each 10 rolled is a "critical success" so that his total number of successful hits equals 5 and he gets to roll two more dice and he rolls a 2 and another 10. The 2 is discounted as a failure but the 10 is a "critical success", bringing his total number of success' up to 7 and he gets yet another additional dice to attempt more harm. This time he rolls a 6 which is another success but is not a "critical success" and brings his total number of success up to 8. So even though the player only started with 5 dice from his calculated attack value, he was able to squeeze out 8 successful hits with a little luck and the "critical success"dice mechanic.

4.4-B Devastating Strike

If a model rolls attack dice and every dice rolled is a success, before rolling further dice from the "critical success" mechanic and before defense dice and damage is resolved, the attacking model will roll 1d6 on the following table and apply the appropriate effect. After the "devastating strike" results are applied, then that player will roll further "critical success" dice and the attacked model will roll its calculated defense dice.

*1.***Clean Shot**- Attacking model gains **+1 action** token

*2.***Concussive Smash**- Defending models total actions are reduced by **1** for the rest of the game

*3.***Sundered**- Defending model gains **-2** calculated **defense** value for the rest of the game

*4.***Crippled**- Defending model gains **-2** to all calculated **attack** value for the rest of the game

5. **Shattered Limb**- Defending model gains **-2 Movement** for the rest of the game

*6.***Furious Blow**- All **damage** from this attack is **doubled**

4.4-C Attacked Player Auto-Defends

Now that the attacker has made his attempts to do bodily injury, the model being attacked gets a chance to defend themselves. This does not require the expenditure of an action token, it is considered to be a free and immediate reaction attributed to the armor being worn and the reflexes of someone who doesn't enjoy being a punching bag.

The person being attacked will now roll a number of dice equal to his calculated defense value and again **1,2,3,4,5** are **failed attempts**, **6,7,8,9** are **successful defenses** and **10**'s are a "**critical success**". These successful defense dice will cancel out an equal number of successful attack dice.

Continuing the previous example where the lucky attacker has managed eight success with an attack value of 5: Let's assume that the defender has a calculated defense value of 6 after accounting for all temporary effects and items equipped, so he rolls 6d10. The dice face show 1,1,2,3,3 and 10. That's 2 successful defense attempts after tossing out all the failures of 1,1,2,3 and 3 and remembering that the 10 counts as two success' and allows him to try one more dice. The additional dice rolled from the "critical success" dice comes up a 7 and adds one more to his total success' bringing it up to 3 success'.

If the defending player had rolled 8 or more successful defenses he would take no damage at all but since he only rolled 3 defenses to the 8 attacks we take the difference (8-3= 5) and determine that 5 of the 8 attacks actually made it through the opposing players defenses. These 5 attacks are then removed from the defending players HP so that if he had been at his starting value of 20, he is now down to 15 HP.

4.4-D Flank Attack

Remember that we have three points on the base of the model to determine facing, one for absolute center and two more on either side of that center, that when connected would divide the base into halves, and these two outer marks determine what is in front of the model and what is behind.

From this, we can say, that if an attack is coming from a model that is standing directly on this line that divides what is considered to be the front and rear arc of the model being attacked, so that the attacker falls within both the front arc and rear arc simultaneously, we call this a **flank attack**.

A flank attack will add **+1 calculated attack value** to any attack attempts and this affect will remain in effect as long as the attacking model exists within both front and rear arcs simultaneously.

4.4-E Rear attack

If an attack is coming from a model that exists entirely within the rear arc of the model being attacked, then this will be called a rear attack.

A rear attack will add **+1 calculated attack value** to any attack attempts just like a flank attack would but it **also** awards **+1 to hit**. 10's will still be a "critical success" as normal.

"The School of Umnyy pays handsomely for the capture of titans and it might seem lives were lost in those attempts to learn very little but we can use every inkling of knowledge they can give us. If they want another one of those monstrosities to cut on and poke at, I'm happy to give it to them." Calmly stated the strangely dapper man as he twirled the ends of his mustache.
"You're nuts, you'll be dead by this time tomorrow." Scoffed the aging barkeep.
The Hunter threw back his head and laughed confidently "HA! I can leave the thing out there if you're so worried about my skin."
"Better yet, the next ale is on me" said the barkeep in a much more somber tone as he turned away.

4.4-F Missed opportunity

Any time an action token is spent to target another model but that model becomes invalid for any reason before the action can be resolved, the action token cannot be reclaimed. The action was spent and essentially wasted. This situation may occur (but not limited to) if a model suffers an involuntary movement and is out of range or line of sight cannot be drawn. Be very aware of the order of resolution for certain skills, weapon attributes, actions and reactions (etc. etc.) when these situations present themselves.

4.5 Activate Skill

To activate the skills you have on your character sheet, spend **1 action token** and roll **1d6**. The result of the d6 is how many skills a player may select from their available skills to activate using the single action token spent.

The player selects a number of skills equal to or less than the amount rolled on the **1d6** and must resolve each activated skill before moving on to the next.

A player can choose to resolve fewer skills than they were permitted by the **1d6**.

A player may not activate the same skill slot more than once per action token spent.

When multiple skills are activated, if they require a target to be resolved against, they do not have to share the same target. Each skill activated may be resolved against any viable target regardless of what was chosen as a target before it.

4.6 Escape

If you are in range of another player, monster, or titans melee weapon during your "**Get on with it**" phase you can spend an action token to move **half** of your movement value (rounded up).Using **"Escape"** as an action will not allow models to activate the **"Danger Zone"** ability of melee weapons.

4.7 Recover

During a players' "**Get on with it**" phase, they may spend an action token to "**Recover**". By doing this that character regains **3HP** up to the maximum **HP** allowed by their character sheet but no more.

Also, a player may spend an action token while in base contact with **"dead"** player model that has been placed on its side to return it to **1HP**.

4.8 Demolish

When a character model is in base contact with an altar, that player may spend one action token to take a **Wit check**. If successful the altar is considered destroyed and will no longer spawn monsters. The altar is left on the table and treated as an obstacle as defined in the terrain descriptions.

Successfully demolishing an altar will immediately give **2 action tokens** to the character that demolished it, even if this temporarily gives them more actions than is normally allowable by their character sheet.

4.9 Reactions

If a player has ended their turn but not used all of their action tokens during their "Get on with it" phase, they may use those action tokens during any other phase of the game, including that of the monsters and titans, to react to any type of attack or skill that would affect their character model, whether that be a skill that targets a player for some kind of effect or an action that effects the players HP in some way.

There are 4 reactions a player can do and they will be described in detail later:

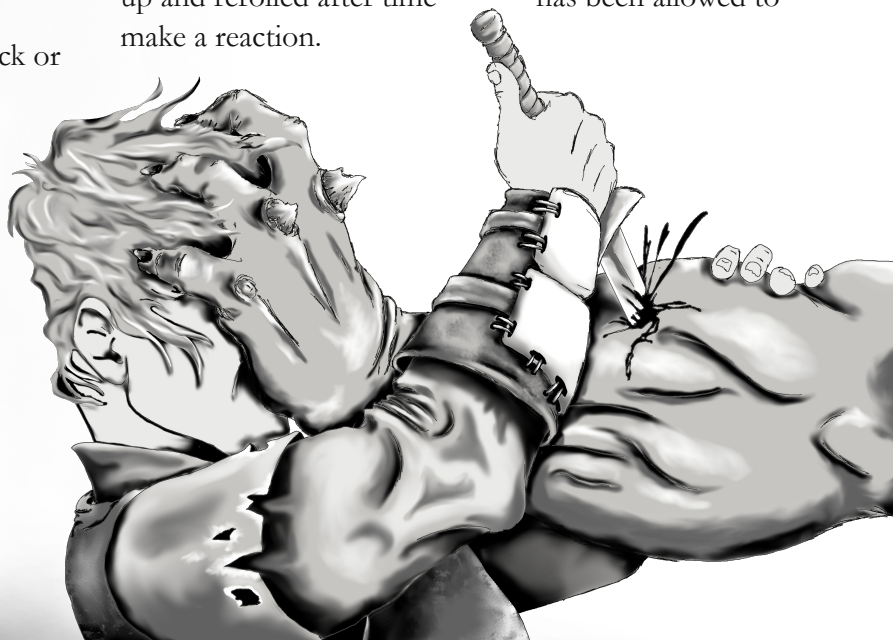
1.Counter attack- If a player, monster, or titan is attacking or affecting a character with a skill of any kind that rolls attack dice, and they are in range of any of that characters weapons,the attacked player may declare this reaction. If the targeted characters defense total roll exceeds the attack value the attacker rolled, the difference is dealt to the attacking player in damage.

2.Scramble- If a player, monster, or titan is attacking or affecting a character with a skill of any kind when they make an attack or skill action against a character, attacks and defenses will be rolled as per normal but after damage has been resolved the scrambling player can move up to half of their movement value (rounded up) and not suffer any free attacks from Danger Zone .

3.Dive for cover- if a player is targeted with a ranged or magical weapon and they spend an action on "Dive for cover" they gain +1 calculated defense value against this attack and can move up to half of their movement value once the attack is resolved.

4.Counter skill - If a player, monster or titan is attacking or affecting a character with a skill of any kind that character may spend an action token to activate their own skill tree.

The active player must first spend his action token, second declare his target and action and at that point the targeted player must declare his "reaction" and spend his action token before any dice are rolled. Once the action tokens are spent both players are committed to what's about to happen. This game mechanic happens in a very specific order and is easily glazed over in the heat of the game when players are anxious to roll dice. In those cases where dice are prematurely ejected from one's hands, the action declared will remain but the dice will be picked up and rerolled after time has been allowed to make a reaction.



4.9-A Order of Resolution for Reactions

When a players character model is affected, in any way, during another players "Get on with it" phase or during the monster or titan activation phase, whether it be an attack action or skill of any kind, the player on the receiving end of that effect may spend an unused action token of their own to declare a reaction.

The player who's in their "**Get on with it**" phase or the attacking monster or titan must first spend their action token, declare the action they wish to instigate and the target of that action. At this point before any dice are rolled any player that would be affected by that action must be given the opportunity to spend any action tokens of their own to declare a reaction and which specific reaction that will be. Once both players have spent their action tokens, then the attacking player will first resolve all of his dice rolls and affects against the reacting player and then the reacting player will resolve his reaction appropriately.

4.9-B Resolving a Dead Characters Reaction

If an attacking player, monster, or titan lowers another players **HP** to **0** but the dying player has already declared a reaction of some kind and spent the action token, the attacking model will resolve all of his damage first to lower that player to **HP 0**, then the reacting player will resolve **half** of his success instead of the whole amount rolled, a sort of death throe or a weakened response before the model realizes its own demise.

For example if a player dies but has already declared "Counter skill" and rolls a 6 to activate his skills he will only utilize 3 skills instead of 6 before dying and leaving the table.

It's also important to remember that even when a "reaction" is declared the player being attacked will still get their normal defense roll unless specifically afflicted with a skill that would super-cede the attack versus defense mechanics of this rule book.

4.9-C Counter Attack

If a player, monster, or titan is attacking or affecting a character model with a skill or weapon of any kind that rolls attack dice, and they are in range of any of that characters weapons range value, the targeted character may declare this reaction and the weapon they are counter-attacking with. If the counter-attacking characters calculated defense roll exceeds the attack value that the attacking model rolled, the difference is dealt to the attacking model in damage.

When damage is dealt via a Counter attack action, weapon type side effects such as knockback will be taken into account.Channeling can be used during a counter attack but the number of dice channeled must be declared before attack dice are rolled and the amount channeled will be rolled with the defense dice.

For example: Player A spends an action token and declares they are attacking with a ranged weapon from 12" away from Player B. Player B has 1 unused action token from her last turn and a weapon with a range value of 12" and spends her reaction token to declare the reaction "Counter Attack". Player A then rolls 6d10 as defined by his characters sheet and gets 3 successful hits. Player B then rolls 4d10 as defined by her sheets calculated defense value and gets 4 successful defenses. Since Player B rolled 4 defenses to Player A's 3 hits, Player A will take 1 damage from the "Counter Attack" reaction.

4.9-D Counter Skill

If a player, monster, or titan is attacking or affecting a character model with a skill or weapon of any kind that character may spend an action token to activate their skills. The attacking model will first resolve its action in their entirety and then the reacting player will first roll any defense dice that would result from an attack action and then they will roll **1d6** and activate their skills in the same way as if they were activating their skills in the "**Get on with it**" phase.

4.9-E Scramble

If a player, monster, or titan is targeting a character model with any kind of action, the targeted character may spend an unused action token to declare a "**Scramble**" reaction. Attacks and defenses will be rolled as per normal but after damage has been resolved the "*scrambling*" player can move as if they were using a "**move**" action in their "Get on with it" phase except that they will only use **half** of their movement value rounded up and free attacks from **Danger Zone** will **not activate**.

4.9-F Dive for Cover

If any model targets a players model with a ranged or magic weapon, that attacked player may spend an unused action token on a "**Dive for cover**" reaction. The reacting player gains **+1 calculated defense value** against this attack and can move up to **half** of their movement value after damage has been fully resolved.

5. Automated Mechanics

Icy wind whipped around her thick leather armor but hours of tracking the cretin over this craggy mountain had left her sweaty and winded. Maria had spied the deviant from afar and if the villagers were right, there was already an altar and an abomination roaming these wilds. She knew that she wasn't going to get any help, this far north and had to be very careful, eventually the cultist would lead her to the altar and then she could kill him before destroying the altar and severing the beasts link to this world. Then it was just a simple matter of slaying the beast and cashing in. By the book, easy as pie, just like Professor Ezrit had taught her. She stayed low as she began to move again, spotting for trail- sign in the patchy snow, keeping her breath controlled and ears open while she clutched her wand at the ready.

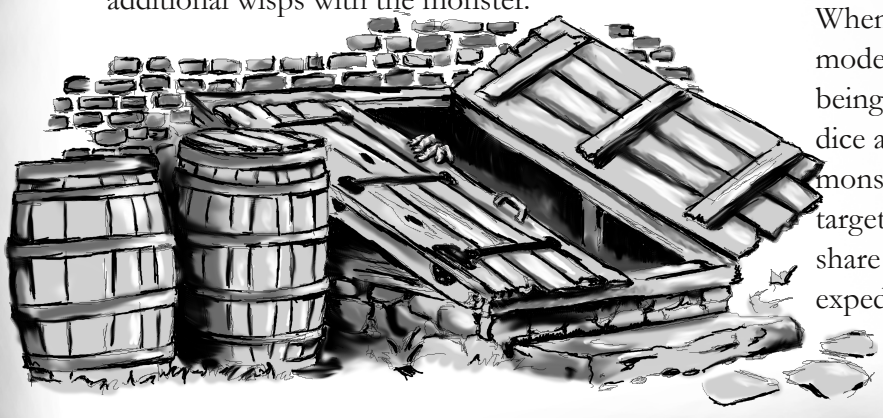
The payoff came around the next bend where she found the cultist checking over the grisly ornamentations and hieroglyphic scrawling on the altar. Maria wasted no time and sent a blast screaming from her wand that caught the cultist in the shoulder and spun him violently. A growl escaped his throat as his arm hung limply at his side and he dashed into the fir trees for cover with surprising speed.

Maria cursed herself for not landing a clean kill shot, and now Ezrits "book" was out the window. She dashed off after the injured zealot to end him before he could do more damage, hoping the noise wouldn't draw the attention of whatever horror was tethered to this altar...

5.1 Spawning Monsters from Altars

After each player declares their doneness, check each altar that has not been demolished to see if its corresponding monster type is on the table. If an altar is undestroyed and it does not have the appropriate monster type in play, roll **1d10** for that altar and on **6+** place that monster in base contact with the altar as close as possible and facing towards the nearest player. Assign that monster as many wisps as is stated on that monsters profile and do not assign it any modifiers that it had when it died, it is the same monster but effectively a new model.

If a **10** is rolled when spawning a monster from an altar, that monster will gain **+2** to its **HP** and **Actions**, which will be demonstrated by placing additional wisps with the monster.



5.2 Which Monster Activates First

When it is time to move and activate monsters during their turn, it is important to remember that the monster closest to any other player will activate first, the second closest, will activate second and so on and so forth until the monster farthest from any player will activate last. If at any point it becomes difficult to decide which monster is closer to a player in comparison to another, roll **1d10** for each monster in question, the monster with the highest roll activates first.

Titans and monsters are not the same thing. Titans will always activate after all the monsters have had their turn.

5.2-A Who Should Move and Control Monsters

When activating monsters and titans, the player model that is furthest from the player model that is being targeted will be in charge of measuring, rolling dice and tracking the number of activations a monster has left. If the monster has no specific target and is moving randomly, then players should share responsibility of activating that monster to expedite its process.

5.3 Monsters and Titan Activation Phases

When it is determined that it is time to activate a specific monster or titan, it must make as many actions as it has on its profile (unless a player has used a skill on that model to affect the number of actions it may take).

Unlike the player characters, the turn order for the monsters is only in 3 phases and must go in the following order:

Prepare- flip as many wisp tokens to "ready" as the monster/titan has actions on its profile
Activate- the monster or titan must use all of its available actions to appease its personality
Shake it off- all temporary effects are removed from the monster/titan

5.3-A Wisps and Monsters

Each monster and titan will spawn with a cohort of wisps. A **wisp** token serves as both the **HP** and number of **actions** the monster has available to use. When a monster uses an action, flip a wisp token from "**ready**" to "**used**" to properly track how many actions that monster has available for use.

Also, any time a monster is damaged, remove a wisp from that monsters cohort, starting with "used" wisp tokens, to track the amount of HP that monster has left. The loss of wisp tokens will effect how many actions that monster has available for use.

5.3-B Wisps and Titans

Titans will spawn with many more **wisps** than a monster does in order to track its **HP** in the same way a monster does, however, most of those wisps will remain flipped to "used" and **only the number of actions** that the titan has on its profile will determine how many wisp tokens are **flipped to "ready"**. This means that when removing wisp tokens due to damage dealt to the titan, a large amount of wisp tokens will be removed before the titan begins to lose actions.

5.3-C Cultists

Each game will begin with a cultist at each altar. Cultists have profiles and stats just like any other monster and for all purposes are considered to be monsters however they will not spawn from altars throughout the game.

5.4 Activating a Monster

A monster's activation will be purely dictated by what type of monster it is, as each monster type is unique and will act in a way to optimize its abilities. Unless specifically stated in its personality description or afflicted by a lingering effect from a player in some way that prohibits it, a monster must use all of the actions listed on its profile.

A monster with **Danger Zone** *will always choose to activate its free attack against a player model and never against another monster or titan model.*

5.4-A Moving a Monster or Titan

The direction a monster or titan will choose to move will be determined by its personality. Physically moving the model is done in the same way that a players' model is moved, by measuring from the front of the base to the monsters or titans destination and being sure that no part of the base exceeds the monsters or titans movement value. The monster or titan will be allowed to freely rotate on its central axis to move to its destination by the shortest route possible and always ending its movement facing the nearest player to it.

5.4-B Monsters and Titan Navigating Terrain

A monster or titan will move toward its destination by the shortest route possible, using the fewest actions possible, moving around terrain that would stop it in its path and climbing over terrain where appropriate just as a player would, (using multiple actions where necessary) if it has enough actions to do so.

Where terrain would be hazardous to a monster or titan and cause its HP to lower as a result of moving into contact with that terrain, the monster will go around that terrain by the shortest route possible.

In the cases where terrain would have any other effect on the monster other than lowering its HP, the monster will choose to go through that terrain by the shortest route possible to its destination.

5.4-C Personality Keywords

A monster or titans "personality" is listed in an order of descending priorities. If a keyword in a models personality cannot be executed because it has no viable target or because that keyword is already satisfied it will simply move to the next listed priority.

Approach-the monster or titan will use an action to move toward (a named target) that it can draw line of sight to, always ending its movement facing the nearest player to it.

Assault- the monster or titan will use an action to attack (a named target) within its attack range.

Evade-the monster or titan will use an action to move to put as much distance as possible between itself and the nearest player model, always ending its movement facing the nearest player to it.

Flee- the monster or titan will perform a full movement to get away from player models (this does not use an action), always ending its movement facing the nearest player to it.

Guard-the monster or titan will use an action to rotate and face toward the nearest player model without moving any measurable distance.

Hunt-the monster or titan will use an action to move toward (a named target) without requiring line of sight to that target, always ending its movement facing the nearest player to it.

Prowl- the monster or titan will use an action to move toward the furthest point of a randomized

table edge, always ending its movement facing the nearest player to it.

Optimize-during any single action a monster or titan will use as much movement as is available to it to get as close as possible to its target without moving outside of its ability to attack its target as defined by its weapon range.

5.4-D Monster/Titan Responds to attack

Monsters and titans will both respond to being targeted in the same way. Any time a titan or monster is targeted by a skill or attack action that results in that model rolling Defense dice, whether it receives damage or not, will immediately turn to face the source of that attack after all damage has been resolved.

5.4-E Monster or Titan chooses to Flee

A fleeing monster or titan does not use an action to perform "flee", it is a free action to that model. Any time a model flees, it makes a full movement in as straight of a line as possible to place as much distance between itself and the model it is fleeing from but it can be targeted by Danger Zone. If terrain ever interferes in such a way as to stop the monster or titan before it can move its maximum distance, the model will go around the terrain by the shortest distance possible.

Where certain types of terrain may cause harm to a monster or titan but not stop it from completing its maximum movement value the monster will enter those areas and take the damage, in these instances the creature has made a priority of creating distance from the model it is fleeing from and will not have the forethought to avoid the dangerous landscape.

If a fleeing monster or titan runs into terrain that can be climbed, while fleeing, it will climb that terrain, just as a player would, however, since this monster is climbing terrain as flee action it will not be required to spend any extra actions to do so. A monster that flees will use its full movement value.

5.5 Monster Types

Monsters do not have the broad selection of actions and reactions or a set of unique skills that a player has, even though they possess the same stats as a character model. They simply use their actions to move as their personality dictates and use calculated attack values at the ranges they have available and use defense dice when attacked. In some cases a monster will perform a flee as described by their personality.

Hikoshiro had loaded the Hunters rounds personally and didn't charge the usual fees, an honor that Encule Dumont did not take lightly. The dwarf had bought dragon powder for his prized rifle from the Yamamoto clan for over fifty years and the craftsmen from the Shinsein Island appreciated loyalty. The fact that a titan had been reported just a few miles from the Hub City Dam had probably helped inspire Hikoshiro to be uncharacteristically generous with his skills. No doubt Hikoshiro, wanted the dwarfs hunt to go well, so close to his home in Little Shinsein.
The nub where his pinky used to be tingled as he lined up his shot, that's how he knew it was a good one. Downwind, high ground, fifty meters to the target and the brute had no idea what was about to happen. These are the things that a gray beard and more than a century of trophy hunting would earn him nearly every time. Dumont would be a remembered name amongst the dwarves for ages to come and Encule insured that with every fiend he put holes through.

Cultist (**3** actions/**3** wisps)

melee: 0″-1″
magic: 5″-8″

Mov	Str	Dex	Int	Wit	HP	Def
7	7	7	7	7	3	2

*Any destroyed altars within 1″ of a Cultist are immediately repaired and begin spawning monsters again.

*Any time a Cultist resolves damage either from defending an attack or performing one, the Cultist will flee

Personality:
1. Cultists will assault the nearest player model.
2. A Cultist will hunt the nearest destroyed altar, to get as close as possible to it.
3. If there are no destroyed altars for a Cultist to hunt, the Cultist will evade.

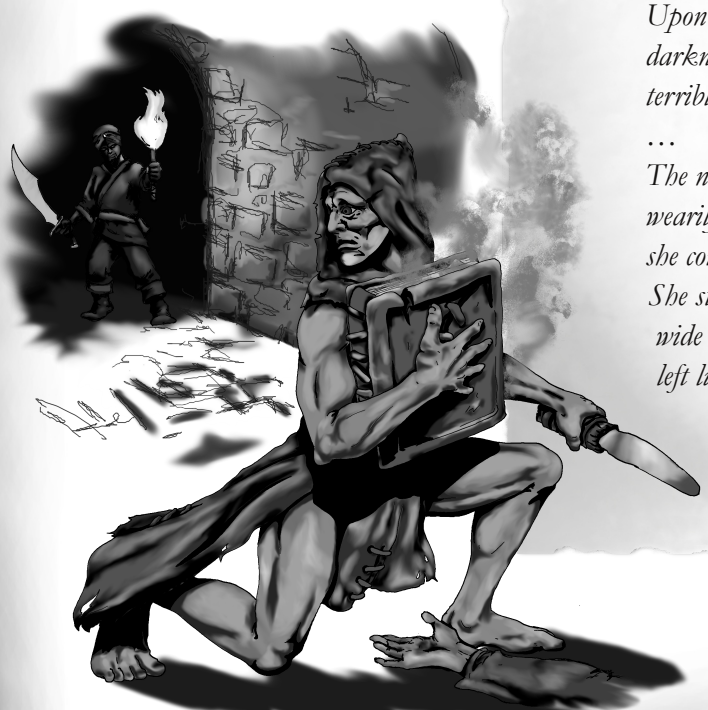
Normally the pitter-patter of rain would sooth anyone to the deepest of sleeps but the earth shattering booms that came from the thunder had the baby wailing into the darkest hours of the night. The candle had burned low, hours ago and her eyes ached for true rest that could not come in this infernal rocking chair that was her prison. She held the babe tight to her bosom while it silently sobbed and heaved, exhausted by its fear of the flashes and crashing outside of their small home.

When the knocking at the door came, her aching back yearned to answer it, to leave the infernal chair but she could not for fear of disturbing the baby. A moment passed and the knock came a second time, even louder. Her heart felt for whatever poor soul was stuck out in this weather but the baby was nearly asleep. Another moment passed before a third set of knocks was accompanied by a blinding flash through the window. She winced knowing the boom was soon to follow. The deafening roar sent the baby into hysterics, and the mother began to sob a little too as she lifted herself from the chair and went to the door to answer whatever soggy wanderer inquired of her. Upon opening the door she saw nothing but rain slickened mud in the darkness. Whoever had requested her had given up, and moved on. She felt terrible for whoever was out there in waterlogged boots.

…

The next day under clearing skies and with baby on her hip, the mother wearily started out for the market place, dodging the larger puddles as best she could.

She stopped abruptly in front of her neighbors house. The door was hanging wide open and red dripped from the ceilings. Gore plastered to defiled walls left little to the imagination. The mothers mind reeled amidst the silence of the early morning.



Gremlin (**3** actions/**3** wisps)

ranged: 0"-6"

Mov	Str	Dex	Int	Wit	HP	Def
6	6	7	6	4	3	3

* If at any time a gremlin performs a successful defense roll, where any damage is mitigated by defense dice, it will perform a flee after damage is resolved for that action.

Personality:
1. A Gremlin will assault the nearest player model.
2. A Gremlin will approach the nearest player and optimize its attack range.
3. If there are no players for a Gremlin to draw line of sight to, the Gremlin will prowl.

If it is ever unclear which player model a Gremlin should move to or attack, randomize its target.

No Hunter he had ever had legs long enough to outrun one of these things. Hounds were clearly built for two things; running and biting. All he could do now was keep the pokey end of his blade between himself and the monster in front of him. To turn and run was a guaranteed fate…

Hound (**3** actions/**3** wisps)

melee: 0"-2"

Mov	Str	Dex	Int	Wit	HP	Def
7	8	7	6	3	3	2

*A hound gains +1 movement for every wisp it has attached to it

Personality:
1. Hounds will assault the nearest player.
2. Hounds hunt the nearest player model and optimize their attack range.

If it is ever unclear which player model a hound should hunt or assault, randomize its target.

Hulk (**4** actions/**4** wisps)

melee: 0"-3"

Mov	Str	Dex	Int	Wit	HP	Def
5	8	8	8	3	4	1

*A Hulks attacks "critically succeed" on 9's and 10's.
*Hulks ignore 2, successful damage from any action that targets them.

Personality:
1. A Hulk will assault the nearest player model.
2. A Hulk will approach the nearest player model and optimize its attack range.
3. If a Hulk cannot draw line of sight to a player model it will prowl.

If it is ever unclear which player model a hulk should move to or attack, randomize its target.

"Now what?!" yelled Ober having just watched his carefully contrived attack bounce off the hulk's thick skull.
"Stick to the plan!" screamed Yvanna, sword in hand and blood trickling from her nose.
"What plan?!"
"The only plan! Make it dead before it makes us dead!"

"These huntsman are thee best reas'n to hunt at night. If one of them things is out there, I want to be hard to spot in the shadows. And those weird glowing balls they always got floatin' 'round with 'em are a dead giveaway in the dark. If your dumb 'nuff to go after one of them things in broad daylight, you'll get yourself skewered with an arrow thicker than a trolls donk and longer than you are tall. And all from a league away. You'd never see the devil that got ya'!"
~final known words of Brody Thatcher, found pinned to a tree and still twitching at sunrise just outside of town.

Huntsman (**3** actions/**3** wisps)

ranged: 5"-15"

Mov	Str	Dex	Int	Wit	HP	Def
5	7	8	7	4	3	1

*A Huntsman gains +1 Calculated Attack Value for each wisp attached to it.

*If a Huntsman is closer to a player model than its minimum 5" range,when it activates it will immediately perform a flee.

Personality:
1. A Huntsman will assault the nearest player model.
2. A Huntsman will hunt the nearest player and optimize its attack range.

If it is ever unclear which player model a huntsman should move to or attack, randomize its target.

Imp (**3** actions/**3** wisps)

magic: 3″-7″

Mov	Str	Dex	Int	Wit	HP	Def
8	6	6	6	6	3	2

*If an imp begins an action within 6″ of an undestroyed altar, the imp will gain 1 HP/wisp with no upper limit to how many times this can occur

*If an Imp is ever closer to a player model than its minimum 3″ range it will immediately perform a flee when it activates.

Personality:
1. An Imp will assault the nearest player model.
2. An Imp will hunt the nearest cultist model, to get within 3" of that cultist.
3. An Imp will hunt the nearest player model and optimize its attack range.

If it is ever unclear which player model an Imp should move to or attack, randomize its target.

Hunting in towns and cities was far worse than out in the wilds in her opinion. Psychologically the townsfolk were more shaken and quick to point fingers and logistically it just seemed like there were far too many corners to check. She was pretty sure there was only the one altar she had demolished in the root cellar and she hoped she had gotten all of the cultists in the process, but the monster that was running these streets was the worst kind of skittish. Three times she had caught sight of the thing and taken less than desirable shots before it disappeared down narrow alleys and up stone walls and it was getting old. Part of her wished she was hunting something larger that would stand and fight and this ridiculous chase could be over.

For the fourth time she heard the beast around the corner from the cobblestone street where she crept and she readied her bow. The sound of shattering pottery helped her approximate where she should aim her bow when she rounded the buildings edge.

With fletchings at her cheek and her sight down the shaft she leapt around the corner and spied a cat licking spilt milk from the filthy cobblestone and she considered letting her arrow fly anyway. But before she could make her decision, she felt a long bladed shaft slip between her ribs and saw the street below her turning red before the darkness stole her vision.

Lich (**3** actions/**3** Wisps)

magic: 0″-4″

Mov	Str	Dex	Int	Wit	HP	Def
6	8	8	8	3	3	3

*A lich gains +1 Calculated Attack Value for every wisp attached to it.

Personality:
1. A Lich will assault the nearest player model.
2. A Lich will hunt the nearest player and optimize its attack range.

If it is ever unclear which player model a Lich should move to or attack, randomize its target.

Revenant (**3** actions/**3** wisps)

melee: 0″-2″

Mov	Str	Dex	Int	Wit	HP	Def
6	7	8	8	3	3	2

*A Revenant will regain 1HP/wisp, for every 1 damage, it deals to a player model, with no upper limit as to how many times this can occur.

Personality:
1.A Revenant will assault the nearest player model.
2.A Revenant will approach the nearest player and optimize its attack range.
3.If there are no players for a Revenant to draw line of sight to, the Revenant will prowl.

If it is ever unclear which player model a Revenant should move to or attack, randomize its target.

Shamble (**5** actions/**5** wisps)

melee: 0″-2″
ranged: 3"-5"
magic: 6"-9"

Mov	Str	Dex	Int	Wit	HP	Def
5	7	7	7	3	5	4

*A shamble will spawn from its altar on 4+

*Any monster or titan within 8″ of a shamble that is not at full HP will regain up to its maximum HP and the appropriate number of wisps, up to the maximum amount allowed by their listed stats. If this occurs, the shamble will lose as many HP and wisps as the other monster regained. This effect can kill the shamble. This affect occurs any time during the shambles activation and as soon as any other monster is within the required 8″ range.

Personality:
1.A Shamble will assault the nearest player model.
2.A Shamble will hunt the nearest monster or titan model to get within 6" of it.
3.If there are no monsters or titans for a Shamble to hunt, the Shamble will evade.

If it is ever unclear which player model a Shamble should move to or attack, randomize its target.

Stalker (**4** actions/**4** wisps)

ranged: 2″-5″

Mov	Str	Dex	Int	Wit	HP	Def
6	7	8	7	3	4	2

*A Stalker can and will freely move over or climb any terrain that would cause them to use any extra actions to do so, without having to use additional actions, nor will it have to stop in base contact with terrain that is being climbed before doing so.

Personality:
1. A Stalker will assault the nearest player model.
2. A Stalker will hunt the nearest player model and optimize its attack range.
3. If at any time a Stalker performs a successful defense roll against a player, where any amount of damage is mitigated , it will perform a flee.

If it is ever unclear which player model a Stalker should move to or attack, randomize its target.

Warlock (**3** actions/**3** wisps)

magic: 3″-9″

Mov	Str	Dex	Int	Wit	HP	Def
7	7	7	8	4	3	2

*A Warlocks attacks "critically succeed" on 9's and 10's.

*If a Warlock is closer to a player model than its minimum 3″ range, when it activates it will immediately flee.

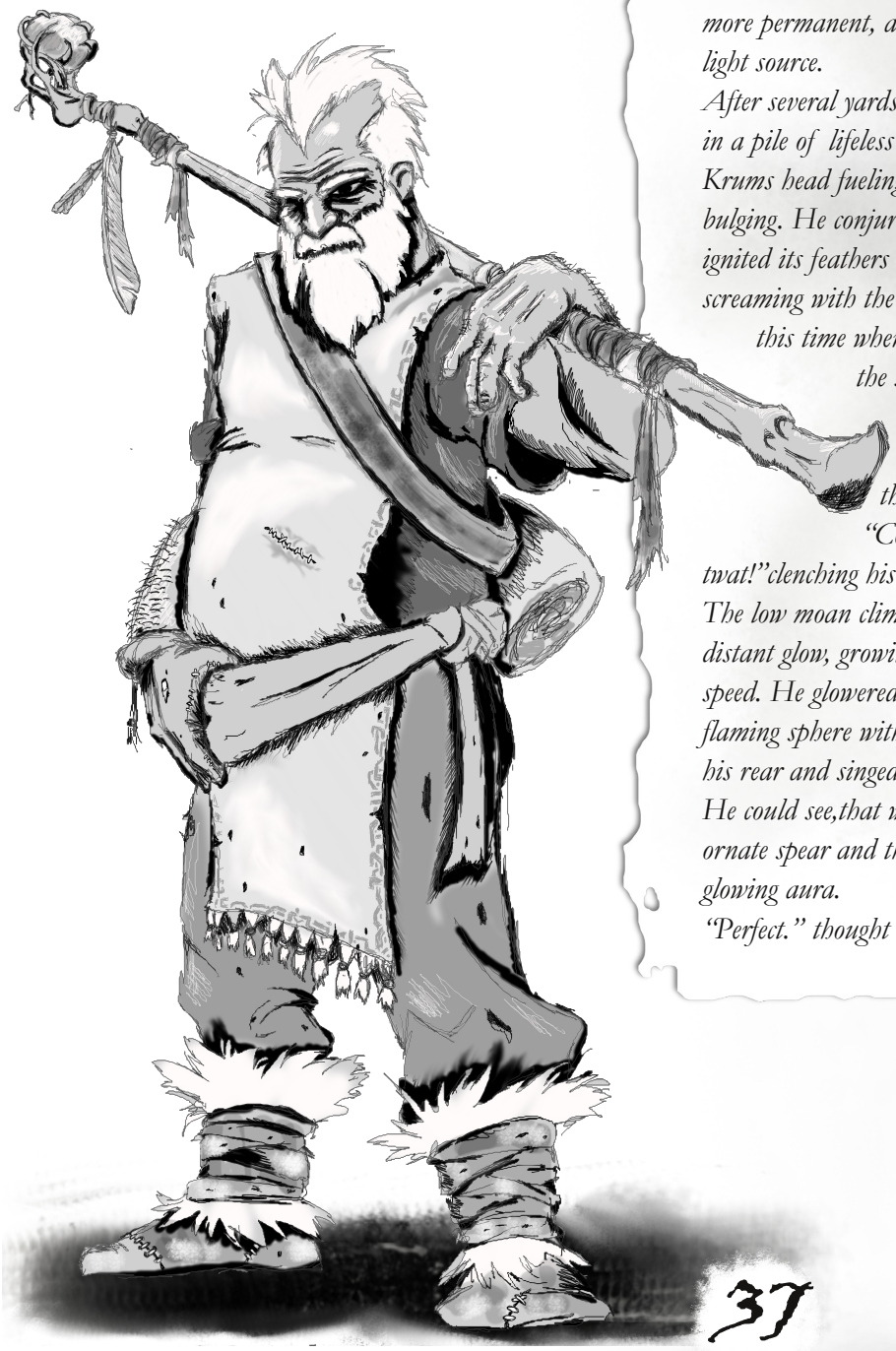
Personality:
1. A Warlock will assault the nearest player model.
2. A Warlock will approach the nearest player model and optimize its attack range.
3. If a Warlock cannot draw line of sight to a player model it will prowl.

If it is ever unclear which player model a warlock should move to or attack, randomize its target.

5.6 Titans

Titans will move and act using the same type of profile stats as monsters. Titans do not have specific personalities like monsters, instead their actions will be defined by the scenario itself. In some rare cases a titan will be under the control of a player and that player will activate that titan during their "**Get on with it**" phase, either before or after they have activated their own character or even alternating between the activations of the two models.

When the titan is not controlled by a player it will activate only after all the players and monsters have completed all the phases of their respective turns, using the same 3 phases as monsters.



"Just perfect. This is just the best." Krum thought with a furrowed brow and clenched teeth."Nothing bad ever happened in a pitch black hole in the ground." He held still for a moment at the bottom of the winding stone stairs he had just descended, trying to listen for anything other than the occasional faint drip but all he could hear was his heart beat thudding in his ears as he grew angrier."Sure. One Hunter is fine"

He conjured a beautiful white dove in his calloused palm to make himself feel better. "Send the guy from the frontier, those dopes love tight dark places. That's why they keep to themselves up in the north." A vein began to throb in his forehead and the dove burst into flames and took off exactly like a screaming bolt of pain, lighting the decrepit stonework tunnel as it went.

"Perfect" he thought as his frown deepened and became a little more permanent, and he set off following his newly conjured light source.

After several yards the engulfed dove collapsed to the ground in a pile of lifeless glowing cinders. Obscenities raced through Krums head fueling the throbbing vein to new heights of bulging. He conjured a new, even whiter dove and immediately ignited its feathers and it too bolted down the musty hall screaming with the ragemancer following its light. However this time when the dove collapsed to the stonework floor the scream was replaced by a long low moan instead of the usual silence.

"There you are." Thought Krum and at the top of his lungs he bellowed his challenge "Come get me you festering moose twat!"clenching his gnarled fists.

The low moan climbed to a roar and Krum could see a faint distant glow, growing as it raced toward him at an alarming speed. He glowered an impossibly deep glower and sent forth a flaming sphere with such intensity that a small flame escaped his rear and singed his leathers.

He could see,that without breaking pace, the Lich held up its ornate spear and the fireball was wholly sucked into its glowing aura.

"Perfect." thought Krum…

Maps of these parts of the Deep Mountains were notoriously inaccurate, but he knew he was moving north, blessedly farther away from Maldedo and its malevolent saprophytic hellscape and the mycosapiens, but closer to Loch Deepgate with every step. In three days time he had come across four altars and a handful of cultists, all of which he had left in broken ruins. However the bounty was for a dead titan and the trail was still ahead of the shaman.

Sunka turned his muzzle to the wind and caught the scent of his quarry as his paws quickened on the uneven trail beneath him. Its times like this that he wished his pack were with him, but those who had not shunned him after his "awakening" had perished long ago. Soon his ears were filled with sounds of thunderous squawks and the snapping explosions of arcane weavings being manipulated violently. Sunkas' canter became a full run as he rushed to reach the battle that had started without him.

His paws skidded around the bend on the pebbly trail while his tail confidently worked to keep his balance and suddenly he spied on the slope below him, two mages blasting the titan from opposing flanks, while a third of their group lie lifeless beneath the terrors talons. Sunka saw the effectiveness of the two pronged distraction wear off as the great beast snapped its full attention on the mage that was inching his way up the rocky slope. Sunka knew that hesitation was certain death for the mage and he unleashed his own fiery blast with a howl that caught the cockatrice in the hind quarters and stumbled it, buying the mage precious moments to create some distance. Panic and rage set into the behemoths eyes as smoke billowed from its feathery rear and Sunka saw several motes of light that always followed these fiends flicker and die away.

A spark of horror and discomfort shot down Sunkas' back when he suddenly heard a steady hissing voice in his mind "You are a Hunter of Aarcana?"

These mages were under-dwellers!

In the chaos of the moment he hadn't the clarity to quiet his mind before responding "yes."

It was impossible to know which dweller had spoken to him, as they both kept their attention on the monstrosity that was trying to end them, so Sunka followed the plan, knowing full well that if the cockatrice died, he may have to fight off the under-dwellers as well.

The titan kicked up boulders, twice the size of Sunka as it scratched long furrows in the slope shifting from side to side as if testing the earth, and a faint sickly green fog began to waft from its eyes and beak. It rocked its head back as if preparing to scream and all three mages unleashed their fury into the great feathered chest, sending the towering mass tumbling head over spurs backward down the slope as more wisps of light flickered out of being.

The unlikely pack chased the disoriented beast down the slope, hoping to finish it before it could regain its footing but the titan twisted and scrambled in its fall enough to unleash its own blast that caught the nearest under-dweller unprepared, his body scattering small stones down the mountain side as it crashed limply to the earth.

Sunka, pounced at the cockatrice in the miniscule moments

available and clamped his jaws onto as much of the things throat as he could fit between his teeth, hanging with his paws several feet from the ground. A foul liquid oozed into his mouth as the titan let out a piercing shriek and Sunka heard the sizzle and thud of another arcane blast smashing into the massive chicken-lizard.
The voice came through Sunkas mind again, making him shudder and nearly made him lose his grip "We would meet with your people."

"What people?"Sunka did not like that his responses came so immediately without a chance to measure them.
"Aaaaarcana" the name stretched out as if the speaker was trying to guarantee its pronunciation.

The cockatrice began swinging violently side to side, ejecting the shaman and sending him hurtling into the remaining under-dweller and knocking them both to the ground.

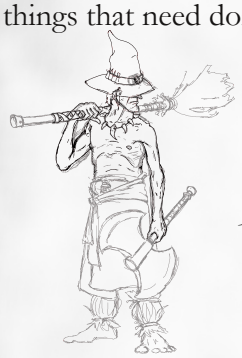
"Retreat. Regroup." came the voice again, causing Sunkas legs to quake beneath him, barely able to tolerate the voice in his mind on top of the pain from being thrown.

Sunka looked to the under-dweller and saw that one of his arms was hanging uselessly at his side and what must have been blood, was pooling through the thin robes at the shoulder.
The titan was clearly wounded as well but still very much in the fight. Sunka howled as he channeled some of his own life force into one massive and final bolt that tumbled the cockatrice down the slope one more time and he instantly felt the under-dweller scoop an arm under his belly before a blinding flash of light ported them several yards up the slope away from the titan. And they began to run as best they could…

6. Scenario Objectives

6.1 First Column: What to do?

The first card drawn, defines one of six possible things that need done to complete the mission.



1. Trap...
2. Kill…
3. Capture…
4. Find …
5. Steal from …
6. Thwart…

6.1-A Trap

Titan Personality

1.The titan will assault the nearest player model.
2. The titan will approach the nearest player model and optimize its attack range.
3.The titan will guard its current position,if it cannot draw line of sight to a player model.

Objective

Any player may move into base contact with the titan model and spend an action to take a **Wit** check.

-If the player **fails** the Wit check they take **1d3** damage.
-If the player **passes** the Wit check, the titan will take **3 damage** and gain a **marker token**.

If at any time the titan model has **4** or more marker tokens, its **Movement** is reduced to **0** and is unable to change its facing.

Similarly any player model may move into base contact with the titan model and spend an action to take a **Wit** check.

-If the player **passes** the Wit check a **marker token** is **removed** from the titan.
-If the player **fails** the Wit check the **marker token** is **removed** and the player takes **1d3 damage**.

While the titan model is reduced to **0 HP** or **0 Movement**, any player may move into base contact with a table edge, ending the game immediately.

The player that placed the last marker token on a titan before the game ended is considered to have completed an objective.

6.1-B Kill

Titan Personality

1.The titan will assault the nearest player model.
2.The titan will approach the nearest player model and optimize its range of attack.
3.If the titan cannot draw line of sight to a player model it will prowl.

Objective

When every titan in the scenario is dead, the game ends. The player that reduced a titans **HP** to **0** is considered to have completed an objective.

6.1-C Capture

Do not place the titan for this scenario during setup.

The titan will spawn immediately after the first altar is destroyed in the game. Spawn the titan, facing the center of the table, on a table edge that puts it as far away from all player models as possible.

Titan Personality

1.The titan will assault the nearest player model and immediatley flee.
2.The titan will hunt the nearest player model and optimize its range of attack.

Objective

The titan model must first be lowered to **5 HP** or less. At which point any player can take control of the titans actions by moving into base contact with it and spending **1 action**, but can only use the titans actions for **movement**.This includes the act of taking control of (*lets be honest, its called stealing*) a titan that is currently controlled by another player

-If a player is reduced to **0 HP** while controlling a titan, they will lose control of the titan model and it will immediately **flee**.
-If at any point the controlling character model is more than **4"** away from the titan, that player will lose control of the titan model and it will immediately **flee**.
- If a player can control the titan and move it into base contact with a table edge the game ends and all players will tally their bill. -If at any time a titan is at or below **5HP** but is not controlled by any players, any character model may take control of the titan by

moving into base contact with it and spending **1 action**.
-If there are multiple titans on the table, multiple titans can be controlled simultaneously.

When the titan is under the control of a player, that player will activate that titan during their "Get on with it" phase, either before or after they have activated their own character or even alternating between the activations of the two models.

When the titan is not controlled by a player it will activate only after all the players and monsters have completed all the phases of their respective turns. The player that controlled the titan when it moved into base contact with a table edge is considered to have completed an objective.

6.1-D Find

Do not place the titan for this scenario during setup.

Titan Personality
*1.*The titan will assault the nearest player model.
*2.*The titan will hunt the nearest player model and optimize its range of attack.
If it is ever unclear which player model a titan should move to or attack, randomize its target.

Additional Set-Up
Six markers are placed on the table **after** the **scenario** is rolled and **before** the **player models** are deployed. The first token is placed within **4"** of the center of the table and then **2d10** is rolled, the token must be moved that many inches in a random direction. Subsequent tokens are placed within **4"**of the center of the table and must be moved **2d10** inches directly away from all other marker tokens on the table. Any tokens that less than **12"** of each other receive another round of **1d10** movements until all tokens are at least 12" from each other.

Objective
During the game a character can move into base contact with a marker and spend **1 action** to roll **1d6**. On a roll of **1-4** the marker is picked up and kept by the player. On a roll of **5-6** the marker is picked up and kept by the character and a random titan is drawn from the deck and placed where that token was.

For every marker picked up, **+1** is added to each subsequent **d6** that determines if a titan is found.

-If a player is killed, any markers they were carrying are placed in a stack where they died and any other player can pick them up by spending **1 action** while in base contact with the stack.

At any time any player can move into base contact with any table edge and spend **1 action** to leave the table to tally their bill and await the results of the other players.

Every marker a player has when they leave the table is considered to be a completed objective and as such, a player may write their bill for multiple objectives achieved at the end of the game.

Any player that finds the titan for this scenario immediately tallies a complete objective.

6.1-E Steal From

Titan Personality
*1.*The titan will assault the nearest player model.
*2.*The titan will approach the nearest player model and optimize its range of attack.
3. If the titan cannnot draw line of sight to a player model it will prowl.

Objective
The first player that can come into base contact with the titan and spends **1 action** to steal from the titan receives a marker token. As soon as a player has stolen from the titan, roll **1d6**. That's how many turns are left in the game.

Any player can spend **1 action** token while in base contact with a player who has the marker token to steal from them at which point they gain control of the marker token.

-If a player is killed while carrying the marker token, the marker token is placed where they died and any other player can pick it up by spending **1 action** while in base contact with it.

The player who has the marker token at the end of the game is considered to have completed the objective.

If the titan is killed before any player has gained control of the marker token, immediately roll **1d6** and end the game in that many turns before checking the bills.

"Listen kid, don't waste time trying to figure them out and for the love of mead, don't give them a chance to talk. If you see one and you can reach it, you kill it. Plain and simple. As far as I can tell, even they don't know what they expect to get out of all this. If you can catch one of these cowards alive and resist the urge to snap their necks, they all play the same ignorant tune. They all say they saw "it" in their dreams and "it" gave them some dumb idea to go around killing innocents and dredging up crazed devils. You do what your contract pays you for and nothing else. If Haumble wants more of these worthless turds in his dungeons, he'll send a paying contract down the lines and until then, you smash every cultist skull you find and don't get yourself dead."
~Horigg, Aarcana Inquisitions Blacksmiths advice to every newly licensed Hunter.

6.1-F Thwart

Titan Personality

**The titan is considered to have line of sight to the player that most recently attacked a marker token.*

*1.*The titan will assault the nearest player model.
*2.*The titan will approach the nearest player model and optimize its attack range.
*3.*If the titan cannot draw line of sight to a player model it will hunt the center of the table.
*4.*If the titan model is already at the center of the table it will guard.

Additional Set-Up

After the titan model is placed on the table, place **4 marker tokens**,representing totems, each **8"** from the titan model and at least **8"** from other marker tokens with the following stats.

Totem (0 actions)

Mov	Str	Dex	Int	Wit	HP
0	8	8	8	8	1

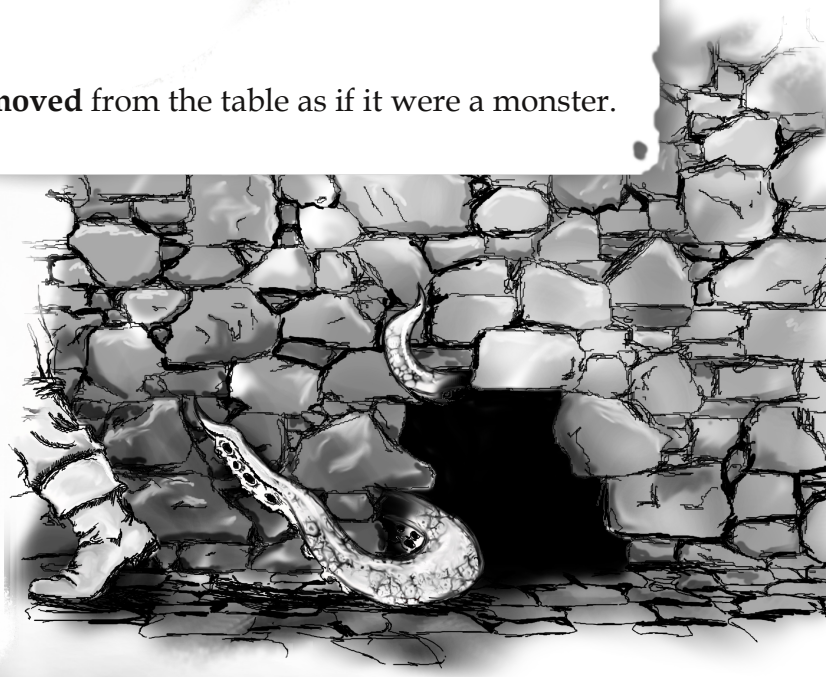
While this totem token is on the table, **all titan** models gain **+1Strength**, **+1 Dexterity**, **+1 Intelligence** and **+1 Defense**. This effect will stack with the same effect from all other totem tokens.

Any totem token that is reduced to **0 HP** is **removed** from the table as if it were a monster.

Objective

When every titan in the scenario is dead, the game ends.

Any player that removed a totem token is considered to have completed an objective. A player may write their bill for multiple objectives achieved at the end of the game.



6.2 Second Column: Whats the target?

The second card drawn, generated the titan that must be acted upon.

1.the Blighted
2. the Beast
3. the Cockatrice
4. the Mindleech
5. the Bonespawn
6. the Wyrm

6.2-A Titan profiles

Each titan will have a unique profile to govern its impact on the mission.

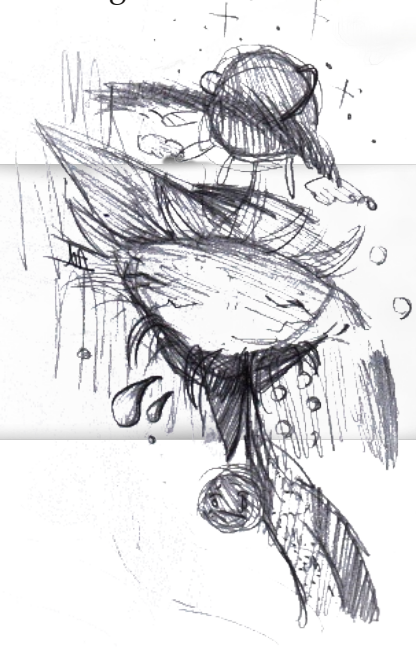
Beneath the collection of rotting things, a creature from this world can clearly be seen but some cruel curse has swollen it to massive proportions. The Blighted, as the Hunters have taken to calling them, takes on to its body all manner organic things and seems to feed on them as a sponge would drink water, to sustain itself from its own rotting nature. The smell of this thing is so putrid that we were forced to perform our dissections outdoors of the college halls and even then, through dampened scarves, many of my colleagues were forced to excuse themselves to empty their meals on the lawn. One assisting student was sent to the infirmary after foolishly walking behind the titan and being knocked unconscious by the force of the horrors flatulence.
~from the journals of Professor Taulaitu
Chief Liaison to Arcana Inquisitions
and head Dean of Magical Identifications

the Blighted (**5** actions/**30** wisps)

melee: 0"-4"

Mov	Str	Dex	Int	Wit	HP	Def
6	9	9	9	6	30	2

*Any player model that is in the Blighteds "**danger zone**" when the Blighted uses an action, those models must roll **1d6**, on 1-3 those models take that much damage, on 4-6 nothing happens.
If this effect happens when the player model is in the Blighteds rear arc, that model suffers "knock-back" **1d6**".



the Beast (**5** actions/**25** wisps)

melee:0"-3"

Mov	Str	Dex	Int	Wit	HP	Def
7	9	9	9	6	20	2

*Any time the Beast makes a successful defense roll in which it took no damage, it will immediately perform a flee directly away from the model that attacked it.
*The Beast can and will freely move over or climb any terrain that would cause it to use any extra actions to do so without having to stop and use additional actions.

the Cockatrice (**5** actions/**25** wisps)

magic: 0"-2″

Mov	Str	Dex	Int	Wit	HP	Def
7	9	9	9	5	25	1

*All player models within **1d10**″ must take a **Wit** check when the Cockatrice lowers a models HP. Any player that fails the Wit check gets **-2 Movement**.

the Mindleech (**5** actions/**30** wisp)

magic: 0"-4″

Mov	Str	Dex	Int	Wit	HP	Def
6	9	9	9	5	30	1

*Whenever the Mindleech lowers a character models HP, that player must choose a skill on their character sheet and place a marker on it. Any skill with a marker on it is cannot be activated for the rest of the game.

*A player may spend an action token at any time to remove one marker token from their skills.

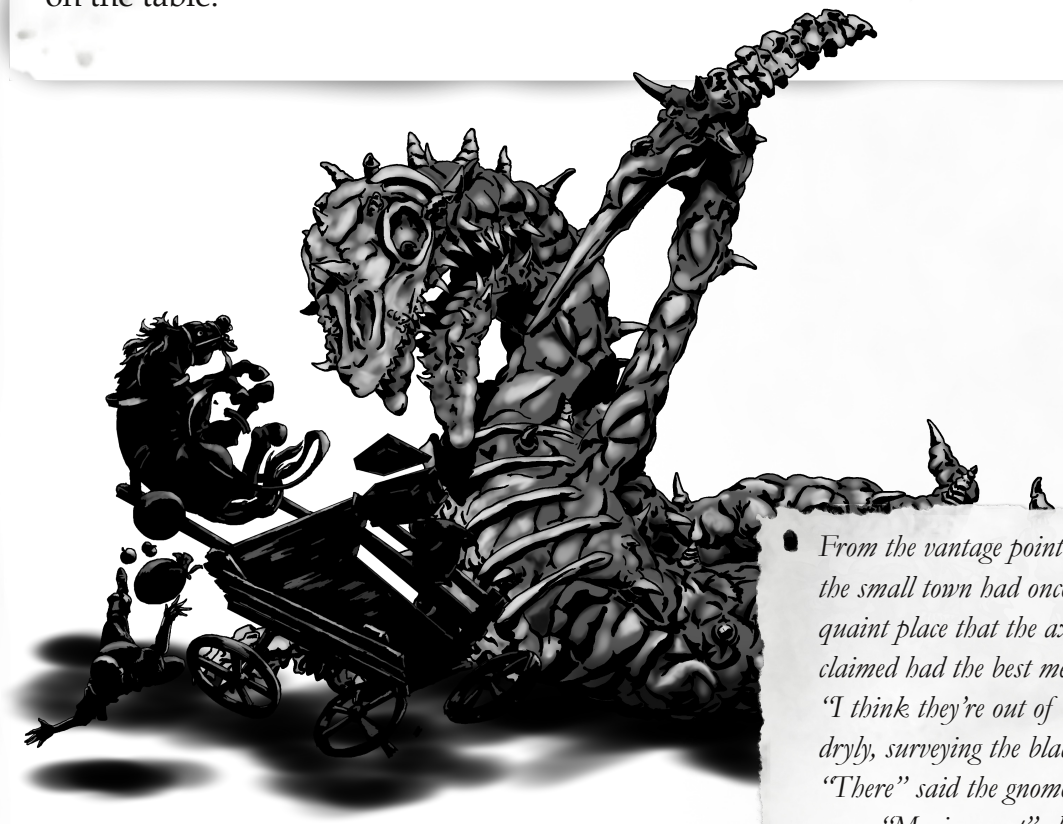
the Bone-Spawn (**4** actions/**30** wisps)

ranged: 0"-6"

Mov	Str	Dex	Int	Wit	HP	Def
6	8	8	8	5	30	2

*All of the Bone-Spawns defense rolls "critically succeed" on 9's and 10's.

*When checking altars to see if they spawn monsters, check the Bone-Spawn as if it was an altar. Check the Bone-Spawn for every monster that has been selected for this hunt but not currently on the table.



From the vantage point atop the cliff they could see, where the small town had once been, tucked into the forest. A quaint place that the axe wielding ogre among them claimed had the best mead south of Shortmourn Keep.
"I think they're out of mead" said Dram the feral elf dryly, surveying the blackened, smoldering ruins.
"There" said the gnome, shielding her eyes from midday sun. "Moving west" clarified Shell.
Wyrgm shifted his axe to his left hand and squinted his gaze to where the gnome was pointing. The treetops were swaying violently around a massive spiny, scaly back that was passing through them. The birds fleeing the disturbance were barely more than black specks against the sky from this distance.
Wyrgms' shoulders sagged "That's just a little one."
"The bounty pays either way" said Dram with a growing smirk.
"We better catch it before it finds the next village" suggested Shell.

the Wyrm (**4** actions/**25** wisps)

ranged: 0"-5"

Mov	Str	Dex	Int	Wit	HP	Def
6	9	9	9	8	25	1

*All **HP** that is lost by an attack from the Wyrm is **doubled**.

6.3 Third column: Where is the target?

The third card added an over arcing circumstance to the scenario.

1….in darkness."
2…in hostile territory."
3…. in the hunting grounds."
4…on the ley lines"
5…in a wind storm."
6…. in toxic miasma."

6.3-A In darkness

At the beginning of each players turn, that player must roll 1d6. The value rolled plus the characters Wit value is how many inches the player can currently see in the darkness and cannot target anything farther away than that during this turn.

A player with a Wit value of 5 starts their turn by rolling 1D6 which results in 5, so that player during their turn can target anything up to 10".
Wit+1d6= distance seen.
Anything outside of that range is considered to be not in line of sight.

6.3-B In hostile territory
Place 2 additional altars just as you placed the original altars during set up and the types of monsters they generate will be randomly selected by drawing cards just as you normally would.

6.3-C In the hunting grounds

Randomly generate a second titan, and place it as near to the center of the table as possible.

Personality
*1.*The titan will assault the nearest player model.
*2.*The titan will approach the nearest player model and optimize its range of attack.
3. If the titan cannnot draw line of sight to a player model it will prowl.

This second titan is a viable target for any scenario objectives that requires that a titan be interacted with.

6.3-D On the Ley Lines

At the end of each players turn when they check each altar to see if it spawns more monsters, the altars will now spawn monsters on **4+** (*instead of 6+*).

6.3-E In a wind storm

When a player declares their "**done-ness**", that player will roll **1d6** and move their character that many **inches** in a random direction, in a straight line. This move is involuntary and does not require the use of action tokens. This involuntary movement can cause a model to collide with terrain and other models and can result in the model being pushed off of terrain that it is on top of such as sheer faces.

6.3-F In toxic miasma

After a player declares their "**doneness**" that player will roll **1d6**, on a roll of **1-3** that player loses the amount of **HP** they rolled. On a roll of **4-6** nothing happens.

7.Terrain

The place could only be more accurately named if it somehow mentioned the stifling hot moisture that clung to the air constantly and the incessant swarms of biting bugs. Within hours of making landfall two of our expedition team had been mauled and trampled by some kind of huge roaring lizard that had burst from the jungle with no warning whatsoever before disappearing back into the thick underbrush. A third member of the team had been carried back to the ship after being bitten by a brightly colored insect and beginning to vomit almost immediately. Now I understand why the Shinseinan fisherman that ferried us here refused to leave the boat. The Land of Teeth and Poison indeed, it seems now more than ever, a warning than some poorly named forest so far to the south of my home.

But there is work to do, and risk is all part and parcel, Aarcana Inquisiitions is paying me handsomely to confirm reports that the Cult has been spreading into the southern continent, and even into this awful jungle. Thankfully it is not my task to determine why they would want to be here, just whether they are.

That first night when camp had been made I attempted to make conversation with one of our guides, one of the larger ones with a yellow spotted pattern on his back scales and a low bony crest on his head, I asked him what type of stone they used to make their weapons and he made a throaty noise that may have been amusement or disgust, it's difficult to tell with these savage types. His language was coarse but surprisingly clear. "Not rock. Bone." he said as he gestured to the small knife on my belt. At first I thought he wanted to know about the steel and as I slid it from the sheath to show him, I realized it was already beginning to rust in this forsaken place. The lizard-man made the throaty noise again and turned his attention to one of his own kind, obviously done with me.

The next morning we were assaulted again, this time by a larger roaring lizard-thing that ran on two hind legs and stood twice the height of our guides that eventually slew the beast in quite a heroic fashion that seemed almost commonplace and mundane to them, after the fact. I will thoroughly enjoy having this place to my back.

The third day made the guides uneasy and they made us slow our pace and ready our weapons. The usual cacophony of the fauna had slowly died off to nothingness during our trek that day. It was then that I knew in my gut the Cult had spread even to this wretched place and there could be no good to come of it.

~ from the journal of Sir Pyotr Moskvitin
returned to Aarcana Inquisitions with what was left of his remains

The following definitions of terrain will give an exact description of how certain types of terrain will alter gameplay as a mechanic. Though the effect is specific, the names of the terrain types have been left vague so that the players will be able to create any landscape they want. For example, the hunt may take place in a densely wooded forest or it may take place in a crumbling dungeon, and where a massive tree may be in one it may not exist in the other. Examples of what each terrain type could represent are given but these should never be seen as a finite restriction on the creativity of the players themselves.

7.1 Terrain Types

Terrain features will have a definitive border to clearly mark where the effects of that terrain will have an effect on game mechanics and where it will not. Terrain can overlap to any degree and the effects of each will compound upon each other.

Any model whose base is inside the boundaries of a terrain piece to any degree will take into account the effects of that terrain type, even if that means only a small fraction of the models base is inside of the borders of the terrain.

Cluttered Terrain- Any attack that draws line of sight into or through any portion of cluttered terrain will get **-1 to hit** and 10's will still critically succeed as normal.
Examples of Cluttered Terrain could be a forest, a room full of stacked crates, or a section of ruins densely populated by ruined columns or pillars.

Dangerous Terrain- Dangerous terrain will immediately do **1** point of **damage** to any model that begins and/or ends an activation within its boundaries.
To be perfectly clear, a model that begins its movement within dangerous terrain and fails to fully exit that terrain would actually take 2 points of damage, 1 for beginning an activation in the terrain and 1 for ending the activation in there.
For example the players could decide they want a toxic, contaminated pond in their battlefield, they could place a body of water there and say that it is "Deep Fluid" and that it is "Dangerous".

Deep Fluid- No actions can be declared by a model that is within deep fluid that would make that character roll attack dice. In addition, that models **Movement** value will be reduced by **2** when activating within deep fluid.
Examples of Deep Fluid could be a pond, stagnant section of a river, or a very full sewage system.

Difficult Terrain- Anything designated as difficult terrain will reduce a models **Movement** value by **2**.
Examples of Difficult Terrain could be swampy areas, shallow but fast moving sections of rivers or any place where lots of unsteady debris has fallen. Anywhere that would require a little extra attention be paid to footing.

Flowing Fluid- When this type of terrain is placed on the table, the player that placed it will designate a direction that it is flowing. Any model that is in the Flowing Fluid when they "**declare their doneness**" will immediately move **1d6**" in the direction that was declared by the player that placed it.
In addition, no actions can be declared by a model that is in Flowing Fluid that would make that character roll attack dice.
Examples of Flowing Fluid might be a river, an open sewer pipe, an ice flow or maybe even a mudslide.

Impassable Terrain- Impassible terrain is just as it sounds. When a model comes into contact with that piece of terrain it can go no further, it will have to find a way around.
For example, if the players were attempting to create a table representing the inside of a castle they could designate walls as "impassible terrain" to represent that hallways and rooms are small contained spaces and must be navigated appropriately.

Obstacle- An obstacle is anything that has a substantial vertical measurement and may or may not fully block line of sight. When faced with an obstacle, a player can, instead of trying to go around, climb over it. To do this a player start their action in base contact with the obstacle and spend **2 action** tokens,then place their model on the other side of the obstacle facing any direction they choose but in base contact with the obstacle. The path over the obstacle must represent the shortest possible path for the model. The two action tokens that were spent are assumed to have been spent on the movement required to climb up and over the obstacle and represents the strenuous act of doing that with all of their gear.
Examples of an obstacle could be something as simple as a tall fence or large boulder or it may be the very large section of a ruined wall.

Open ground- Open ground is any area of the table not occupied by terrain that would affect models in anyway. It is actually a lack of terrain.

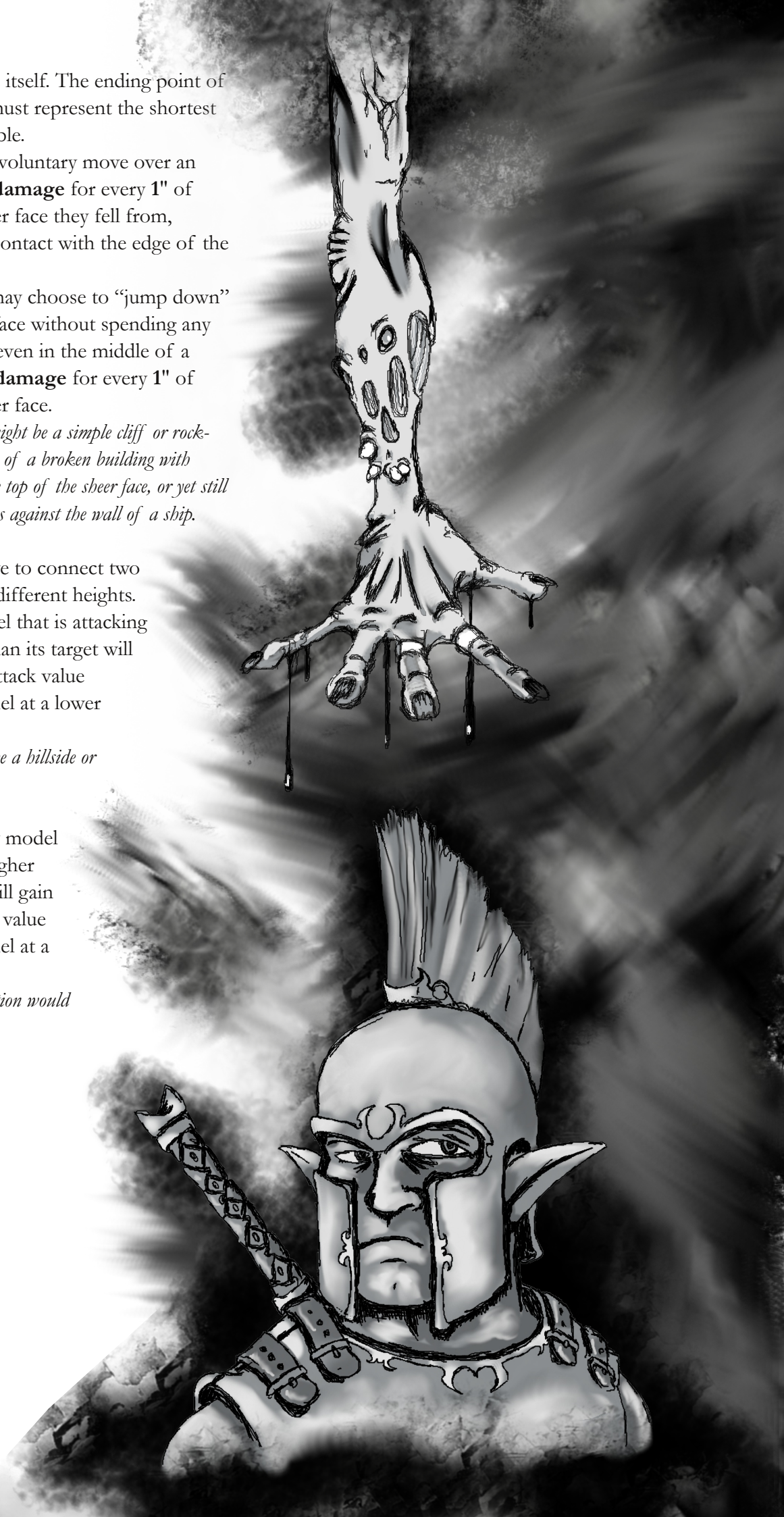
Portal- Portals are unique from the other terrain types in that it is actually two pieces of terrain that need to be placed simultaneously. A character model that begins its action in base contact with one part of the portal can spend **1 action** token to place their character model in base contact with the other portal.

Sheer Face- A sheer face is any vertical terrain that has an upper portion and a bottom or foot. A model can climb up or down a sheer face by spending **2 action** tokens to do so while in base contact with the sheer face they are intending to climb. A model that is climbing up a sheer face can choose its facing freely at the top but must be in base contact with the edge of the face at the top. Likewise a model climbing down a sheer face will choose its facing freely at the bottom but must end its movement in

base contact with the face itself. The ending point of the model in both cases must represent the shortest and straightest path possible.
A model that makes an involuntary move over an edge will take **1** point of **damage** for every **1"** of vertical height of the sheer face they fell from, ending the "fall" in base contact with the edge of the sheer face at the bottom.
Similarly a player model may choose to "jump down" from the top of a sheer face without spending any additional action tokens (even in the middle of a movement) but taking **1 damage** for every **1"** of vertical height of the sheer face.
Examples of a Sheer Face might be a simple cliff or rock-wall or it could be the remains of a broken building with portions of higher floors at the top of the sheer face, or yet still it could be tightly packed crates against the wall of a ship.

Slope- Slopes simply serve to connect two pieces of terrain that are different heights. Remember that Any model that is attacking from a higher elevation than its target will gain **+1** to its calculated attack value when it is targeting a model at a lower elevation.
Examples of a Slope could be a hillside or winding staircase.

Superior Elevation- Any model that is attacking from a higher elevation than its target will gain +1 to its calculated attack value when it is targeting a model at a lower elevation.
Examples of Superior Elevation would be a hilltop or roof top.



Alternate Play Variants

Trials of the Sharpening Stone

Arena

During the set-up phases of the game, do not place altars,cultists,titans or draw objective cards.
The only models on the table will be player characters and the only objective is to be the last player alive.

The Hunt for the Sharpening Stones

Team Arena

During the set-up phases of the game, do not place altars,cultists,titans or draw objective cards.
Players will choose amongst themselves team-mates that they deem worthy.
The only models on the table will be player characters and the only objective is to slay anyone who is not on your team.

Puppet Master

Overlord

All phases of set-up and in game mechanics will be followed as normal, except one player will not have a character model on the table and will instead control all of the monsters, cultists, and titans instead of adhering to those models preset keywords. When a player is controlling monsters and titans in this way, they will have access to all of the actions and reactions that a player character would have as well as being permitted to choose what direction a creature will flee when it must do so.
The Puppet Master wins if all the players die and the players win collectively if the Puppet Master has no more altars or models to control.

Tooth and Nail

Overlord

All phases of set-up and in game mechanics will be followed as normal, except one player will not have a character model on the table and will instead control all of the monsters, cultists, and titans instead of adhering to those models preset keywords. When a player is controlling monsters and titans in this way, they will have access to all of the actions and reactions that a player character would have as well as being permitted to choose what direction a creature will flee when it must do so.
The Puppet Master wins if all the players die and the players win individually by scoring objectives and tallying their bills as normal.

the frontier
Dracu'tu Tonacul
Shortmourn Keep
Sijisorya
Stillmire Swamp
Spoke River
Deep Mountains
Four Rivers
The Spire
School of Umnyy
Hub
Talafatai
Spoke Canal
Loch Deepgate
Gireminy
The Gouge
Worsh River
Yalls Wastes
Uhrlynd
Maldede
Fools Skulls
Ulayin Dao
Alainfijar
Kalaa
Muphonga
Quinhaze
The Land of Teeth and Poison
Burning Rivers
Shinseina Jochi

Gireminy- *Prosperous and peaceful under King Austyl. Considerably less so after his death. Still the richest and most stable nation that has no open quarrels with any other nation states but not wholly loved by other nations. Centrally placed to all other nations, it is a thriving trade and travel hub and is mostly inhabited by humans who either, work and live in the large bustling capital or in the outlying, farming and hunting villages.*
Aarcana Inquisitions was founded here by Father Haumble.
The Spire- *A giant citadel with a massive tower built "to touch the heavens" long ago, by human reckoning. It is the heart of its own religion that has spread through the human world and somewhat beyond. It houses countless classrooms that educate its priests to send into the world, barracks that train its own forces to defend its vaults and the courts that prosecute anyone who transgresses against the "one true way".*
Uhrlynd- *South of "The Gouge" lives a breed of fair skinned human that would rather exist just outside of the reach of Gireminy's reach but not too far from the Spire itself. More interested in living a simple life than being packed in to a crowded city, Uhrlynders value their freedom and space.*
The School of Umnyy- *A sprawling compound dedicated to the pursuit of knowledge and the arcane arts. Some students come to the school of Umnyy of their own free will while others are actively sought out by the faculty to protect those potential students from themselves or those around them that would harm them out of fear and ignorance.*
The Gouge-*Its unclear what happened or what their intentions were but on a dark night long ago, three young wizards disappeared from their mentors home with a stack of ancient tomes. The earth rattled to its bones when a deep canyon split open, many miles long. Whatever magic was attempted, not only tore the earth but left hundreds of small rifts in the rock walls that now connect Therfuria to some infernal realm.*
Today those rifts remain open and act as gateways between this world and the other. No few number of enterprising denizens of that other realm have built shops and even towns in the canyon walls on this side of the rifts. These places seem to thrive on some unspoken code of conduct that can easily turn a profit or get you outright killed.
Yalls Wastes- *A sprawling desert sprinkled with small towns. It is said that before Voidmanes war it was a lush, green place and whatever happened there was only exasperated by the gnomes damming and redirecting the Spoke River.*
The ogres that live their tend to be a nomadic people that travel in large tribal caravans. Though suspicious of outsiders they can be very friendly when won over but have no time for anyone who will not stand against the undead that are plagued with rage and often rise from the cursed sands.
The skeletons that wander the desert seem to be ancient lost souls that usually awaken without warning from beneath the ground. Usually mindless and savages, some few have seemingly retained skills and desires from a previous life lived but have difficulty finding acceptance among the living. Great effort has been put forth by the School of Umnyy to unravel this phenomenon to no avail. Even the the more reasonable and socially skilled undead that have been captured or volunteered for study have no memories of their former existence.
Sijisorya- *A huge forest, far to the north of Gireminy.*
Eons ago it was peacefully inhabited by unicorns and elves but some elves began to think that the unicorns were withholding their magical resources out of disdain for the elves. This may have been partially true due to the arrogance of the unicorns, however they are also very old and wise.
A rebellion began and some elves began stealing rare magic mushrooms from the unicorns thinking it would give them magical powers beyond what some of their shamans were capable of, and this was true for some elves but most who tried to consume them were driven mad or died outright without the knowledge of their equine neighbors to guide them through safe use. The elves began diluting the fungus to lower the potency and experimenting on woodland creatures that could help them in their fight but the results were unpredictable at best. Some animals became sentient, experiencing an "awakening", others evolved to more humanoid shapes, most simply died.
Now, in Sijisorya, there are small tribes of "feral" elves that hunt and live as they wish, roaming bands of "altered creatures" that range from brutally aggressive to civil, and the reclusive and still arrogant unicorns. To this day they barely tolerate each others existance.
The Deep Mountains- *Far to the east is a massive mountain range, laced with natural and hand hewn caverns, and vast underground water bodies. In the caverns live the Cephopsyches, often called Under-Dwellers, an innately magical and pragmatic race that thrive in the dark and water but are not restricted by it.*
Millenia ago, the Cephopsyches, used dark rituals on imprisoned humans and dwarves to turn them into vampires. The

intention was that the vampires would be their soldiers against the growing dwarven empire that was spreading from the surface of the mountains to deep beneath them. The vampires grew in alarming and unexpected numbers and turned against the Cephopsyches as well as fighting the dwarves simultaneously. The vampires were pushed to the surface of the mountains by the three sided war while the dwarves and cephopshyches dug in and fortified their homes respectively.

Now, vampires have established castles and towns of their own design on the mountain sides, thriving in the northern finger of the mountain range. Dwarven keeps, heavily fortified on mountain tops and stretching deep below, maintain a certain amount of control and stability in the eastern ranges. All the while, under-dwellers continue their alien existence in the dark cities sprawling below the mountain ranges.

Many animals that experience an "awakening" choose to go live in the deep mountains because the dwarves are so busy hating vampires and under-dwellers that they don't think twice about befriending a talking dog or squirrel.

Hub- *Gnomes left the Deep Mountains at the first threat of war between the under-dwellers and dwarves and built Hub in the foothills, between where Gireminy now stands and the dwarven capital Shortmourn Keep.*

The gnomes built Hub as equal parts city and dam across the river that pours out of the mountains so that they could harvest the flow of the river itself to power their industrious pursuits that yield impossibly clever and sometimes deadly gadgets.

Today, even though the wealthiest and most prestigious portions of Hub exist in and on the original dam structure, the city has continued to expand out into the reservoir via linked floating islands.

Aside from the crime that finds its way to exist in any city, and the growing and the seemingly unstoppable evil plaguing the entire world, Hub is a mostly safe place for travelers and residents...except for the raids..the raids from the savage tribes of amphibious Nommo that live around and in the lake can get bad sometimes.

Stillmire- *When Hub was built through the huge Spoke River coming out of the mountains, forests and plains north of the dam-city, was transformed into swamplands. The tribal goblins and orcs that lived there were forced to adapt to their new land and their irritable nature was only enhanced because of their constantly wet feet. Matters were only made worse when the Sijisoryan rebellion resulted in some enterprising elves trying to start a crop of mushrooms in the swamps, far away from the overbearing unicorns. The new crop of mushroom was similar to its parent species but even less predictable when consumed. Now orcs and goblins that survive in the swamps must do so alongside all manner of angry and vicious things.*

Talafatai- *Talafatai is the coastal region west of Gireminy and an open trade relation exists with no animosity. The inhabitants are open to modern method and invention but still cling to their ancient worship and superstitions of sea spirits and gods. They are primarily fisherman and prefer to exist peacefully but are quick to fight when they feel dishonored or threatened. They are the darker skinned and broader-built descendants of the elves that left Sijisorya at the beginning of the rebellion, feeling that the fighting was unnecessary and ill-advised. Because of that, "feral" elves see them as cowards and deserters, and unicorns see them as no different as the feral elves themselves. They hold some distaste for goblins and orcs because goblins and orcs have no manners.*

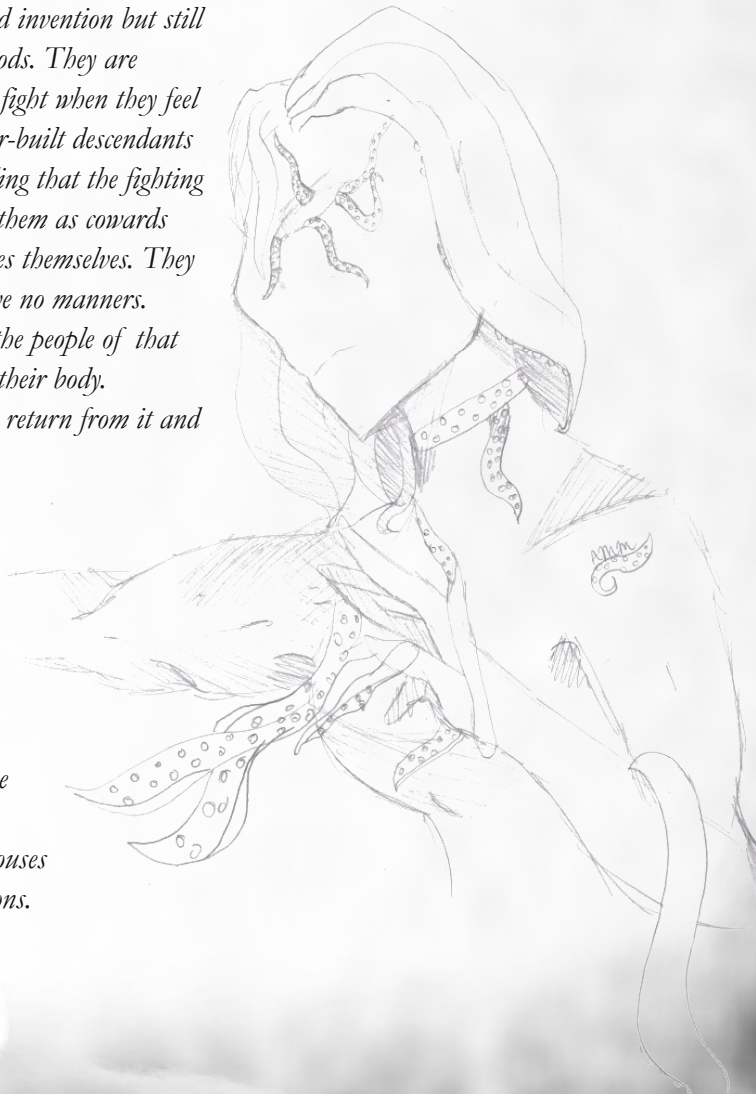
One who understands the Talafatitian culture can tell a lot about the people of that region because their deeds and honors are literally tattooed all over their body.

Maldedo- *Very little is known about this place because very few return from it and even fewer with their sanity. A dark damp region dominated by molds and fungi and seemingly endless fog where the sun is rarely seen. In places the forests of mushrooms reach higher than some castles.*

The mycosapiens that live there have made little effort to interact with anyone outside of their borders.

The Frontier- *The far north is where many hardy people go to seek solitude. The winters are cold,the summers are short. There are a few tribal villages but cities are unheard of. People that choose to exist here live a hard life and wouldn't have it any other way.*

Muphonga- *The land of Muphonga lies far to the south and houses everything from sweltering desert to savanahs, to some tropical regions.*



Historically inhabited by darker skinned humans that would have preferred a peaceful existence, hunting and gathering. However, one particularly ill tempered Sijisorian, Voidmane, left the forests of his homeland to start his own empire in Muphonga. Eventually the unicorns of Sijisorya were able to defeat him and his armies but the damage was already done. The humans living there were left to survive against angry altered versions of the things they used to hunt and farm. The brutal and costly war with Voidmane, led to the unicorns being very reclusive and protective of their magic and resources.

Alainfijar- *A vast, barren desert made even more deadly in the wake of Voidmanes war, by all the powerful magics that still pollute the lands*

Kalaa- *The heart of Voidmanes empire, built by powerful magic and vicious slavery, is now his tomb. At the end of the war Voidmane fell back to his keep in Kalaa to make his last stand and was ultimately defeated at great cost. There has been no one, since the defeat of Voidmane, that has ventured there for good reason and no one has ever returned.*

The Land of Teeth and Poison- *A massive and dense jungle, made nearly uninhabitable by the oppressive humidity that seems to rot metals almost overnight and the array of gargantuan and aggressive reptiles that live there. Safe passage to The land of Teeth and Poison can be bought from Shinseina Tochi but those sailors will not leave their boats to venture into the jungles, for that task, one must carefully befriend one of the tribes of lizard-folk that live there to act as guides.*

Burning Rivers- *An expanse of volcanically over-active lands, south of the Land of Teeth and Poison.*

Shinseina Tochi- *A thriving and isolated island nation to the south. Its peoples are bound to tradition, honor, and an unyielding dedication to ones station.*

Barely known by very few and considered a myth by most, it was only in the past few decades that the people of that island sailed to the northern continent to make contact, bringing more questions than answers about the growing evil.

Today Shinsin peoples can be found throughout Therfuria, but they are most comfortable and accepted in Hub amongst the gnomes who were elated that the Shinsin brought with them their concoction known as "Dragon Powder". The recipes for dragon powder are closely guarded family secrets but gnomes have gladly paid fair prices for barrels of the stuff made in their own city by Shinsein immigrants.

Yuyin Dao- *Technically a province of Gireminy, many Shinsin peoples settled on the previously desolate island.*

It now houses the "Raudohausu", an ornate monastery where monks tirelessly study sound and its underlying arcane capabilities. Bards and mages the world over yearn to study there but few are willing to earn entry. For no one may enter the heart of the temple and study under its masters without completing a months long pilgrimage that starts on the beaches of The Land of Teeth and Poison, and treks across Muphonga where they may then take a ferry to Yuyin Dao to begin their study.

years listed are as the nation of Giriminy chronicles them. Year 1 for the the Giriminec calendar was the first year of peace after several small towns and villages united under the leadership of Tavern owner named Girumin to fend off increasing attacks from the vampiric marauders coming from the north

Year 301- *All of Therfuria is in mild unrest. Border disputes and such. No large scale open war.*
Giriminy at this time is the largest, wealthiest, most peaceful kingdom. Known as a hub for trade and travel, crime and corruption exists on a small scale but no tensions with surrounding nations.
Year 303- *Mysterious deaths and morbid catastrophes through all the nations rise from rumor to appalling facts.*
Year 305- *King Austyl of Giriminy, in his prime, convinces several leaders of various nations and tribes to meet in his castle to discuss a solution. His thoughts are to start a network of hunters that spans all the participating nations to investigate and eliminate the growing autrocities.*
King Austyl is killed the night before talks are to take place, by a monster.
Year 306- *Father Haumble, King Austyls spiritual advisor and close friend, tries to keep the talk of hunters moving forward but it falls short without the beloved King to champion it.*
Year 308- *Haumble scrapes together just enough financial and political support to start Aarcana Inquisitions, a guild that licenses hunters to investigate the monsters, however, in the process the Spire distances themselves from him and accuse him of violence-mongering and profiteering.*
***Licensing a hunter is the ceremony of awarding them badge called the "Hunters Crest" that is intended to allow them unhindered passage over borders to do their work. Most larger nations agree to this arrangement but some peoples refuse to recognize Aarcana Inquisitions as any kind of authority for various reasons.*
Year 310- *Aarcana Inquisition confirms a cult of some sort is interwoven into the rise in violence and strange monstrosities.*
***Giriminy slowly degrades in wealth and power over the decades but remains the most politically peaceful nation.*
Year 318- *Unable to shoulder the entirety of rooting out the cult and its monsters, smaller guilds pop up that pay licensed hunters to take on bounty work for them, that they can in turn profit from themselves in various ways.*
Year 320- *Aarcana Inquisitions allows the smaller guilds to take over disseminating tasks to the hunters and paying them but retains the sole ability to license hunters. Aarcana Inquistions turns its focus from field work to documenting and analyzing the information that comes back from hunters.*
Year 330- *Aarcana Inquisitions maintains its treasury by taxing regions where hunters have destroyed altars and through running vendors out of its headquarters. By this route Aarcana Inquisition becomes a small bustling town of its own within the larger capital of Giriminy. It attracts all types to its shadow, some altruistic that want to snuff out the evil and others who just want to line their pockets.*
Year 330- *The current ruler of Giriminy sees value in Aaracana Inquisitions work but has advisors telling him he should be wary of Haumbles growing power and influence. Some even claim that the Hunters will be raised into a cohesive army when Haumble decides he wants the throne.*

Special Thanks

Kate Cleland
Camden Morris
Adelaide Morris
Ali Flannigan
Chandra Cleland
Lorelei Cleland
Addie P. Grubbs
Dan Pratt
Scott Snider
Adam Harder
Bill Jones
Logan Hugli
Robby Gorham
Andrew Lewis
Kendall Gaj
Norm Duderstadt
Justin Chandler
Jon Wheatley
Darrell Cleland
Dan Orlando
Kobie Hagins
Bill Murray
Conan the Barbarian
Douglas Adams
Hunter S. Thompson

Cocked Dice Games

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