



VRAHÖDE

AGE OF PROPHECY

RULES REFERENCE

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CAMPAIGN INTRODUCTION

A scream sweeps through camp, waking you from an already broken sleep. Rest comes hard on the edge of nowhere surrounded by outcasts. You roll over and shut your eyes, hoping for a few more minutes of peace, but the urgent voices and trampling feet outside your tent convince you this isn't just the usual theft-attempt-turned-stabbing.

By the time you step into the morning chill, a group of onlookers fifty strong gathers at the edge of camp, and more flood in every moment. "It's terrible," says one Sahrhune man as you push into the crowd. "How do you think it happened," whispers another. "Plains Shrikes is my best guess." You shoulder by and find yourself staring at a pool of blood trampled into the dirt of the plains.

A polished black stone slicked with rust-colored muck glints in the morning light and your stomach melts into your boots. You know that stone—one of

only two you've ever seen. Is this one from the willow wood bow, you wonder, or the silver amulet? Whispers and gasps erupt as you step forward from the crowd and free a snapped length of curved wood from the carnage. You wipe the polished onyx stone free of viscera and mutter, "Sharrn... What've you gotten yourself into?"

In this cesspool of thieves, liars, and cutthroats you've made a point to avoid attachments. But Sharrn... He was one of the good ones, maybe the only one, and that's counting you. An irritated slip of the tongue was all it took for Charaaf—the brutish Toreln and self-appointed warden of this village of exiles—to slap Sharrn with a month of Thunderhorn night watch.

You scan for the stone's twin, the silver amulet Sharrn wore on hunts, but more of the violence-born grotesquery is all that presents itself. Your only lead is the blood-soaked Thunderhorn tracks cutting a trail away from camp.

"Gone!" shouts Charaaf, bullying through the crowd behind you. You grimace at the stinging raspy tone. "Thirty head

OPEN ENCOUNTER 1 TO



of Thunderhorn gone. We are left to starve and shiver without meat and hide while Sharrn—" Charaaf glances your way, "this so-called huntsman—can't weather a few diving Plains Shrikes."

"Plains Shrike?" The words escape your lips unbidden and with no small amount of skepticism. You and the other huntsmen have seen enough of the overgrown turkeys to know they only target the sick or helpless. Sharrn was neither. But caught unaware in the night by a few cowards with daggers...

"You doubt my assessment?" dares Charaaf.

You know better than to challenge the brute publicly and with so many of his goons surrounding.

"Of course you do," says Charaaf before you can answer. He flashes a smirk. "And for good reason. After all, why rush our judgment." His eyes shift to follow the tracks out of camp and a sinister grin distorts his already grotesque face. "And who better to sort this out than Sharrn's seasoned huntsman friend?"

START YOUR ADVENTURE!



WHAT'S IN THE BOX

CARDS



4 Heroes



3 Allies

17 Enemies

1 Legendary Creature



12 Rest Cards

50 Basic Items

20 Regional Items

32 Treasured Items



6 Body Skills

6 Focus Skills

6 Mind Skills

6 Spirit Skills

MINIATURES



1 Wysteris



1 Tormentor



4 Heroes



1 d20

1 Modifier



50 Ruhl
Crystals



1 6x6 Bag

STANDEES



6 Ocean Standees: 3 Enemies (Devourer, Omensong Hullbreaker), 3 Allies (Captain Tentori and 2x Ship's Crew)

12 Forest Standees: 12 Enemies (3x each Noctursa, Rangora, Chardrak Fledgling, Greater Angler Plant)

12 Plains Standees: 12 Enemies (3x each Niveus Adder, Jeweled Kiryd, Thunderhorn, Plains Shrike)

18 Underlands Standees: 18 Enemies (3x each Gloom Crawler, Shaloryn Weaver, Nydred Larva, Targuun, Runic Charger, Tormentor)

6 Standee Holders

CUBES AND PEGS



20 Stat Cubes



32 White
Action Pegs



20 Black
Action Pegs



22 Stat
Modifier Cubes



4 Flyer Stands

TOKENS



12 Sleep



12 Paralysis



18 Bleed



18 Burn



18 Poison



4 Affliction



30 Multiplier



12 Initiative



6 Negative
Effect



6 Positive
Effect



12 Enemy ID

BOARDS AND TRACKERS



4 Hero Dashboards (with plastic covers)



6 Enemy/Ally Trackers



24 Campaign Encounters

INTRO TO GAME

In *Vrahode: Age of Prophecy* you will be adventuring across the Overlands, Underlands and oceans of Vrahode. The details of your adventures are contained in the Encounter Maps, which will guide you along the way, serving as the vehicle for the story as well as visualizing important locations. Some of the quests will have multiple parts, for instance, one may have a part A and a part B. Make sure to play them in order.

This book serves as your rules reference and explains the details of your Hero Dashboard, combat, movement and other important aspects of play.

SETUP

Each player should select one of the available Hero cards and gather the corresponding starting gear and Skills from the relevant Items and Skills decks. Each Hero should also collect a Hero Dashboard, 1 of each color Stat Cube, 4 White Action Pegs, and 2 Black Action Pegs. Stat Modifier Cubes will be added to the Hero Dashboard (along the top left edge) later as stats are affected.

Shuffle the Regional and Basic Items decks separately and place them next to the Treasured Items deck, face down. Place the Initiative tokens in the bag and all remaining components within reach around the Encounter Map.

Follow the Hero Dashboard information below to finish setting up your Hero. For an easier experience you may begin the game with +10 maximum life. For a greater challenge give Enemies +1 action.

HERO DASHBOARD

Find the Hero Dashboards (as shown below). You'll need one per Hero. The Hero Dashboard tracks all Hero information, inventory, and stats. Becoming familiar with each aspect of this handy tool is critical to understanding how your Hero functions. Much of the information needed to populate your Hero Dashboard is located on your Hero card.



Use the diagram opposite and the descriptions below to better understand the Hero and their Dashboard. The left side of the Hero Dashboard is populated by the front right side of the Hero card. We'll touch on the remaining text (Gear, Skills, and Role Restrictions) later as we continue to populate the Hero Dashboard. First, let's dive into each lettered Hero Dashboard element.

- A Backpack Slot:** A Hero's backpack holds up to ten items from the various item decks. Only one item is allowed to be a "heavy" item, as indicated in the item card text. Items held in the Backpack are not "equipped" but instead are simply in storage.

Each Hero begins play with a few standard items fitting their role as indicated on their Hero card. For example, Aldira starts with three pieces of gear: a Short Sword, Simple Studded Armor, and a Wooden Shield. None of her items will be placed in her backpack slot at this time; all are immediately equipped and placed in the Equipped Items Slot.

- B Equipped Items Slot:** Items in this slot are considered "equipped" and worn on your Hero's person. Heroes may wear as many Equipped Items as they have spaces available to hold them as indicated below:

<i>Torso</i>	1 space (armor or robe)
<i>Waist</i>	1 space (belt)
<i>Head</i>	1 space (helm, mask, etc.)
<i>Hands</i>	3 spaces (gloves or handwraps (1), single two-handed weapon, single instrument, shield/weapon, two dual-wieldable weapons, item/weapon (2))
<i>Back</i>	1 space (cape)
<i>Neck</i>	1 space (pendant, amulet, etc.)
<i>Eye</i>	1 space (lens)
<i>Brooch</i>	1 space
<i>Wrist</i>	2 spaces (bracelets - one per arm)
<i>Fingers</i>	2 spaces (rings - one per hand)

Aldira's Short Sword, Simple Studded Armor, and Wooden Shield are placed in the Equipped Items Slot and fill the Armor space and two of the three available hand spaces. She could still equip gloves in the future. Items listed in the Role Restrictions section of the Hero card are not usable by that role. These items may be stored in that Hero's backpack for later use by another Hero, but may not be equipped.

- C Stat Trackers:** These five trackers record a Hero's unadjusted stat values: Body (red), Spirit (purple), Mind (blue), Focus (green) and Presence (gold). These are the five Skill areas, powered by ruhl, which Heroes draw for their Skills. Each stat has a unique function, which is detailed on the back cover.

Example: Aldira begins play with 12 Body, 6 Spirit, 7 Mind, 9 Focus, and 6 Presence.

D Stat Modifier Cubes: This column of square holes to the left of the Skill Stat Trackers is designed to receive Stat Modifier cubes. When a stat is temporarily modified up or down, typically for afflictions or enhancements, the Stat Modifier cubes (numbered -3 to +3) record those temporary modifications to the respective stat(s). Since we haven't yet faced any afflicting or enhancing scenarios, these squares will remain empty for now.

(Note: Stats and other attributes may never be modified up or down by more than 3, though movement may be temporarily stopped under certain conditions.)

E Hero card Slot: This slot holds the Hero card, providing an easy-to-view home for the Hero's portrait and all important information about the Hero's race, role, starting stats, and restrictions. The Hero card is placed in the slot, front side facing you.

F Skill Slots: These five slots, located at the top right of the Hero Dashboard, hold Skill cards in each of the five Skill Areas. From top to bottom, they mirror the Skill Stat Trackers on the top left of the Hero Dashboard: Body (red), Spirit (purple), Mind (blue), Focus (green), and Presence (gold). Players will find their starting Skills on the front of the Hero card, listing the Skill Area first, then the Skill name. Locate the Skill cards indicated, retrieve them from their Skill deck(s), and place them in the corresponding Skill Slots for easy access.

Example: Aldira starts with three Skills, all of which are in Body. They are Feral Charge, Blade of the Warlord, and Frenzied Blood.

G Available Ruhl Tray: This tray holds small, clear crystals that represent a Hero's current available ruhl with which to power Skills. All Heroes will start with 6 ruhl and three Skills (2 ruhl per Skill).

H Spent Ruhl Tray: This tray holds the used ruhl crystals as Heroes perform their Skills during play. As Heroes rest, crystals are returned to the Available ruhl Tray (G) as directed by the cards drawn from the Rest deck (more on the Rest deck later).

I Life Tracker: The Life Tracker provides a persistent reminder of a Hero's wounds (White Pegs) as compared to their maximum life (Black Pegs). The tracker utilizes a single-digit row (a "1s" place) and a double-digit row (a "10s" place). Heroes use two White Pegs (along the ones and tens place tracks) to track their wounds. With no wounds the White Pegs are removed from the Dashboard. When White and Black Pegs occupy the same position, simply turn the White Peg upside down and place it above the Black Peg until it moves to a different number position.

J Movement Tracker: This tracker records a Hero's maximum movement rate, meaning the number of spaces they may move during a single turn. Many things can temporarily effect movement, but maximum movement

rate will never permanently change. If there is an effect that boosts or restricts movement temporarily, move the White Peg to the appropriate number, and when the effect is gone, move the White Peg back to your Hero's maximum movement value.

- K Fatigue Tracker:** In the *Vrahode Game System*, fatigue is one of the most challenging Enemies. The Fatigue Tracker measures a Hero's current level of fatigue or "tiredness". You'll also use a White Peg to track fatigue.
- L Mitigation Tracker:** The level of protection a Hero receives from their gear, Skills, and other sources is called mitigation. The higher the Mitigation, the better protected a Hero is from most sources of damage. The maximum Mitigation score a Hero can have is 10. Sources of increased Mitigation, both temporary and permanent, include armor, shields, helms, Skills, potions, quest rewards, and even some environmental conditions. Use a White Peg to track your Mitigation level. For temporary mitigation, simply move the peg to the new value for the duration of the effect, and then move it back once the effect is over.

Example: *Aldira has a current Mitigation of 3 because she is wearing Simple Studded Armor (+2) and a Wooden Shield (+1).*

- M Skills Tracker:** The number of Skills a Hero may know (and therefore, the number of Skill cards that may be slotted) increases over time. This number is recorded in the Skills Tracker. Heroes begin play with 3 Skills in various Skill Areas based on the Hero they choose. The number of Skills known also determines the maximum quantity of ruhl a Hero may draw upon. The maximum number of ruhl crystals is always double the number of known Skills. A Hero with 3 Skills, for example, will have a maximum of six ruhl crystals to fuel their Skills until more can be recovered through items or rest. Use a White Peg to track how many Skills a Hero can currently know.

SAVING PROGRESS

At the end of each session players may lay their Hero cards flat on their Hero Dashboards and place the provided clear covers over the top to save their progress. Unfinished scenarios must be restarted during the next session, unless all miniatures, standees, tokens and trackers can remain on the table and Encounter Map or a photo can guarantee accuracy.



HOW TO SET UP A BATTLE

GAIN FATIGUE

This journey is difficult, so each Hero gains 1 fatigue as they begin each encounter.

HERO AND ENEMY SPAWN LOCATIONS



On the Encounter Maps, a blue and gold icon with a shield and crossed swords represents the Hero spawn location. Enemy spawn locations are indicated by a red icon with an animal paw.

To set up the battle, place one Hero on the blue icon, and all remaining Heroes adjacent to that first Hero. Then place one Enemy on the red icon, and all remaining Enemies adjacent to the first Enemy.

Note: *When there are two scenarios on one map, Heroes begin the second scenario wherever their minis ended the first scenario, unless otherwise specified.*

On the right end of the scenario banner there are typically no icons present, which means as soon as all Hero, Enemy and Ally (when applicable) minis and/or standees are placed on the map, Initiative tokens are drawn for all combatants. Sometimes however, icons will appear, modifying how a battle or encounter begins.



If a star appears at the right end of the banner, Heroes, and Allies, when applicable, get to draw Initiative tokens and take one turn prior to Enemies drawing tokens and joining the battle. This allows Heroes and Allies a chance to move from the spawn area toward adversaries, and for one to attack an Enemy within range (if desired). As soon as an attack is launched, successful or not, a fresh round of Initiative tokens is drawn, including all combatants, and combat proceeds normally from there.



If a fist symbol appears at the right end of the scenario banner, regardless of the number of turns, as soon as Heroes and Allies engage an Enemy in any way (move adjacent to or attack them) a fresh round of Initiative tokens is drawn, including all combatants, and combat proceeds normally from there.



If a curved arrow symbol appears at the right end of the banner, as soon as a Hero or Ally steps onto the space on the map with the matching symbol, a fresh round of Initiative tokens is drawn, including all combatants, and combat proceeds normally from there. This is typically used to denote the transition between multiple scenarios on the same map.

INITIATIVE TOKENS



Once properly set up and ready to battle, all combatants (Hero and Enemy) draw an Initiative token from the bag. These tokens are numbered 1-12 and indicate the order of play for an entire battle. Play proceeds from lowest to highest.

Heroes have the option to spend 2 fatigue to change their initiative order to an unused token number (1-12). Any initiative order switching must be done before any combatant has acted. Should a player want to take over another player's initiative spot, both players must increase their fatigue by 2, as explained below. Negative effects from accruing too much fatigue will be covered in the Fatigue section. Heroes may also perform a Presence check to attempt to switch with numerically adjacent enemies (see back cover).

Example: Player A draws 1, Player B draws 12, Enemy draws 6. Based on Hero Skills, Player B wants to go first, but cannot because Player A has the number 1 token.

Player A increases fatigue by 2 and chooses number 2; now Player B can increase their fatigue by 2 and take the first position.

Once all combatants have an Initiative token placed next to their Dashboard or Tracker, initiative order is decided, and the battle begins. When all combatants have taken their turns, the first battle round ends. Rounds continue with combatants taking turns in initiative order until the battle is over. All combatants then return their Initiative tokens to the bag.

BASIC COMBAT RULES FOR HEROES

Vrahode has many Enemies lurking in every biome. You'll need to know how to defend yourself if you're going to survive!

TURN POINTS

Simply stated, Turn Points are used for anything a character can do on their turn, such as moving, using an item, or performing a physical attack, Skill, or Racial Ability. Most of these cost 1 Turn Point. Each Hero has 2 Turn Points to spend per turn. A player does not have to use both Turn Points each turn. However, they may only perform one physical attack, Skill, or Racial Ability in any given turn, except as otherwise noted.

If, for instance, they choose to perform a physical attack, they would not be able to initiate either a Skill or a Racial Ability. However, if a Skill or Racial Ability lasts beyond the current round, that persisting Skill or ability does not count toward one of the two Turn Points allowed during subsequent turns, and performing another physical attack, Skill, or ability during its duration does not cancel its effects.

There are exceptions for performing more than 1 physical attack ability during a single turn. A Hero may perform 2 ranged attacks, 2 unarmed melee attacks, 2 melee attacks with two dual-wieldable weapons (✂) or a weapon and a

shield. If Heroes choose to do this, they cannot do anything else (move, use an item, etc.) on their turn other than the two attacks. They can choose to target a single or multiple Enemies, but they must declare a valid target before making each attack Success Roll. This exception is not allowed for ranged Skills or Racial Abilities.

Before discussing Skills and Racial Abilities, we'll cover the basic combat rules.

MOVEMENT

Heroes, Allies and Enemies may move up to the number of spaces shown on their cards. Movement can happen at the beginning or end of a combatants turn but may not be split among other actions. If a combatant does not use all available movement during their turn, they simply forfeit any unused movement.

Combatants may begin or end their movement on a diagonal of one square, but all other movement must be orthogonal.

Heroes and Allies may move through spaces occupied by other friendly units, but may not end their movement there. Enemies may move through spaces occupied by other Enemy units, but may not end their movement there.

Flying Heroes, Allies, and Enemies may move through spaces occupied by friends or Enemies, but may not end their movement there. Movement for fliers at "flight height" costs them 1 movement point per space regardless of the type (normal, difficult or water). See page 22 for more details on flying and flight height.

Non flying Heroes, Allies and Enemies may leap over one space during their movement at the cost of one movement point. This means they leap over a single difficult terrain or water square without paying the movement penalty for entering it.

On the Encounter Map, squares surrounded by a dashed line are considered difficult terrain and cost 2 movement points to enter.

Squares surrounded by a solid line are impassable, even for flying Heroes and Enemies.

Squares that contain over half water are considered "water squares" and cost 3 movement points to enter. Only those native to the oceans (Hullbreaker, Devourer, and Omensong, Drelrhune Heroes/Allies, Sahrhune Heroes/Allies and flyers (while flying)) are exempt from this penalty and may treat water as normal terrain (1 movement point per square). Squares less than half covered by water can be moved through without any movement penalty.

BASICS OF ATTACKING

Each player should note the damage value on their Hero's weapon card (A). This number will be used during basic attacks. Also note the Enemy's mitigation score (B), which can be found on the Enemy card. This will be used to determine the total damage the Hero inflicts.

To perform a physical attack, melee or ranged, the player must first announce a target Enemy. If they're performing a melee attack, they must be adjacent (orthogonally or diagonally) to the Enemy. If they are performing a ranged attack, they will count the squares the same as movement to determine if they are in range.

Ranged attacks require line of sight. If 50% or more of the target's square(s) is visible to the attacker and within range, then they are a valid target. If a target's square has more than 50% cover behind an impassable square (solid line around it) then that target is considered invalid. Difficult terrain squares (dashed line around them) do not provide cover.

Next, the player must complete two dice rolls: the Success Roll (d20) and the Modifier Roll (d6). These two rolls should be completed at the same time.

SUCCESS ROLLS

The first of the two rolls is the Success Roll, using a d20. You succeed if your roll is equal to or less than the applicable stat. If you roll higher, you have failed. For physical melee attacks use your Body stat. For physical ranged attacks, use your Focus stat.

MODIFIER ROLLS

If the physical ranged or melee attack is successful, the player then adds or subtracts the results of the d6 modifier die roll (with values ranging from -3 to +3) from the base damage value of your Hero's weapon. Bashing with an equipped shield is the only exception to this in that a shield bash either hits or misses without being modified in this way (though some Skills may).

For example, if a weapon has a damage value of 5 and a Modifier Roll returns a value of +2, the resulting attack score is 7. But, you will need to subtract the Enemy's mitigation value to determine the final amount of damage dealt.



+2

5 + 2 = 7

MITIGATION

Lastly, the player must deduct the Enemy's mitigation value from the attack score. While Heroes rely on various types of armor for mitigation, most Enemies have no armor other than their hair, hide, scales, or feathers. As such, Enemy mitigation values differ greatly, some even exceeding the starting armor of our Heroes. In the previous example, if an Enemy has a mitigation value of 3, that amount is deducted from the damage score of 7, resulting in 4 damage inflicted by the physical attack.



7 attack score
 - 3 Enemy Mitigation Value
 = 4 damage inflicted

Successful attacks can never be mitigated below 1 damage. So even if the mitigation value would reduce the damage to 0 or below, the attack still does 1 damage.

CRITICAL HITS

If the Success Roll of a physical attack returns a value of 1, the Hero has achieved a critical hit. In this case, the player will perform the Modifier Roll as necessary but will not subtract the Enemy's mitigation value. If a player rolls a 20 on an attack it is always a miss, regardless of any modifiers or adjustments from any source.



SKILLS & RACIAL ABILITIES

SKILLS

Skills are typically the most powerful actions or attacks a Hero can use. To perform a Skill, the Hero must spend ruhl crystals. A Skill can be used on any turn when it's relevant (as indicated on the Skill card), and sometimes even outside of turn-based encounters. The Hero can only perform a Skill if they have enough ruhl to spend.



It's important to note that Enemy mitigation is handled differently during Skills. During a physical attack, damage is always mitigated by the Enemy mitigation value (the only exception being critical hits). But during a Skill, the card will specify whether damage from a Skill can be mitigated or not.

Some Skills are not used to inflict damage and instead cause other things to happen for the benefit of the party, such as removal of wounds, reduced fatigue, increased movement, and others.



Some Skills require a Success Roll and others do not. When attempting a Skill, you will pay the ruhl regardless of if you succeed or fail to use the Skill. When using a Skill that requires a Success Roll, this roll will be based on the stat specified on the card. If the Skill is successful, it is carried out according to the directions on the Skill card. As a reminder, Heroes can only use one Skill per turn, but they can use the same Skill as many turns as they want during a battle, as long as they have the ruhl required. Using a Skill costs 1 Turn Point.

RACIAL ABILITIES

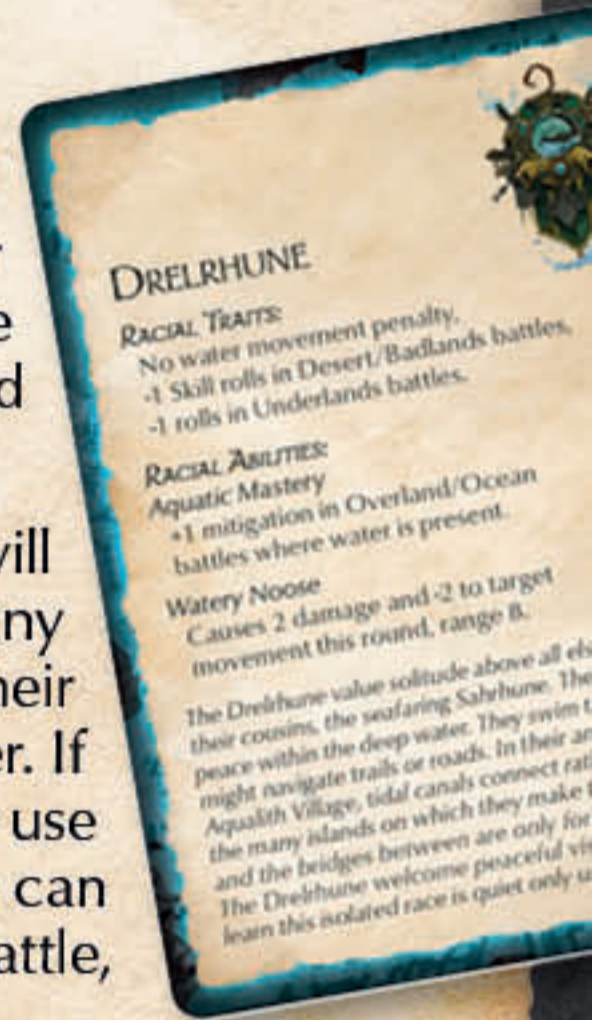
In addition to Skills, all Heroes have innate abilities according to their race. A Hero's Racial Abilities are listed on the back of their Hero card. Racial abilities are similar to Skills, except they do not require ruhl to use. Some Racial Abilities are of limited use, while others may be used each turn.

To activate a Racial Ability, during the player's turn, they will simply state the Racial Ability they wish to activate and any target it applies to, if necessary. A Hero must spend one of their Turn Points to perform a Racial Ability during an encounter. If they use a Racial Ability, they cannot do a physical attack or use a Skill during the same turn. Unless otherwise noted, you can reuse a Racial Ability as many turns as you'd like during a battle, but you can only use one Racial Ability per turn.

Your Skills or Racial Abilities may cause conditions like Sleep or Paralysis. We will go over those conditions in more detail later.

RACIAL TRAITS

Each Hero also has Racial traits, which are passive and affect everything from movement and mitigation to the likelihood of performing a successful roll under certain circumstances. Racial traits are not always beneficial. For example, Clarion, the Athak-uul Hero, is exempt from the darkness penalty (-1 to rolls), while Eklypse suffers -2 to movement in the Underlands.



ENEMIES

ANATOMY OF AN ENEMY CARD

Here's a breakdown of the different columns and what they mean.

Move	Mit	Life	Rolls	Qty	Dmg	Rng	Act. #
7	1	14	13	2(1)	5(3)	(2)	2

Move: total number of spaces the Enemy can move in a turn

Mit: mitigation value that they potentially deduct from damage dealt to them

Life: total health

Rolls: number used to determine Success Rolls for a physical attack or Action

Qty: number of normal attacks Enemy can perform each turn; parenthesis represent number of ranged attacks per turn

Dmg: base damage done by melee attack; parenthesis represent base damage done by ranged attack

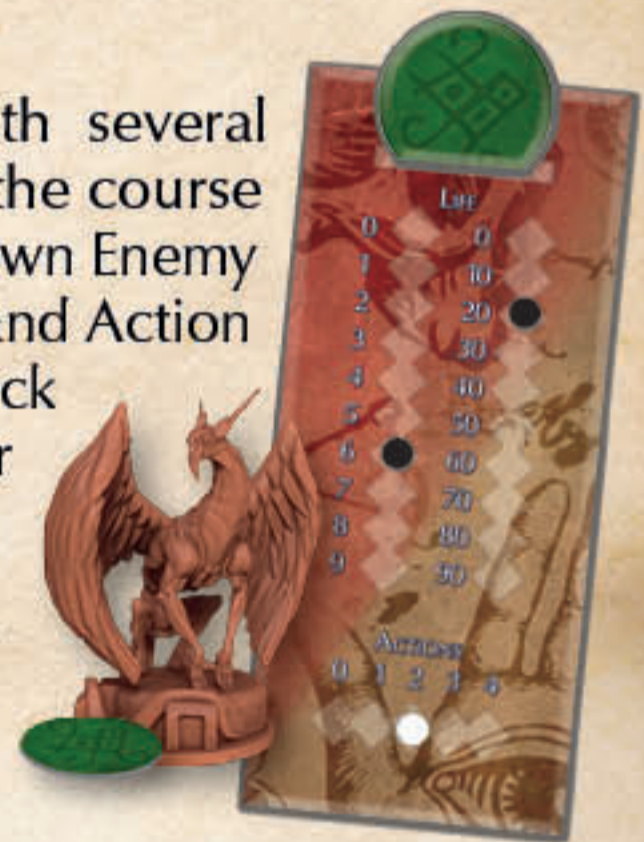
Rng: parenthesis refers to number of spaces away they can hit an Enemy with ranged attack

Act.#: how many times per battle Enemy can use special named Action at bottom of card

ENEMY/ALLY TRACKERS

Like Heroes, Enemies are complex characters with several categories of information to consider and track over the course of a battle. Enemies, therefore, are provided with their own Enemy Tracker. The Enemy Tracker will track Enemy life value and Action uses. These trackers should also be used for Allies, to track health and actions during battle. Use White Pegs for these trackers.

There is also a place for an Enemy Identifier token. Enemy Identifier tokens come in pairs. These are used to help differentiate between multiple instances of the same Enemy. Place one token next to the Enemy miniature or standee on the Encounter Map and the matching token in the slot at the top of the Enemy Tracker. If there are more than one of an Enemy, place the Enemy card on the table with however many Enemy Trackers below it as needed, depending on the quantity of that type of Enemy.



ENEMY VARIANTS

Encounter 9 introduces Enemy Variants. These affect how Enemies on that map behave and make them more challenging during the Encounter. It is intended that these supplemental rules be applied, however, you may ignore them if your party finds them too difficult!

PLAYING FOR THE ENEMY

Because Vrahode has no “game master,” players are required to act on behalf of Enemies as well.

Enemies always attempt to do the following during their turn:

1. Move to within attack range of the nearest player.
2. If in range, attempt to attack.

When it comes to attacking, Enemies will always first attempt to use their Action, which is the named attack on the bottom of their card, until they have run out of uses. Enemies will roll the d6 to determine if they’re able to use their Action. When rolling a -1, 1, 2, or 3, the Enemy will use their Action. Otherwise, the action fails, and they will immediately attempt a physical melee or ranged attack.

Some Actions will say “Success Roll required.” In these cases, if the Enemy is able to use their Action, they will then need to make a d20 Success Roll and roll equal to or lower than the number listed in the “Roll” column. If the text does not say “Success Roll required,” the attack happens automatically. If the Enemy uses their Action, regardless of whether they hit or miss, they cannot perform a physical attack on the same turn. To determine damage, if the Action says “base damage,” then a d6 modifier die will be rolled, to increase or decrease the damage. If it does not include the words “base damage,” do not roll the d6. The Enemy’s Action will also specify if damage done cannot be mitigated by the player.

If the Action Attempt d6 roll was successful, that counts as one use of the Enemy’s Action regardless of whether or not the attack was successful. The number of times an Enemy can use their Action during an encounter is listed in the Act. # column on their card. Move the White Peg tracking the number of Actions they have down 1 number on the Enemy Tracker.

If the Enemy Action Attempt Roll results in failure, the Enemy will immediately perform a physical or ranged attack. For a normal ranged or melee attack, Enemies follow the attack rules just like Heroes, meaning they will roll the d20 die to see if the attack is successful using the Roll column on the Enemy’s card, and then roll the d6 modifier die. These rolls are performed at the same time.



RANGED, MELEE, AND FLYING ENEMY BEHAVIOR

Enemies with no ranged attacks will always move to melee range as quickly as possible. Similarly, Enemies with only ranged attacks will move closer or retreat to maximum range and attack. When Enemies have both ranged and melee attacks, these Enemies will move to a range that allows them to do the most damage. Enemies with multiple attacks will spread those attacks out as evenly as possible among all valid targets within range.

Enemies with Perma-Flying, will attempt to drop from flight to fight height against a single target with no others adjacent. If more targets move adjacent to them at fight height, they will return to flight height and move until they can again drop to fight height and attack and be attacked by a single target. See page 22 for more details on flying and flight height.

ENEMY AGGRESSION

Enemies will normally attack Heroes and Allies in a specific order. Enemies with multiple attacks will use this same rationale but divide their attacks, as evenly as possible, among all applicable targets within their range. Here is the Enemy attack priority list:

- The closest Hero to them
- The closest Hero who last successfully melee attacked them
- The closest Hero who unsuccessfully attempted to melee attack them
- The closest Hero who last successfully attacked them at range
- The closest Hero who last unsuccessfully attacked them at range
- The closest visible target.



EFFECTS, REWARDS AND REST

CONDITIONS

There are many different types of negative effects that can be leveled against Heroes and Enemies.

Unless otherwise stated, status effects, like Bleed or Poison, last for three rounds. When a combatant is given a condition, track it by making a stack of three condition tokens. At the beginning of each turn, discard one token from the stack. If the condition causes damage, take 1 damage each turn, before discarding the token.










Only three conditions, Bleed, Poison, and Burn, have cumulative effect, meaning 2x or more damage each round, and the effect will last for 3 rounds. If the effect has a multiplier, simply put a 2x, 3x etc token on top of the stack.

If on the next turn, you were hit with another Poison effect, start a second stack to show you will have that 1x Poison effect for three rounds. So for a few rounds you would take a total of 3 damage added up between the two stacks.



At the end of each battle, all remaining condition tokens resolve. This means any damage remaining from damage-over-time effects must be incurred at that point!

Below are the different effects and what they do:

	<p>Sleep Targets (miniatures or standees) are laid on their side while sleeping, -2 to their mitigation score and cannot take a turn. If a successful attack is made against them, they wake up. Bleed and Poison effects in place before Sleep will not wake a sleeping combatant, but a Burn effect will. Once awake, they must use 1 Turn Point to stand before they can do any other action.</p>
	<p>Poison Causes 1 damage per turn. This effect may be stacked a maximum of 6 times. To add Poison effect to a ranged or melee weapon, it must have the word piercing or cutting in the description.</p>
	<p>Paralysis A target who is paralyzed cannot move or attack and has -2 mitigation.</p>
	<p>Burn Causes 1 damage per turn. This effect may be stacked a maximum of 6 times. Burn interrupts Sleep effects.</p>
	<p>Bleed Causes 1 damage per turn. This effect may be stacked a maximum of 6 times. To add a Bleed effect to a ranged or melee weapon it must have the word piercing or cutting in the description.</p>
	<p>Knockdown The target is knocked prone. They are now at -1 mitigation and must spend 1 Turn Point to stand before using another action. To show this, simply lay the miniature or standee down.</p>
	<p>Affliction When a Stat is temporarily modified up or down due to an Affliction, use these tokens to keep track.</p>
	<p>Positive effect Use these tokens to remind you when a positive effect is placed on a Hero or Ally.</p>
	<p>Negative effect Use these tokens to remind you when a negative effect is placed on a Hero, Ally, or Enemy.</p>

AFFLICTIONS

Some Enemies may cause lasting afflictions. For instance, a Nydred Larva may cause Corpus Fragilis. Descriptions of all five possible afflictions are listed below. If a creature's action causes a random affliction, simply roll the d6 to determine which affliction has been caused. The Regional Items which cure afflictions are found on select Encounter Maps or may be offered by merchants.

Affliction Types

- 3** **Jitters:** -2 on Focus Rolls until fatigue and damage are reduced to 0.
- 2** **Segnis:** -2 movement. Cured by consuming Cavern Liverwort.
- 1 / +1** **Harnwood Fever:** -1 on all Stat Rolls. Cured by consuming Staghorn Lichen.
- +2** **Corpus Fragilis:** -3 on Body Rolls. Cured by consuming Campestris Sanitatum.
- +3** **Saheer's Anguish:** -2 on highest (Primary) Stat Skill Rolls. Cured by consuming Purple Mandrake.

FATIGUE

Fatigue is caused by various activities Heroes must perform, including: entering a new map or switching initiative order. Accruing too much fatigue causes negative effects on your character. If fatigue is affecting your Skill rolls, place a Stat Modifier cube next to each stat, turned to either -1 or -2 depending on the level of fatigue as detailed below:

- **1-5 Light Fatigue:** No ill effects.
- **6-8 Moderate Fatigue:** All rolls at -1 (a successful roll that is normally 12 or less will now be 11 or less).
- **9-10 Heavy Fatigue:** All rolls at -2 (a successful roll that is normally 12 or less will now be 10 or less).
- **Beyond 10 Fatigue:** Hero enters forced rest when their fatigue exceeds 10. While in forced rest, a Hero cannot participate in battles in any way. More details on forced rest are provided on page 22.

REWARDS

At the end of most encounters, you will be directed to collect rewards. The Encounter Maps may direct you to draw a card from the Item deck, increase your maximum life, gain a new Skill or increase a stat. You may not increase any of your stats over 15 in Age of Prophecy. If you draw an item from the Basic Item deck, we suggest you reshuffle the deck afterwards.

REST

Rest is only possible in scenarios that are not time limited. Once the battle has concluded, all enemies are defeated, and rewards, if any, have been collected, your party may rest to reduce fatigue, recover spent ruhl, and heal. You can choose to forego rest, which means you will proceed to the next Encounter Map. If you choose to rest, simply remain on the current map.

Players may rest while in the Overlands (forest, plains, marsh, mountains, etc) or Underlands (caverns, dungeons, etc), on most Encounter Maps, or even between two scenarios of the same map. Rest is not possible on maps which have time limits.

Before drawing from the Rest deck, players may freely trade items.

The party should now determine if any party members will be on watch while the other members of the party rest. The player on watch will need to roll a d6 to perform an Alertness Check against the chart below to see if they manage to stay awake.

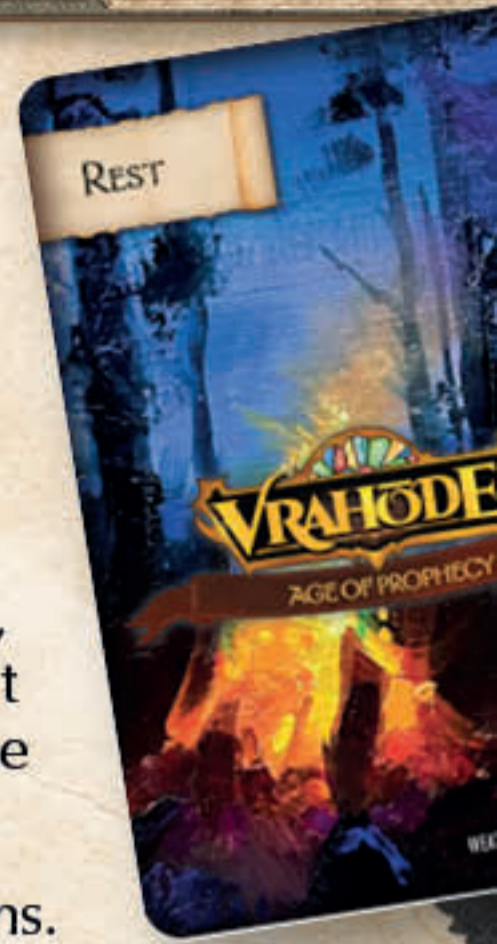
Note: If the player on watch stays awake, they will not receive the benefits of resting, but will help mitigate ambushes. If the player on watch fails their Alertness Check and falls asleep, they are considered resting and will receive rest benefits. All players who are resting, lay your minis down on the map. They are in Knockdown (prone) position while resting.

Multiple Heroes can be on watch during the same rest cycle. Each will need to do their own Alertness Check:

Fatigue Level	Player Falls Asleep if they roll:
0 - 3	No need to conduct alertness check
4 or 5	-3
6 - 8	-3 or -2
9 or 10	Any minus roll

After the Alertness Check is rolled, one resting player draws one card from the top of the Rest deck. Rest often requires resting Heroes to draw several cards from this deck before all are fully rested and healed. We suggest shuffling the deck between each draw. Resting players can take turns drawing the Rest card each round and may stop resting whenever they are satisfied with the benefits they received. Here are the possible Rest deck effects:

- **Restful Sleep:** All resting Heroes reduce fatigue by 2, recover 2 ruhl, and heal 1 health damage.
- **Restless Sleep:** All sleeping Heroes reduce fatigue by 1, recover 1 ruhl, but do not recover any health.
- **Ambush:** Your party has been ambushed by an Enemy! Place Hero miniatures onto the map, adjacent to each other. If there is no player on watch, the Enemy



is placed adjacent to the Hero who drew the rest card and immediately attacks that player. If there is a person on watch, you may choose where to place the Enemy. They will not attack before Initiative tokens are drawn. The rest of the party awakens and the battle begins.

After a battle, Heroes may rest as many times as they like, but the more they rest, the more likely they are to draw an Ambush card! When all players feel they have adequately rested, miniatures are removed from the current encounter, the next encounter is unfolded, and all Heroes gain 1 fatigue.

Forced Rest

As mentioned before, a Hero enters forced rest if their fatigue exceeds 10 through any means. Another way a Hero would enter forced rest is if the Hero suffers damage equal or greater to their maximum life during an encounter. In that instance, their fatigue is immediately set to 10 and they are removed from the encounter until the current battle is finished.

Heroes who are in a state of forced rest cannot engage in combat, or perform actions of any kind until they have rested. The party must continue the current battle without that Hero. The party cannot continue to the next encounter until all Heroes in the party have left the state of forced rest. If one of the Heroes falls into Forced Rest in an encounter on the ocean or on a map with a time limit, you will instead need to restart the encounter with all Heroes reset to full.

TOTAL PARTY DEFEAT

If all Heroes exceed 10 fatigue or are reduced to 0 life, they will need to replay the current encounter. To do this, reset all Heroes to 50% (round where necessary) max life and ruhl, and 5 fatigue. Then spawn Heroes and Enemies as normal.

SPECIAL COMBAT CIRCUMSTANCES

Now that you've learned the basics of combat, there are some rules that only apply in certain circumstances, such as flying creatures, throwing weapons and more. We cover those instances next.

FLYERS

While most movement occurs on land, some characters have the ability to leave the ground and fly for a short distance (short-flying) or for long durations (perma-flying). The base rules for each of these movement types are covered below, though they may be modified by Skills or character cards. Movement types available to a character are indicated on their character card using the following symbols.

Types of Flight



* **Short-flying:** Of the four playable Heroes, only the Athak-uul, Clarion, is small and light enough to accomplish this movement type. When short-flying, a character may leave the ground, rise

to just above melee range, travel up to their maximum movement rate (using the same diagonal and orthogonal rules that govern land-based movement), and land back on the ground.

As with land-based movement, short-flying may occur at the beginning or end of the turn, but a short-flying character may combine short-flying with land-based movement in a single turn, so long as it does not exceed the movement rate shown on their card.

While short-flying, a character may pass over difficult terrain, Enemies or water without any movement penalties (1 movement point per square) and must end their flight in an unoccupied passable square. No actions, Skills, attacks, or Racial Abilities may be initiated while short flying. Short-flyers may not fly through impassable squares.



Perma-flying: Perma-flying is similar to short-flying in that a perma-flying character is not disadvantaged by terrain. However, because perma-flyers may stay in the air between turns, they may also suffer damage while flying. Actions, Skills, attacks, and Racial Abilities may be used while perma-flying so long as all flight and land-based movement occurs before or after the action is performed.

Perma-flyers may not fly through impassable squares. If the perma-flyer suffers ranged damage from a Skill, they simply add the damage to their Enemy tracker as usual. If, however, they are struck by a physical projectile of any kind, such as a spear, hand axe, or dagger, the object stays embedded in the flying character. The perma-flyer struck with a projectile may remain in the air and move but may not perform any other action until they have landed and removed the projectile. Once landed, removing a projectile costs 1 Turn Point.

Flying at Different Heights

When perma-fliers are positioned above the range of melee attacks, they are at “flight height” and may only be struck by ranged attacks. The range of attacks on flying characters is measured horizontally, just like ranged attacks on characters at ground level.

Perma-fliers may also fly at a lower level called “fight height.” Fight height puts them at melee combat height or on the ground where they can remove projectiles that are stuck in them. Perma-fliers may change from one



height to another, one time during their turn with no Turn Point cost, separate from lateral movement.

Sleep and Paralysis While Flying

If a perma-flyer is hit with a Sleep effect while at flight height, they will fall asleep, fall from the sky, and wake, but may not return to flight that turn. They take 3 damage on impact, awaken and remain in a prone (Knockdown) position and suffer -1 mitigation in this state.

If instead, they are hit with a Paralysis effect, the combatant will become paralyzed, fall from the sky, take 3 damage on impact, and the effect will persist for the normal duration, and the combatant will suffer -2 mitigation in this state, as they cannot defend themselves.

Damage to flyers from impacting the ground due to Sleep or Paralysis effects may not be mitigated.

LARGE ENEMY MOVEMENT

Enemies whose bases are larger than one square may begin their movement with any square adjacent to any square their base occupies. At the end of their movement, so long as any portion of their base covers the final square of their movement, they may include the extra spaces their base extends movement into as valid. This gives larger Enemies a distinct advantage when moving around Encounter Maps! Large creatures may move through areas that are smaller than their bases, but they must treat those restricted spaces as difficult terrain.

This applies to larger standee Enemies as well. The larger standee Enemies take up four squares. Make sure to place them at the intersection of those four squares.

CHANGING EQUIPMENT DURING COMBAT

It is always wise to evaluate one's equipped items before beginning an encounter. This can be done without considering available Turn Points. However, once an encounter has begun, equipment changes, such as switching weapons, armor, or other items, cost 1 Turn Point. A Hero may swap as many items as desired during a single equipment change at the cost of 1 Turn Point.

Trading Items or Aiding Other Heroes During Combat

During battle, if a Hero wants to give or receive items to another Hero, or if they want to use items like bandages to aid another Hero, they must be adjacent to that Hero. Aiding another Hero/Ally or giving a Hero an item must be done on the giving Hero's turn, and will cost them 1 Turn Point.

RANGED, MELEE, AND AREA-BASED ATTACKS

All forms of attack in the *Vrahode Game System* are either: ranged (Success Roll made against Focus stat), meaning the attacker is able to attack a target not located in an immediately adjacent square; melee (Success Roll made against Body stat), meaning the attacker is only able to attack a target in an immediately adjacent square; or area-based (typically no Success Roll required), meaning the effect of the attack happens over a predefined area of multiple squares as described on the Skill card. Whether an attack is ranged, melee, or area-based will be indicated within the description of the attack on the Hero card or Skill card.

THROWN WEAPONS

Some weapons can be used both in melee attacks or as ranged weapons by throwing them. Damage caused by these hybrid weapons differs depending on how they are used. If a Hero chooses to throw a weapon, regardless of whether it hits the Enemy or not, the weapon is considered in the space where the Enemy was attacked. The weapon cannot be retrieved until the Enemy it was thrown at is defeated or they have moved out of that space.

To retrieve a thrown weapon, the Hero must move to the square the Enemy last occupied or an adjacent square. Retrieving the thrown weapon does not require a Turn Point. Any unretrieved thrown weapons are automatically considered retrieved at the end of battle if all Enemies are defeated.

LINE OF SIGHT AND COVER

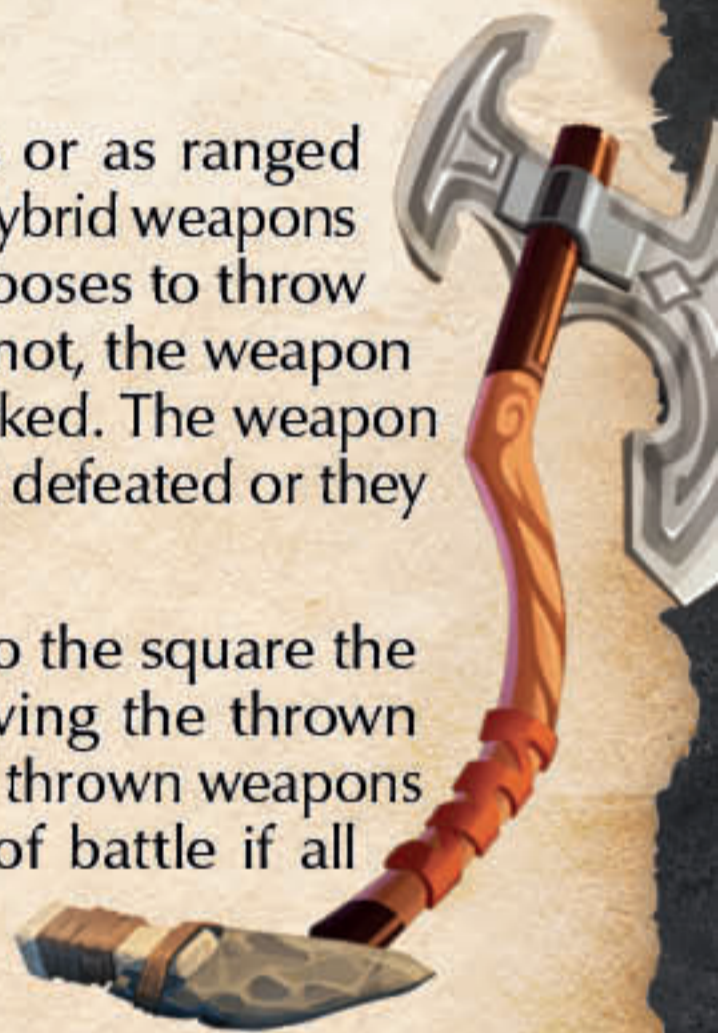
If a Hero or Enemy does not have line of sight on their target, they cannot attempt an attack (physical or Skill-based) against that target. Targets with adequate cover are also invalid targets.

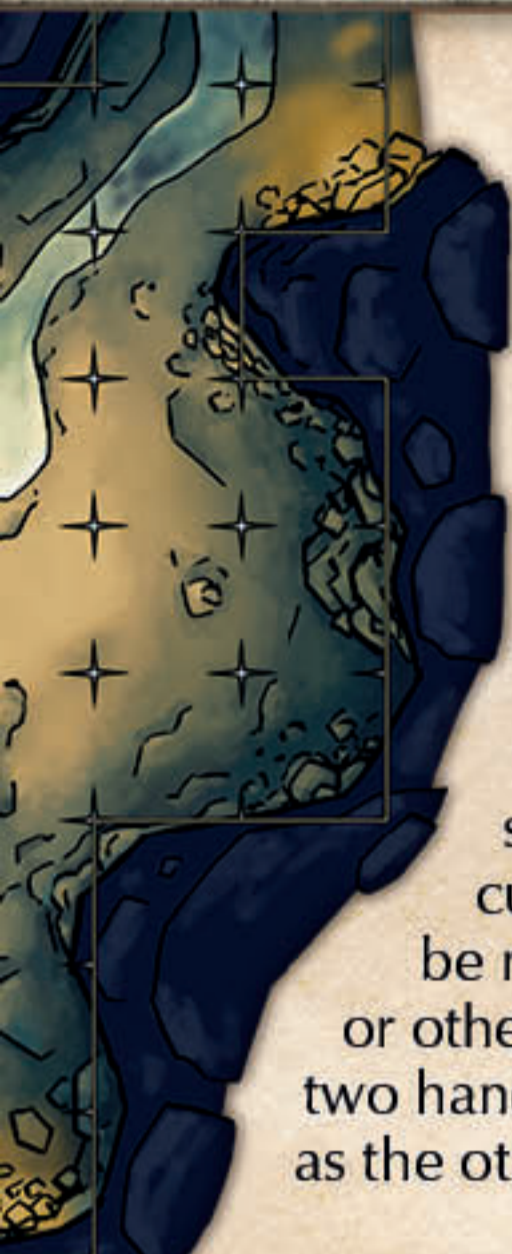
To determine if a target is adequately exposed and therefore a valid target, simply draw a straight line between any part of the attacker's square and the target's square. If 50% or more of the target's square(s) is visible to the attacker, they are a valid target.

If a target is behind an impassible square (one with a solid line around it), that target is deemed to be behind adequate cover from ranged attacks. Tokens or squares that have dashed lines around them do not provide cover.

ADJACENCY

Note that when determining adjacency, all squares touching the square in question, whether on a side or corner (diagonally), are considered adjacent. If standing on the other side of a closed door from an Enemy, you are not adjacent to that Enemy.





UNDERLANDS

DARKNESS PENALTY

The Underlands is an inherently dark place, so dark that without a torch or other light source, Heroes and their Allies have a difficult time seeing at all. Be aware that the torches shown in the Underlands art are simply so players can view the rooms to navigate them, not to provide actual light for the Heroes!

The only race exempt from the darkness penalty is the Athak-uul. While adventuring in the Underlands, all other Heroes suffer a Darkness Penalty of -1 to all stat rolls, which may be cumulative with any other stat roll modifications. This penalty can be mitigated if any Hero in the party has either a lit Torch, Lantern or other light source. Equipping a light source requires one of a Hero's two hands. The Hero does not have to be in the same room or hallway as the other Heroes for the benefit to apply to the entire party.

DISARMING TRAPS

You may come across a trap while adventuring in the Underlands. Once a trap is discovered, that Hero may attempt to disarm the trap by performing a Disarm Roll. A Disarm Roll is rolled against that Hero's Focus stat.

Just like any other Success Roll, if the returned value of a d20 die is equal or less than the Hero's Focus stat value, then the disarm attempt is successful and the trap will not be activated.

If the roll is unsuccessful, roll to determine the type of trap you've triggered. Any Heroes within the trap's area of effect (AoE), as stated below, are subject to the trap's effects. Once activated or disarmed, traps are considered resolved. Types of traps are listed below:

Trap Types

- 3 / -2** **Poison Darts:** Cruel darts rain down from above causing 3 damage and Poison effect to all within 5 spaces.
- 1** **Noxious Fumes:** All within 4 spaces suffer 2 damage.
- +1** **Sleeping Gas:** All Heroes within 4 spaces fall fast asleep for 3 rounds unless awakened by another Hero or Enemy attack.
- +3 / +2** **Falling Debris:** Several large boulders dislodge from above, causing 3 damage to each Hero or Ally within 6 spaces on a roll of -3, -2, or -1.

OCEAN

VENTURING OUT ONTO THE OCEAN

During the campaign, there will be instances where you and your party will board the ship *Lady Virtue* piloted by Captain Tentori and his faithful crew. Captain Tentori and some of his crew will help you when battle occurs. You'll need to use Enemy/Ally trackers along with their cards to track their stats in battle.

Unlike Underlands and Overlands, in *Vrahode: Age of Prophecy* you will not be able to rest while aboard the *Lady Virtue*.

BARTERING

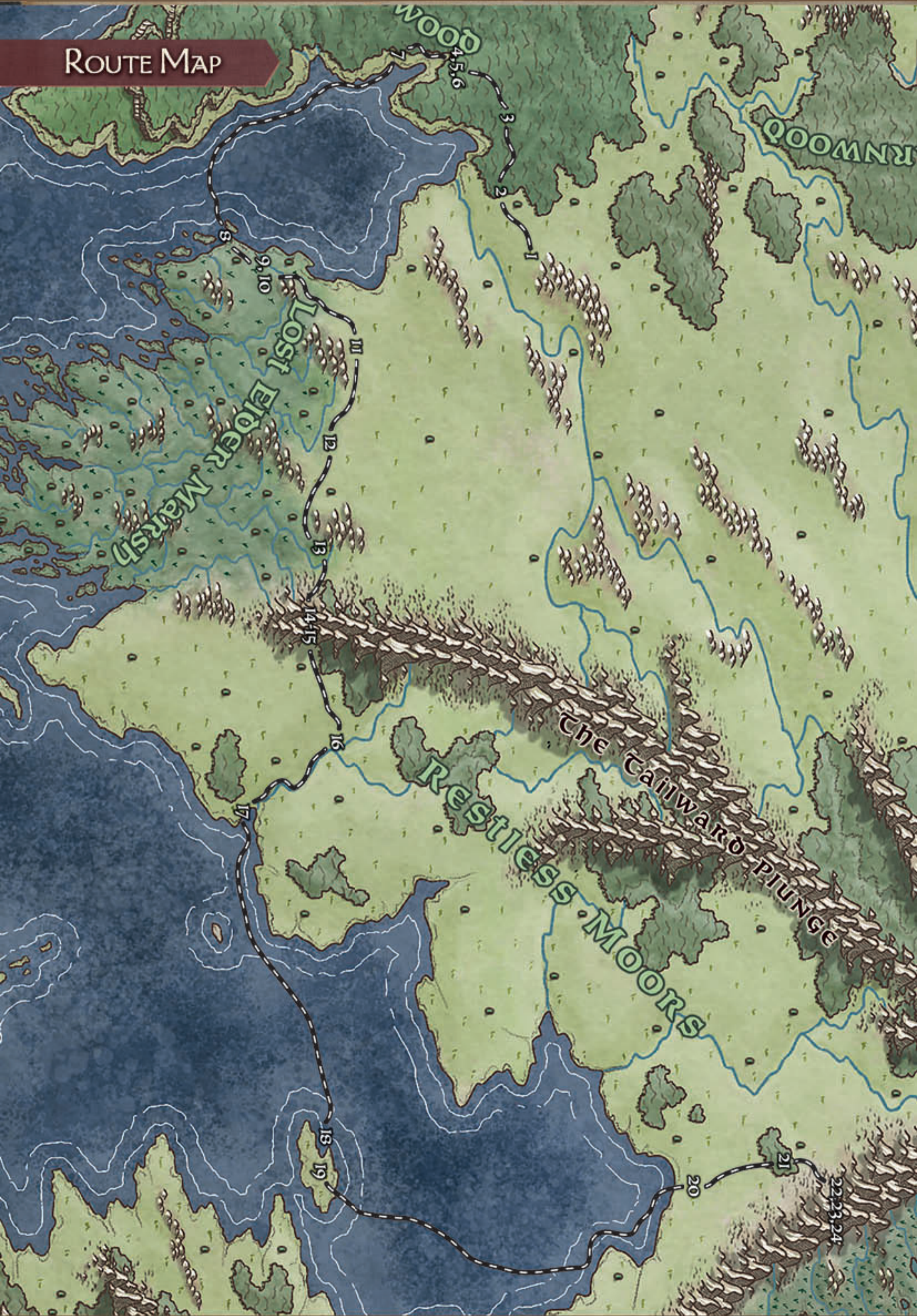
There may be chances during the campaign to barter with a merchant. There is no money or currency on Vrahode; instead, each item has a buy/sell barter value as indicated on the top left of each item card. What merchants will sell you the item for is listed in red on the left, and what you can expect merchants to pay you is in green on the right. That is because the barter value of an item is lower when a Hero is getting rid of it and higher when they are trading for it. These are listed in the top left corner of any item card. If barter values are not listed, the item cannot be bartered.



The buy value is always on the left (red), and the sell value is always on the right (green).

When bartering, players may only trade for items which are of the same or lower total purchase value (red) as the total sell value of the items (green) the players are offering in the trade. Players may trade one item for one item, a single item for multiple items, or multiple items for a single item as long as the total barter values are correct. As there is no currency, if an item or items being given by the Heroes have a greater total sell value than the total purchase value of items being gained, the difference in value is considered lost in the trade.

ROUTE MAP



CAMPAIGN CONCLUSION

"You have done well, traveler..."

"I..." you stammer. "Who, or what, are you?"

"I am Beldriond, of the Quayaun. I am here to thank you for your services to Vrahode. The world is not yet safe again from the Accourisch, but that is the burden for others to bear. Your quest is finished. Come, I will take you back to your home."

"I... I have no home."

"Then I am truly sad for you. In that case, I have the power to take you anywhere. Where do you wish to be?"

"I wish to be..." You falter, and in your indecision Sharrn's words echo again in your heart ...because someone must. "I would have you take me wherever I may be most useful."

"Very well, traveler. There is one task I could ask of you. Have you ever heard the word Balacomme?"

"Balacomme..." you repeat the word, but it means no more to you coming from your own lips.

"What about Calteeryn?" he probes again.

You shake your head no.

Beldriond nods, thoughtfully. "Come," he says, extending a hand. "There is much I must tell you."

You reach out to grasp the Quayaun's hand, and just then, the sky seems to darken just a little.

You shift your gaze, and there, disappearing over the tailward horizon, you see the last flicker of Tabuhl's Tail.

"Welcome..." says the Quayaun, "...to the Age of Prophecy."



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POINTS OF INTEREST

Point of Interest	Encounter 22
A	Poison Resist Potion (Treasured Item)
B	Potion of Gloom (Treasured Item)
C	Random Trap (See back cover)
D	Regional Item
E	Random Trap (See back cover)
F	Fancy Studded Armor (Treasured Item)
G	Potion of Focus (Treasured Item)
H	Random Trap (See back cover)
I	Fine Chain Mail (Treasured Item)
J	Random Trap (See back cover)
K	Regional Item
L	Random Trap (See back cover)

Point of Interest	Encounter 23
A	Random Trap (See back cover)
B	Poison Resist Potion (Treasured Item)
C	Potion of the Savant (Treasured Item)
D	Random Trap (See back cover)
E	Regional Item
F	Random Trap (See back cover)
G	Coagulant Potion (Treasured Item)
H	Simple Plate Mail (Treasured Item)
I	Random Trap (See back cover)
J	Potion of Gloom (Treasured Item)
K	Random Trap (See back cover)
L	Battle Flail (Treasured Item)

ICON REFERENCE

TOKENS (SEE PAGE 19 FOR FULL DETAILS)



Sleep



Poison



Paralysis



Burn



Bleed



Knockdown



Affliction



Positive
effect



Negative
effect



Multipliers
(see page 18)



Enemy ID
(see page 16)



Initiative tokens. 1-12
in different colours.
(See page 11 for full details)

ENCOUNTER MAPS (SEE PAGE 10 FOR FULL DETAILS)



Draw Initiative tokens and take
one turn prior to Enemies drawing
tokens and joining the battle



Hero spawn location



As soon as an Enemy is engaged
in any way, all combatants draw
new Initiative tokens



Enemy spawn location



As soon as a Hero or Ally steps
onto this space, all combatants
draw new Initiative tokens

MISCELLANEOUS



Short-flyer
(see page 22 for full details)



Ally



Perma-flyer
(see page 23 for full details)



Dual-weildable weapon
(see page 11 for full details)

QUICK REFERENCE

DURING YOUR HERO'S TURN

On your turn, in any order:

- Move or use an item
- Do **one** of the following:
 - Perform a physical attack
 - Use a Racial Ability
 - Use a Skill
- End turn

Move up to the maximum movement rate shown on the front of your Hero card. Movement may not be divided among other actions. If a Hero does not take their full movement they forfeit their remaining movement this turn.

Use an item (i.e. light a torch, apply poison to a weapon, equip a weapon, change to a different equipped weapon, equip armor, drink a potion, etc.).

Perform a physical attack (If dual wielding, unarmed, or attacking from range, you may perform two attacks but not also move).

Use a Racial Ability at no ruhl cost.

Use a Skill at the ruhl cost shown on the card.

TRAPS

-3 / -2

Poison Darts: Cruel darts rain down from above causing 3 damage and Poison effect to all within 5 spaces of the trap.

-1

Noxious Fumes: All within 4 spaces of trap suffer 2 damage.

+1

Sleeping Gas: All heroes within 4 spaces of trap fall fast asleep for 3 rounds unless awakened by another Hero or Enemy attack.

+3 / +2

Falling Debris: Several large boulders dislodge from above, causing 3 damage to each Hero or Ally within 6 spaces of the trap on a roll of -3, -2, or -1.

ON WATCH ALERTNESS CHECKS

Fatigue Level	Player Falls Asleep if they roll:
0 - 3	No need to conduct Alertness Check
4 or 5	-3
6 - 8	-3 or -2
9 or 10	Any minus roll

HERO STAT FUNCTIONS

Each Hero stat has a unique function during an encounter. To be successful, roll results must be equal or less than the Hero's current applicable stat score.



Body: Physical, melee attacks on adjacent enemies are permitted only after a successful Attack Roll against the Hero's Body stat.



Spirit: Once per battle after a failed Attack or Skill Roll, a Hero may perform a Spirit Roll. If the roll is successful, they may reroll the failed Attack or Skill Roll.



Mind: Once per battle after being successfully targeted by an Enemy Action, a Hero may perform a Mind Roll. If the roll is successful, they simply "resist" that Action.



Focus: Ranged, physical attacks are permitted only after a successful Attack Roll against the Hero's Focus stat. Disarming traps is also rolled against the Hero's Focus stat.



Presence: After drawing Initiative tokens for a round, if an Enemy is numerically adjacent to a Hero's initiative, that Hero may trade Initiative tokens with the Enemy after a successful Presence Roll.

AFFLICTION TYPES

-3

Jitters: Causes -2 on Focus Rolls until fatigue and damage are reduced to 0.

-2

Segnis: Causes -2 movement. Cured by consuming Cavern Liverwort.

-1 / +1

Harnwood Fever: Causes -1 on all Stat Rolls. Cured by consuming Staghorn Lichen.

+2

Corpus Fragilis: Causes -3 on Body Rolls. Cured by consuming Campestris Sanitatum.

+3

Saheer's Anguish: Decreases highest (Primary) Stat Skill Rolls by 2. Cured by consuming Purple Mandrake.

ICON REFERENCE - SEE INSIDE BACK COVER.



Join us online to follow the journey to the full release of *Vrahode: The Calteyrn Ascension* and beyond!