

1 • 2 THE BOARD

*Darkholds is played on a series of **tiles** which are joined together in a certain way to form a **level**. The collection of tiles is also called the game **board**, and gathered around it will be the various **cards** needed to play the game.*

1 • 2 • 1 TILES

There are many different **tiles** in Darkholds and they represent various locations in the ancient barrows of the Wihtas. A tile could be a room, a corridor, a cavern, a tunnel or even a hall or throne room - or in fact anywhere a warrior can move around a level.

1 • 2 • 1 • 1 SQUARES

Each tile is divided into a number of **squares**, represented by the white lines that form a grid of sorts. These squares represent the areas on the tile that a warrior can **occupy** - i.e., be placed upon. Warriors can only be placed within a square - if he is not placed within a square, he is not on the board. Only one warrior can occupy a square at any one time.

Most warriors occupy one square, but some of the larger monsters in the game can occupy many more than that. If a warrior cannot physically fit upon the squares on a tile, he cannot occupy those squares.

By default, any square that does not have warrior upon it is **unoccupied**.

Adjacent Squares

Many rules reference warriors being **adjacent** to another warrior or marker. An adjacent square is any square next to the square the warrior occupies, including those at the corner. This means a warrior can be adjacent to a maximum of eight other squares around him.

1 • 2 • 2 MARKERS

Markers represent physical aspects of a level, such as a stalagmite or column, a door, a gap or even a treasure chest or stash of goods. Any marker placed upon a square occupies that square just like a warrior. Some markers are immovable and some are not!

1 • 2 • 2 • 1 COCOON

Some of the heinous denizens of the darkholds can cocoon heroes and henchmen and if they do so they are represented by **cocoon markers**. These are immovable but can be *Moved* through and are not obstacles.

1 • 2 • 2 • 2 COLUMNS

Column markers - which can be natural stalagmites and other speleothems as well as stoneworks such as pillars or posts - are immovable and also obstacles for line of sight purposes.

1 • 2 • 2 • 3 DOORS & DOORWEBS

Dotted around the later levels of the quest, **doors** are immovable and an obstacle but they can also be *Moved Through* by a warrior.

Powerful warriors can also *Attack*, *Shoot* at or *Invoke* at doors to destroy them, at which point the **door markers** are removed from the level. Doors are automatically hit (i.e., no strike or shoot roll is required) and have a constitution of 3.

Doorwebs also count as doors, but they must be *Attached* or *Invoked* at to be opened (except for grave spiders, which can *Move* through doorwebs as if they are not there). Doorwebs cannot be *Shot*. Doorwebs are automatically hit in the same way as doors and have a constitution of 2.

1 • 2 • 2 • 4 ENTRY POINTS

The various **entry points** scattered around a level represent the places enemy reinforcements can arrive. They could be a trapdoor in the roof or floor, a doorway into a corridor or even the exit itself, but they are all represented by an **entry point marker** (which can be placed outside the square grid on a tile) which is immovable. Entry point markers can be *Moved* through and occupied by a warrior, and even blocked in some circumstances.

1 • 2 • 2 • 5 EQUIPMENT

Equipment markers represent stashes of weapons, treasure, bric a brac and all manner of useful items. The marker is immovable but can be *Moved* through, and must be removed if all of the equipment within it has been taken.

1 • 2 • 2 • 6 EXIT POINT

The **exit point marker** is the way out! The heroes and henchmen, if they occupy the exit point marker's square, have exited the level and are removed from the board. The exit point marker counts as a **square** itself

(and so can be placed outside of the squares on a tile), and is immovable.

1 • 2 • 2 • 7 GAPS

There are a few **gaps** that warriors must cross to progress through a level, represented by a **gap marker**. These are immovable, but do not count as an obstacle. Gaps can be *Leapt* over by warriors.

1 • 2 • 2 • 8 GUARD POINT

Guard point markers represent the squares on a level that enemies naturally gravitate towards in the absence of heroes or henchmen to *Attack*. They are immovable, but do not count as an obstacle and can be occupied and *Moved* through by warriors.

1 • 2 • 2 • 9 LADDER

Some levels comprise two or more sets of tiles called **floors** joined to each other by **ladder markers**. These are immovable, but do not count as an obstacle and can be occupied and *Moved* through by warriors.

Ladders can also be *Moved* up and *Moved* down, depending on the face shown, which *Moves* warriors from floor to floor on the board. *Moving* up or down a ladder expends 1 point of vigour as well as the usual 1 point for *Moving* from square to square.

1 • 2 • 2 • 10 ROCKFALL

Tunnels and caverns are dangerous places and sometimes rockfalls do occur, either naturally or by design. Whatever caused it, a **rockfall marker** placed on a square is immovable and counts as an obstacle. When it is first placed, the rockfall marker's large rocks face must be placed face up.

Rockfall markers can be removed by any warrior expending vigour (including enemy warriors). If the rockfall marker's large rocks face is face up, expending 1 vigour turns the rockfall marker over so that the small rocks face is face up. Expending 1 vigour removes a rockfall marker with the small rocks face up entirely.

Rockfall markers can be placed one on top of the other in layers, too, so beware - some rockfalls take a lot longer to remove than others!

1 • 2 • 3 TOKENS

As well as the markers dotted around a level, **tokens** will be placed upon tiles to represent various occurrences in the game such as noise, wounds, invocation effects and so on. These are generally removed from the board during the maintenance phase, but some must remain.

Token List Table

Token Summary

Blessed	placed upon a Blessed warrior's square; removed in the maintenance phase.
Enemy Player	placed next to one of the designated enemy player's hero cards at the start of each turn.
Noise	placed on the square the warrior making the noise occupies. Removed in the maintenance phase.
Unconscious	placed on the square the unconscious warrior occupies. Removed when the warrior is <i>Revived</i> .
Vigour	representing 1 vigour point, placed on the square the warrior with this bonus occupies. Removed when it is used.
Web	placed upon a warrior's square if he is struck by a spider's web <i>Shot</i> . Removed by expending 1 vigour.
Wound	1 wound token placed per wound taken by a warrior. Placed upon that warrior's square. Removed when that warrior is healed or if he becomes unconscious or dead.

1 • 2 • 4 CARDS

There are five different types of cards in Darkholds and whilst some must be given to players at the beginning of the game, others are kept in decks, face-down, until they are drawn.

1 • 2 • 4 • 1 HERO CARD

Each hero has his own **hero card**, which shows all of that hero's attributes, equipment already in his inventory, traits, abilities and level rules as well as his kindred.

Players must keep their hero card close to themselves if they are using that hero.

1 • 2 • 4 • 2 HENCHMAN CARD

There are also **henchman cards**, which - just like a hero - notes his kindred, all of a henchman's attributes, the equipment already in his inventory, his traits, abilities and other special rules.

Once a player has hired or released a henchman, that henchman's card must be placed in one of his hero's warbands.

1 • 2 • 4 • 3 DARKHOLD CARD

Darkhold cards are unique to each darkhold and represent enemy strategies, natural occurrences, random encounters and all manner of other things! They must be placed face-down next to the board itself to form the **darkhold deck** and they are drawn during the darkhold phase. Discarded darkhold cards must be placed face up next to the darkhold deck.

1 • 2 • 4 • 4 REINFORCEMENT CARD

Enemies gain more warriors with **reinforcement cards**, which are placed face-down next to the board itself to form the **reinforcement deck** and drawn during the reinforcement phase. Discarded reinforcement cards must be placed face up next to the reinforcement deck.

1 • 2 • 4 • 5 EQUIPMENT CARD

Equipment cards are placed face-down next to the board itself to form the **equipment deck**. These are drawn whenever a player *Rummages* through an equipment pile or from an equipment marker on the board's tiles. When *Discarded*, equipment is placed within an equipment marker on the board's tiles, so there should never be a face up equipment deck.

1 • 2 • 5 LINE OF SIGHT

Line of sight is very important in Darkholds because not only does it determine a lot of enemy movement, it also governs the warriors that can be *Shot* or *Invoked* at.

Warriors can see through any square (that is not blocked by an enemy warrior or an obstacle) in any direction. Friendly warriors do not block line of sight at all - for example, enemies do not block line of sight for each other but heroes and henchmen do, and vice versa.

Note that warriors can only target and kill what they can see, which means no warrior can be a target if it cannot be seen.

Sight is drawn in straight lines through the centre or the corner of each square, as in the diagram below.

1 • 2 • 6 MOVEMENT

Warriors can *Move* from the square they are occupying to any adjacent square in any direction, as long as that destination square is not occupied by another warrior or an obstacle. Warriors may *Move* through squares that contain friendly warriors as long as their destination square - the square they will occupy when they finish their *Move* - is not already occupied.

Even though they are not obstacles, warriors cannot *Move* onto a gap square. They can, however, *Leap* over them!

Warriors do not have to turn to face other warriors or indeed anything unless their player feels like it. A warriors' facing has no bearing on anything in the game. It just looks better if a hero is facing towards its target!

1 • 3 HEROES & HENCHMEN

*Darkholds players can choose to play any of the five **heroes** included in the game, all of whom are very different to each other. Depending on how many players there are, each player could control up to four heroes on their own!*

There are many different heroes and henchmen in the lands of darkness and they originate from all of the various realms and kingdoms. Whilst there is a certain degree of animosity between them - many kindreds are at war with each other! - to fulfil the darkholds quest they put these differences aside and attempt to work together to defeat their enemies.

1 • 3 • 1 HEROES

Heroes are the most powerful, skilful and robust warriors in the dark holds. They could be kings, princes, legendary champions, overlords or sorcerers attempting to secure advantage for their realm, or perhaps sell-sword adventurers who are just out for what treasure they can find.

In *Darkholds: Ancient Barrows* players could choose to play **Penda the Bloody-Handed**, a ferocious, skilful werewolf from Mierce; or **Nerys**, an abbess of the Brythoniaid who abhors the blasphemous undead and can heal the adventurers. There's also **Carrowek of Carn Dhu**, a heavily muscled fighter of immense strength from Kernow; **Sáthach**, a highly skilled Irish rogue that kills her enemies with twin swords or throwing daggers; and **Gnith**, a powerful sorcerer from the mountains of Alba.

Players don't have to play *Darkholds: Ancient Barrows* with these heroes, of course! They can use any hero from any kindred they wish as their heroes.

Darkholds: Ancient Barrows is designed for players to control four heroes, either four players playing one hero each, two players controlling two heroes, one player controlling four heroes or indeed any combination. If players want to use more than four heroes, that is absolutely fine and the game can cope with this, but it is recommended that for each hero used above four an extra reinforcement card is drawn per entry point.

1 • 3 • 1 • 1 HERO CARD

Each hero has his own **hero card**, which shows all of that hero's attributes, equipment already in his inventory, traits, abilities and level rules as well as his kindred.

1 • 3 • 2 HENCHMEN

As well as the heroes, players will be able to hire - or possibly rescue! - henchmen from the lands of darkness.

Henchmen are the companions of heroes, perhaps strong fighters that act as bodyguards or skilful bowmen that cut a hero's enemies down from afar.

Carrowek will bring fellow fighters, **Ax-Drunes**, to fight for him. Penda will bring **Gesithas**, elite spearmen from his lands. Nerys brings black monks called **Mynachod Du** to protect and fight with her fellow heroes. Gnith will bring crossbowmen known as **Elbharud** to defend him from the attentions of his enemies, and Sáthach will be fighting alongside **Fiannaghta**, warriors of Danu from Ireland.

1 • 3 • 2 • 1 WARBAND

All henchmen are part of a hero's **warband** and a hero's player also controls that hero's henchmen. A hero can have as many henchmen as he wishes.

Warband Kindreds

All heroes, henchmen and enemy warriors come from a particular **kindred** within the lands of darkness, represented by a kindred icon on their cards. Penda, for example, is of the Anglecynn kindred; Nerys is of the Brythoniaid, and so on. Warbands may only contain heroes and henchmen from the same kindred - so Penda may only have henchmen of the Anglecynn in his warband, for example.

The exception to this rule are sell-sword heroes, who can have henchmen from any kindred in their warband. The promise of coin is a great leveller!

Warband Hero

Henchmen must belong to a particular hero's warband rather than a kindred's warband, so if there are two heroes of the same kindred in the game, a henchman of the same kindred only belongs to one of their warbands - not both.

1 • 3 • 3 ATTRIBUTES

Heroes, henchmen and enemies all have **attributes** that represent three aspects of their character - their **vigour**, their **constitution** and their **agility**, shortened to **vgr**, **con** and **agy** respectively.

1 • 3 • 3 • 1 VIGOUR

Every warrior has a **vigour** attribute, which represents how many **actions** he can perform per turn. Each **action** performed uses a certain amount of vigour.

For example, to *Move* a warrior from one square to another uses 1 vigour point, to *Attack* an enemy uses 1 vigour point, and so on. Heroes and the larger enemies generally have around 5 vigour points, and this can increase depending upon equipment found or other factors. Lesser enemies have fewer vigour points, of course - but there's so many of them, that's no handicap!

Lively

When a warrior's vigour is 1 or more, he is **lively** and so can perform *actions*. Even if they are lively, warriors cannot perform an *action* that reduces their vigour to beyond 0 - so a warrior with a vigour of 1 remaining cannot perform an action requiring 2 vigour, for example.

Weary

A warrior is **weary** when his vigour is reduced to 0. Warriors that are weary cannot perform *actions*, but can perform *reactions* if they are able to as they do not cost vigour to perform.

1 • 3 • 3 • 2 CONSTITUTION

The **constitution** attribute represents how many wounds a warrior can take before he either becomes **unconscious** (heroes) or **dies** (henchmen and enemies). Most heroes have a constitution of 4, but most henchmen and enemies have a constitution of 1. Larger enemies have even higher constitution than heroes, so beware!

Wounded!

Each time a warrior reduces his constitution, place a number of **wound tokens** on that warrior's base or nearby, representing how many wounds he has taken.

Unconscious Warriors

If a hero's or henchman's constitution is reduced to 0, he is **unconscious** and **prone**. Remove the wound tokens attached and place an **unconscious token** next to him. While unconscious, the hero or henchman warrior also represents an equipment marker that contains all of the equipment cards in their inventory. Thus, unconscious warriors can be pilfered by other players!

Dead Warriors

If an enemy warrior's constitution is reduced to 0, he is **dead** and removed from the board, along with any wound tokens attached to him. If the enemy carried equipment, place an equipment marker upon the square he was on before he died, placing the relevant equipment cards for the equipment he had in his inventory.

1 • 3 • 3 • 3 AGILITY

A warrior's **agility** attribute represents how quick and agile he is, for in certain circumstances he must use it to *Move* around the board or dodge the *Attacks* of enemies.

1 • 3 • 4 PRONE WARRIORS

If a hero or henchman is **prone**, it is totally ignored by enemy warriors. Prone warriors still occupy their squares, but they don't block *Movement* nor line of sight.

1 • 3 • 5 TRAITS

Traits reflect the variations in form and capacity of warriors. Some warriors are huge and powerful and extremely frightening; some are tougher than others, or very stubborn.

1 • 3 • 5 • 1 TOUGH (X)

Warriors with the **tough** trait are almost impervious to pain and shrug off wounds that would incapacitate other warriors. Tough warriors, if they are wounded, roll a D10 (called a **tough roll**) and if the result is equal to or above X, ignore that wound and do not reduce their constitution.

1 • 3 • 5 • 2 UNLIVING

The darkholds of the lands of darkness are not just the domain of the living; many warriors are artificial constructs and some have even suffered death already. Warriors that are not alive are **unliving**, but that does not mean they cannot be killed. Warriors that are not unliving are, by default, living warriors.

1 • 3 • 6 ABILITIES

Abilities reflect the capability of warriors in the darkholds; rather than inherently physical or mental aspects, abilities represent particular skills that have been developed over time.

1 • 3 • 6 • 1 AGILE

Warriors with the **agile** ability may *Move* through enemy attack ranges without expending vigour to do so.

1 • 3 • 6 • 2 GLIDER

Gliders do not walk above the ground, they simply float above it, and so may *Move* through other warriors as if they are not there and can cross gaps without *Leaping*. They may not, however, *Move* to an occupied square.

1 • 3 • 6 • 3 PRIEST

Warriors with the **priest** ability may perform the *Pray* action.

1 • 3 • 6 • 4 SWIFT

Swift warriors *Move* two squares per point of vigour expended.

1 • 3 • 6 • 5 SORCERER

Warriors with the **sorcerer** ability may perform the *Invoke action* and *Recover action*.

1 • 3 • 7 BELIEFS

The **beliefs** of a warrior reflect the way they view the world, or perhaps whether they believe in a particular religion. Some warriors could be Christian, or pagan, or atheist, for example. Some rules depend upon the beliefs of a particular warrior.

1 • 3 • 8 INVENTORY

A warrior's **inventory** contains all of his equipment, including any weapons and armour he may bear.

A warrior can only carry a certain amount of equipment before he's too overloaded and can't carry any more. Warriors can carry equipment up to the **inventory limits** listed in the Inventory Limits Table:

Inventory Limits Table

Equipment Type Item Limit

Combat weapon 2

Shot weapon 1

Head Armour 1

Body Armour 1

Limb Armour 2

Shield 1

Artefact 5

Hacksilver 100 pieces

The above limits include the equipment displayed on a warrior's profile, which are also considered to be in his inventory. So, for example, Penda may keep another combat weapon in his inventory as well as Nægling, but cannot wear more head armour (and don't forget, warriors cannot *Discard* equipment included on their profile).

Some powerful heroes and henchmen can carry a lot more items of equipment than others, and this is noted on their profile.

Most items of equipment take up 1 inventory slot, but some can take more than that. Needless to say, if a warrior does not have enough inventory slots for an item of equipment, he can't keep it.

1 • 3 • 9 EQUIPMENT

Throughout each level will be various bits of treasure, some artefacts or discarded weapons or armour that players can find and pick up, collectively known as **equipment**. Enemies, when killed, may even drop equipment!

1 • 3 • 9 • 1 EQUIPMENT UBIQUITY

Some items of equipment are more common than others and this is reflected in their **ubiquity**. Spears, for example, are far more common than invocation scrolls, and sorcerous weapons are even rarer than that. An equipment's ubiquity is required when items are purchased in between levels by heroes, for only common and uncommon equipment can be bought.

1 • 3 • 9 • 2 EQUIPMENT PILE

Each **equipment pile** found on a level enables a player to *Rummage* through it pick up an equipment card from the equipment deck. This could be simple pieces of silver or jewels - **hacksilver**, in effect - to purchase equipment or hire henchmen with in between levels; an ancient **artefact** such as an amulet that heroes can use to increase their abilities, a torc to protect themselves or even an invocation to destroy their enemies with; a **weapon** such as a sorcerous axe that may be more powerful than their own, or can be used in addition to theirs such as a bow; or **armour** such as a helmet or a shield that could increase their protection and enable them to progress through a level without harm.

Each equipment card also has a **hacksilver value**, signifying its worth when sold, so even the most mundane item could prove useful when trading in between levels. Bear in mind there's a limit to how much a hero or a henchman can carry in their inventory, however!

1 • 3 • 9 • 3 EQUIPMENT MARKER

Equipment markers are similar to piles, but cannot be *Rummaged* through. They represent equipment that warriors have *Discarded* for some reason, perhaps because they don't want it or, more seriously, because they have died.

1 • 3 • 9 • 4 WEAPONS

Warriors can use **combat weapons** and **shot weapons** to *Attack* or *Shoot* enemies respectively. Each weapon has four different attributes - a **range**, the amount of **dice** it gives, its **hit value** and the **damage** it can cause, which can be seen on the hero card below.

Range

The **range** attribute - either **attack range** for combat weapons or **shoot range** for shot weapons - represents

how many squares away an enemy can be *Attacked* or *Shot* by a warrior. A range of **1** means an adjacent square; a range of **1-5** means any square up to five squares away.

Dice

The **dice** attribute - either **attack dice** for combat weapons or **shoot dice** for shot weapons - denotes how many **D10s** are rolled to try and strike the enemy. A value of **2** gives a player two **D10s** to roll, **3** gives three **D10s**, and so on.

Hit Value

The **hit value** attribute - either **strike value** for combat weapons or **shoot value** for shot weapons - is the result on a **D10** that must be achieved if a hero is to hit an enemy. For example, a **6+** means that a **6**, **7**, **8** or **9** must be rolled; a result below that is a miss.

Damage

The **damage** attribute tells players how many wounds that weapon causes - if it hits, and the enemy does not parry the hit!

1 • 3 • 9 • 5 **ARMOUR**

Powerful enemies - and of course the heroes and henchmen - often wear **armour** that is used to parry a hit from a combat weapon or shot weapon.

Parry Value

Armour (and weapon and armour combinations) have a **parry value** attribute, which needs to be rolled on a **D10** to parry that strike die or shoot die. For example, if a hero wears armour with an **8+** parry value attribute, he needs to roll an **8** or **9** on a **D10** to parry.

Parry values are cumulative, so warriors must combine all of the parry values of the armour they are wearing. If a warrior begins with a parry value of **8+**, the addition of a shield with a **-1** parry value reduces that parry value to **7+**. A further addition of chainmail with a **-2** parry value reduces that parry value to **5+**.

Armour Types

There are four types of armour; **head armour** such as a helmet, **body armour** such as a chainmail hauberk or leather jerkin, **limb armour** such as vambraces or shin greaves, and **shields**.

1 • 3 • 9 • 6 **INVOCATIONS**

Many heroes - and some enemies - employ sorcery in the form of **invocations** to aid their friends or destroy their enemies. Each invocation has a particular special rule giving an **effect**, but they could also work in the same way as a shot weapon, with a range attribute, shoot die attribute, and so on. These are called **ranged invocations**.

Generally speaking, invocations can only be *Invoked* by a sorcerer, but some artefacts may allow non-sorcerers to *Invoke* them and this is stated on the artefact's equipment card.

1 • 4 ENEMIES

To succeed in their quest for eternal life players must overcome a horde of **enemies** trying to stop their heroes, gathering treasure, ancient artefacts and sorcerous weapons or armour to help them along the way...

There are many different enemies the heroes will have to contend with. The most numerous enemies will be the Wihtas - either **Wihtgāras**, armed with spear and shield; **Wihtaxas**, armed with ax and lantern; or **Wihtbogas**, armed with a bow. They could also be joined by enemy heroes such as a **Wiht Thain**, a powerful warrior in his own right but also helps his Wihtas to perform better; or even a **Wiglāca**, a human Jute sorcerer who can raise the dead and acts as a mobile entry point!

Bigger enemies will appear less frequently, such as the shrieking **Drēaguthas** - wraiths full of hatred for the living - or the **Gāsta**, ancient kings of old who remember little of their former lives and are all the more spiteful because of it.

The last level of each area - and the darkhold's **end level** - will contain a powerful creature that the heroes must defeat to progress further; perhaps a **tomb spider**, a huge arachnid able to immobilise adventurers, or a powerful **mound beetle** able to crush the hardest of heroes in their jaws - and at the end, the mighty **Culcca**, a Gāst King who holds the secret to life after death.

1 • 4 • 1 ENEMY PROFILES

Each enemy warrior has a **profile** just like a hero or henchman and is interpreted in exactly the same way. This also ensures that in future Darkholds games they can be used as heroes and henchmen!

1 • 4 • 2 ENEMY PLAYER

During the course of a game the **enemy player**, chosen from amongst the players each turn (or in any other way the players see fit), must take control of the enemy warriors and perform their **actions** for them.

The enemy player must obey the **enemy animus** - effectively, the enemy's artificial intelligence - so that the enemy behaves in the correct manner for the game, but in certain circumstances he will have to decide things for the enemy (although it has to be said, this does not occur very often). This is why we recommend that players take turns to be the enemy player, so that the game is fairer.

Sometimes the enemy player will make a mistake, perhaps in the order of activation or where he *Moves* the enemy warriors, but the "No Take Backs" rule applies here. This ensures the game moves on quickly.

1 • 4 • 2 • 1 ENEMY OVERLORD

If all of the players are agreed, one player could play the part of the enemy throughout the game rather than using the enemy animus to control their behaviour. This enemy player becomes the **enemy overlord** and is a very dangerous opponent!

The enemy overlord simply ignores the enemy animus entirely and performs **actions** in the enemy phase for the enemy. The enemy overlord's task is very simple - to kill every hero and henchman on the board! If that is not possible, he must stop as many heroes and henchmen as he can from exiting the level.

In games played with an enemy overlord, reinforcement cards are still drawn as normal, as are darkhold cards.

1 • 4 • 3 ENEMY RANKS

Useful in certain circumstances, each type of enemy has a rank, with the lowest-ranked enemy warrior the least intelligent and the highest-ranked enemy warrior the most intelligent.

Enemy Rank Table

Rank	Target
1	Grave Spider
2	Tomb Spider
3	Mound Beetle
4	Wihtboga
5	Wihtax
6	Wihtgār
7	Drēaguth
8	Wiht Thain
9	Drēaguth Thain
10	Gāst
11	Wiglāca
12	Jute Thain
13	Gāst Cyning
14	Jute Forthain

Needless to say, the higher the rank, the more dangerous the enemy!

2 • 1 PLAYING A TURN

*Darkholds games are played in a succession of **turns**, in which heroes and henchmen activate and perform **actions**. Then, darkhold cards are drawn and the enemy is brought to bear...*

Each game turn comprises a number of different phases which must be performed in the sequence outlined below.

Turn Phases

Phase Summary

- Hero Phase** each hero and henchman performs as many *actions* as his vigour attribute allows.
- Darkhold Phase** a darkhold card is drawn and its effects applied.
- Enemy Phase** each enemy warrior, starting with the closest to a hero or henchman and ending with the furthest away, performs as many *actions* as his vigour attribute allows.
- Reinforcement Phase** a reinforcement card is drawn for each entry point, from which more enemies emerge!
- Maintenance Phase** the level is tidied up; noise tokens are removed and other game mechanics reset, ready for the next turn.

Once a turn is over, another turn begins until all of the heroes and henchmen have made it to the level's exit - or until all of them are unconscious!

2 • 1 • 1 HERO PHASE

Each turn begins with the **hero phase**, in which all heroes and henchmen get the opportunity to progress through the level, fulfil their quests and reach the exit.

2 • 1 • 1 • 1 GAINING THE INITIATIVE

First of all, the players must decide between themselves which of them *gains the initiative* - i.e., which one of them **activates** their heroes or henchmen first. If the players can't decide, the youngest player goes first - or they just roll off with a D10 each, the highest result going first!

Players do not have to activate all of their warriors one after the other - once a hero or henchman has used all of his vigour and becomes weary, their player can *pass the initiative* to another player - or he can activate another of his warriors.

It is important to note that until a player *passes the initiative* to another player, other players cannot activate their heroes or henchmen. Needless to say, if all of a

player's heroes and henchmen are weary, he must *pass the initiative* to a player with lively heroes or henchmen.

If there are no players with lively heroes and henchmen left, the hero phase ends.

Using Vigour

Players cannot use the vigour of his warriors in penny-packets - he must use all of the vigour a hero or henchman has in one go before moving on to another of his heroes or henchmen or *passing the initiative*.

Once a hero or henchman has used all of his vigour, he becomes **weary** and so cannot be activated again until the next game turn.

2 • 1 • 1 • 2 EXITING THE LEVEL

If all of the heroes and henchmen have reached the **level exit** (or have achieved the level's **victory conditions**), the game immediately ends and, if a campaign is being played, the players must perform the Level End Sequence.

Sacrificed Henchmen

Henchmen do not have to reach the level exit; they may be sacrificed by their hero to make good their escape. Should players wish, they can abandon any or all of their henchmen and, as long as their heroes have reached the level exit, the game can end. Any abandoned henchmen are **dead** and all their equipment and hacksilver are **lost**.

Unconscious Heroes

Unconscious heroes may be abandoned by their player so that the game ends. If this occurs, that hero is **dead** and all his equipment and hacksilver is **lost**.

If all Heroes are Unconscious

If all of the heroes and henchmen on the board are unconscious at the end of the hero phase - or if there are no means of *Reviving* any of them - the game immediately ends.

2 • 1 • 2 DARKHOLD PHASE

After each hero phase the **darkhold phase** begins and **darkhold cards** come into play. These cards are unique to each darkhold and represent enemy strategies, natural occurrences, random encounters and all manner of other things!

A darkhold card must be drawn from the face-down **darkhold deck** by the **enemy player**, who must then

tell the other players what the card says. The enemy player can be decided amongst the players or it can be the next player to the left; or one player can be the enemy player throughout. It's up to the players!

The **darkhold rules** upon the darkhold card must be applied immediately. Once the darkhold rules have been applied and all of its effects completed, it is placed face-up on the darkhold discard pile.

If there are no face-down darkhold cards to play, the enemy player must gather all of the discarded darkhold cards, shuffle them and place them face-down to become the darkhold deck.

Darkhold cards can affect the game in many ways and provide an element of randomness and excitement to enemy behaviour - or they could reflect the darkhold itself with collapsing roofs or the appearance of random monsters. The most well thought out strategies may be completely negated by a darkhold card - so it is wise to be cautious!

2 • 1 • 3 ENEMY PHASE

After a darkhold card is played, the enemies already upon the level must perform their *actions* in the **enemy phase**.

The nominated enemy player must use the **enemy animus** (artificial intelligence, effectively) as presented here to activate each enemy warrior in turn, using their vigour to perform *actions* just like a hero or henchman. Again, enemy warriors must use all of their vigour in one go, until they become weary.

2 • 1 • 3 • 1 ACTIVATING ENEMY WARRIORS

Unless stated elsewhere - perhaps on a darkhold card or some other rule - enemy warriors activate in *closest to a hero or henchman to furthest away from a hero or henchman* order.

The enemy player must first count the distance in squares between the enemy warriors and the heroes and henchmen - or their **targets**. The closest enemy warrior to a target that is not unconscious activates first, and then the next closest, and so on.

In the event of a tie (i.e., more than one enemy warrior is the same distance from a hero or henchman) refer to the Target Order Table below. An enemy warrior's target must have the lowest possible order number - so "Closest" is the first check to make; if there is a tie there, choose the target with the next lowest order number, and so on, all the way until the end where the ultimate tie-breaker is the enemy player himself.

Target Order Table

Order Target

1 Closest

The closest conscious hero or henchman is the target.

2 Closest Wounded Hero or Henchman

The closest conscious wounded hero or henchman is the target.

3 Closest Most Wounded Hero or Henchman

The closest most wounded conscious hero or henchman is the target.

4 Closest Worst Parry Value

The closest conscious hero or henchman with the highest parry value is the target.

5 Enemy Player's Choice

If there is still a tie between the targets, the enemy player chooses the target. He may not choose unconscious targets.

The Target Order Table is used extensively for enemy animus - so it is wise to take note of it!

2 • 1 • 3 • 2 ENEMY ANIMUS

There are a number of rules that govern enemy warrior behaviour during the game and this is called the **enemy animus**. Broadly speaking there are three aspects that govern how enemy warriors behave and that is their **line of sight**, the **noise** generated by the heroes and henchmen and the **guard points** dotted around a level.

Animus Order Table

Order Animus Type

1 Line of Sight

The enemy warrior is governed by the line of sight rules.

2 Noise

The enemy warrior is governed by the noise rules, but if - by *Moving* towards noise tokens - they gain line of sight to a hero or henchman, the line of sight rules are followed.

3 Guard Points

The enemy warrior is governed by the guard point rules, but if - by *Moving* towards a guard point - they gain line of sight to a hero or henchman, the line of sight rules are followed.

Simply put, the lower the order number of the animus type, the higher the priority in terms of behaviour; so if an enemy warrior has line of sight to a hero or henchman, for example, he must follow the line of sight rules below and ignore the noise and guard point rules.

2 • 1 • 3 • 3 LINE OF SIGHT

When an enemy warrior activates, the enemy player must first determine if it has **line of sight** to its target. If it does, the enemy warrior will treat the closest target in line of sight as their target and will *Move* directly towards him (unless the enemy warrior has a shot weapon - see below).

Check the above table every time an enemy warrior *Moves*, because if a closer hero or henchman comes into line of sight during that *Move* then that hero or henchman becomes the target instead.

In all instances, if there's ever any doubt about which hero or henchman an enemy warrior chooses as its target, refer to the Target Order Table.

Move Towards the Target

The activated enemy warrior must *Move* directly towards its target until it is **adjacent** to that target, *Moving* as few squares as possible in order to do so. If the enemy warrior has vigour remaining, it must then *Attack* the target with all of its remaining vigour.

If the enemy warrior is armed with a combat weapon (such as a spear) with a range greater than one square, it will *Move* directly towards its target until it is adjacent to that target unless it cannot both become adjacent and *Attack* the target. If that is the case, the enemy warrior will stop when it enters attack range and uses any remaining vigour to *Attack* the target.

If an enemy warrior cannot *Move* directly towards its target for any reason - for example, if there are friendly warriors in the way - it will *Move* directly towards its target for as far as it is able to before it becomes weary. If an enemy warrior is blocked for some reason - perhaps by other warriors, an obstacle or a gap - and there is no way it can *Move* closer by any other means, it simply stays where it is.

Once an enemy warrior has no vigour remaining it is weary, and the next closest enemy warrior activates.

Enemies with shot weapons

Enemy warriors armed with shot weapons must *Shoot* its target as soon as the shot weapon is in range and the target is in line of sight. The enemy warrior continues to *Shoot* its target until its **shoot limit** is reached, at which point it uses any remaining vigour to *Move* directly towards the target and *Attack* it as above.

2 • 1 • 3 • 4 NOISE

If an enemy warrior does not have line of sight to a hero or henchman it must *Move* directly towards the closest **tile** within four tiles that has **noise tokens** on it, called the **noisy tile**. In the event of a tie (in terms of distance to a tile with noise tokens), the tile with the most noise tokens becomes the noisy tile. If there is still a tie, the enemy player chooses the noisy tile.

If an enemy warrior is already the closest it can possibly be to a noise token, it simply stays there and ends its activation.

If, by *Moving* towards a noisy tile, an enemy warrior gains line of sight to a hero or henchman, it must immediately revert to the 2.1.3.3: Line of Sight rules above.

2 • 1 • 3 • 5 GUARD POINT

If an enemy warrior does not have line of sight to a hero or henchman and is not within four tiles of any noise tokens then the enemy warrior will *Move* directly towards the closest **guard point**. In the event of a tie (in terms of distance to guard point), the guard point closest to the exit takes precedence. If there is still a tie, the enemy player chooses the guard point the enemy warrior must *Move* towards.

If an enemy warrior is already the closest it can possibly be to a guard point, it simply stays there and ends its activation.

If, by *Moving* towards a guard point, an enemy warrior gains line of sight to a hero or henchman, it must immediately revert to the 2.1.3.3: Line of Sight rules above.

Once all of the enemy warriors have become weary, the enemy phase ends.

2 • 1 • 4 REINFORCEMENT PHASE

After the enemies upon the level perform their actions, more enemies appear in the **reinforcement phase**. Each entry point within five tiles of a noise token draws one **reinforcement card**, which - depending upon the area - reveals the type and amount of enemies that appear. This could be a myriad of different enemies - one Wihtgār, three Wihtaxas, a Wihtboga or two or even a Wiht Thain (plus bodyguard!) - or maybe a Drēaguth or a Gāst!

2 • 1 • 4 • 1 REINFORCEMENTS

Place the enemy warriors indicated on the reinforcement card around the entry point that drew that card. Only place the enemy warriors that correspond with the **area** of the level being played!

Placing Enemy Warriors

Enemy warriors must be placed upon squares as close as possible to the entry point. They must be placed in lowest-ranked to highest-ranked order, with the lowest-ranked first.

Any square around an entry point can be used to place enemy warriors, but do not place enemy warriors upon any other warrior. If the closest squares to an entry point are blocked by other warriors, simply place the

reinforcements on other squares, but still as close to the entry point as possible.

If it is possible to place reinforcements adjacent to a hero or henchman and still adhering to the entry point rules above, place them according to the **Target Order Table**.

Reinforcement Attacks

If reinforcements are adjacent to heroes or henchmen each may immediately *Attack* the heroes or henchmen within attack range once (and once only) and do not have to expend vigour to do so. Don't use your heroes to attempt to block entry points!

Once all of the reinforcements have been placed on the board and any *Reinforcement Attacks* performed, the reinforcement phase ends.

Not Enough Warriors

If all of the available enemy warriors of the type required by the reinforcement cards are already on the board, the next rank of warrior up from the type required is placed on the board instead, and so on until there are no enemy warriors available to place.

For every warrior that cannot be placed, each enemy warrior of a certain rank (beginning with the lowest-ranked) gains 1 vigour point to use in the next enemy phase only. Place a +1 vigour token on one warrior of that rank. If every rank of enemy warrior has gained 1 point of vigour and there are still reinforcements that cannot be placed, another point of vigour is added as above, and so on infinitely.

Again - don't ignore enemies: kill them!

2 • 1 • 5 MAINTENANCE PHASE

Once the Reinforcement Phase finishes, there's a very short **Maintenance Phase** where the board is tidied up; noise tokens are removed, prayer or invocation effects expire, and so on.

Maintenance Table

- 1 - Remove all of the noise tokens from the board.
- 2 - Remove all prayer effects that are not indefinite.
- 3 - Remove all invocation effects that are not indefinite.
- 4 - All conscious heroes and henchmen become lively.
- 5 - All conscious enemy warriors become lively.

Once the maintenance phase ends, the next game turn begins!

2 • 2 ACTIONS

Heroes and henchmen - and their enemies! - move, fight, shoot or indeed do anything else necessary to destroy their foes. Collectively, these are called **actions**...

2 • 2 • 1 ACQUIRE

heroes and henchmen only • 1 vigour

Heroes and henchmen can *Acquire* any or all of the equipment from one **equipment marker** they are adjacent to by removing the relevant equipment card from it and placing it in their **inventory**, as long as they have enough space.

As well as that, heroes and henchmen may freely *Discard* any equipment in their inventory at the same time as *Acquiring* to make room for this new equipment as per the *Discard action*. This does not require another vigour point.

2 • 2 • 2 AIM

heroes and henchmen only • 1 vigour

Heroes and henchmen may increase their chances of *Shooting* an enemy by *Aiming*. If they do so, their shoot value is decreased by 1 until they are weary or until they *Move*, whichever occurs soonest.

2 • 2 • 3 ATTACK

1 vigour • 1 noise token

Attacking is the most obvious way of killing the enemy and it requires a lot of skill and brute force! Warriors may *Attack* any warrior that lies within the attack range of any of their combat weapons according to the **Attack Sequence** below.

Attack Sequence

- 1 - Choose which **combat weapon** is being used to *Attack*.
- 2 - Choose the **target** of the *Attack*. This can be any warrior that lies within the attack range of the combat weapon chosen.
- 3 - Determine how many **attack dice** from that combat weapon (if it has more than one) will be used to *Attack* that target.
- 4 - Work out the **strike value** of that combat weapon, applying any applicable modifiers.
- 5 - Roll as many D10s as that combat weapon's attack dice attribute, called **strike rolls**.
- 6 - Any strike rolls equal to or above the strike value have **struck** the target and become **strike dice**. Strike rolls lower than the strike value have **missed** and are

discarded.

- 7 - If he has a **parry value**, the target may roll as many D10s as there are strike dice, called **parry rolls**.
- 8 - Any parry rolls equal to or above the parry value have **parried** the strike and that strike die is discarded. Parry rolls lower than the parry value have **failed** to **parry** the strike and become **wound dice**.
- 9 - Each wound die causes as much **damage** on the target as the combat weapon indicates.
- 10 - If the target's Constitution is reduced to 0 it is **dead** and removed from the board.

Warriors can only use one combat weapon per vigour point expended, but they may split their attack dice between warriors in attack range.

Enemy Warrior Attacks

If enemy warriors have a choice of heroes or henchmen to *Attack*, the enemy player must refer to the **Target Order Table** to work out what happens.

2 • 2 • 4 DISCARD

heroes and henchmen only • 1 vigour

Heroes and henchmen may *Discard* any or all of the equipment from their inventory, placing all of the relevant equipment cards they are *Discarding* in either one new equipment marker in an unoccupied square they are adjacent to or in another equipment marker they are adjacent to.

As well as that, heroes and henchmen may freely *Acquire* any equipment in their inventory at the same time as *Discarding* if they have space in their inventory, and in a different square to that of the equipment marker they *Discarded* to. This does not require another vigour point.

Equipment included on a warrior's profile cannot be *Discarded*.

2 • 2 • 5 INVOKE

sorcerers only • 1 vigour • 1 noise token

Sorcerers can expend 1 vigour point to *Invoke* one of the **invocations** on their profile, the effects of which are applied immediately. Once the invocation's effects are applied, the warrior that *Invokes* reduces his constitution by 1.

Some items of equipment can be used to *Invoke* an invocation by any warrior, not just a sorcerer, but they still require 1 vigour point to *Invoke*.

Note that some complicated invocations require more than 1 vigour point to *Invoke*.

Ranged Invocations

Some invocations act in exactly the same way as a shot weapon and are called **ranged invocations**. *Invoking* a ranged invocation is very simple and uses the *Shoot Sequence* in exactly the same way as a *Shoot action*, except that the word “invocation” is substituted for “shot weapon” in that *Shoot Sequence*.

2 • 2 • 6 LEAP

1 vigour

In certain circumstances a warrior can *Leap* over a square he is adjacent to, perhaps because of a pit in the floor or a cavernous gap. This is represented on the board by a **gap marker**. The warrior that intends to *Leap* over the gap must roll a D10, called an **agility roll**. If this roll is equal to or above that warrior’s agility attribute, he *Leaps* over the gap and is *Moved* to any square adjacent to the gap square.

Leaping is a Move

Leaping does count as a *Move* so all of the *Move action*’s rules - such as *Moving* out of combat - apply to the *Leap action*.

2 • 2 • 7 MOVE

1 vigour

Warriors can move around the board from the square they are occupying to any unoccupied square they are adjacent to. Warriors cannot *Move* through other warriors unless they have certain abilities. Each *Move* from one square to another costs a vigour point.

Moving out of Combat

Warriors can *Move* out of combat - i.e., out of the attack range of an enemy warrior - by expending vigour points. It costs 1 point of vigour (in addition to the vigour cost of the *Move*) to *Move* out of a square that is within an enemy warrior’s attack range. This is cumulative, so *Moving* out of a square that is within the attack range of two enemy warriors costs 2 points of vigour in addition to the vigour cost of the *Move*.

Moving within Combat

Warriors can *Move* around an enemy warrior as much as they like if they remain within their attack range.

2 • 2 • 8 PRAY

priests only • 1 vigour • 1 noise token

Priests may *Pray*, using one of the **prayers** on their profile to do so. The effects of that prayer are then applied immediately, and a noise token is placed upon the hero or henchman’s square.

Some items of equipment can be used to perform a prayer by any warrior, not just a priest, but they still require 1 vigour point to *Pray* for.

Note that some complicated prayers require more than 1 vigour point.

2 • 2 • 9 RECOVER

sorcerers only • 1 vigour • 1 noise token

Sorcerers can expend 1 vigour point to *Recover* 1 constitution on the roll of a 1+ on a D10, called the **recover roll**. If this roll is unsuccessful, the sorcerer suffers 1 wound with no parry possible.

2 • 2 • 10 RELEASE

heroes and henchmen only • 1 vigour

Heroes and henchmen may *Release* whatever is inside a cocoon by expending 1 vigour. To find out what was inside the cocoon, the hero or henchman must roll a D10, called the **release roll**, and consult the Cocoon Contents Table below.

Cocoon Contents Table

Roll Contents

- 1 1x Wihtgār warrior. The cocoon acts as an entry point for this Wihtgār warrior only
- 2 Nest of spiders - the warrior must make a parry roll or suffer 1 wound
- 3 Nothing but dust
- 4 Dead henchman with D10 hacksilver, which the warrior *Acquires* without expending vigour
- 5-6 Weary Henchman of the warrior’s kindred
- 7-9 Lively Henchman of the warrior’s kindred

The cocoon marker must be removed immediately after the release roll. Any warriors released must be placed on one of the squares the cocoon occupied.

2 • 2 • 11 REVIVE

1 vigour

Unconscious heroes or henchmen may be *Revived* through use of an ability or item of equipment. Invocations and prayers may also be used to *Revive*

unconscious heroes or henchmen, but their vigour cost is built in (and so do not cost an additional vigour).

When *Revived*, an unconscious hero or henchman immediately becomes conscious and lively with 1 constitution. If the hero or henchman has already activated this turn, he becomes conscious and weary.

2 • 2 • 12 RUMMAGE

heroes and henchmen only • 1 vigour

Heroes and henchmen adjacent to **equipment piles** may *Rummage* amongst the trove of discarded weapons, broken crates and jumbled-up knick-knacks and they might, just might, find something useful.

A player that *Rummages* picks up one **equipment card** from the **equipment deck** and may either *Discard* that equipment card without spending vigour (in which case it is inserted into an **equipment marker** in the same square for other heroes to pick up) or keep it in his **inventory**.

If a player *Discards* the equipment card onto an equipment marker and then subsequently *Acquires* the same equipment marker in the same activation, it costs another vigour point to do so. Focus, don't dither!

2 • 2 • 13 SHOOT

1 vigour • 1 noise token

Shooting the enemy from afar is often the easiest way to get rid of them because there's no risk involved! Warriors may *Shoot* any warrior in line of sight that lies within the shoot range of any of their shot weapons according to the Shoot Sequence below.

Shoot Sequence

- 1 - Choose which **shot weapon** is being used to *Shoot*.
- 2 - Choose the **target** of the *Shoot*. This can be any warrior that lies within the shoot range of the shot weapon chosen.
- 3 - Determine how many **shoot dice** from that shot weapon (if it has more than one) will be used to *Shoot* that target.
- 4 - Work out the **shoot value** of that shot weapon, applying any applicable modifiers.
- 5 - Roll as many D10s as that shot weapon's shoot dice attribute, called **shoot rolls**.
- 6 - Any shoot rolls equal to or above the shoot value have **shot** the target and become **shot dice**. Shoots rolls lower than the shoot value have **missed** and are discarded.
- 7 - If he has a **parry value**, the target may roll as many D10s as there are shot dice, called **parry rolls**.
- 8 - Any parry rolls equal to or above the

parry value have **parried** the shot and that shot die is discarded. Parry rolls lower than the parry value have **failed to parry** the shot and become **wound dice**.

- 9 - Each wound die causes as much **damage** on the target as the shot weapon indicates.
- 10 - If the target's Constitution is reduced to 0 it is **dead** and removed from the board.

Warriors can only use one shot weapon per vigour point expended, and cannot split their shoot dice between warriors in shoot range.

Shooting Through Warriors

Warriors cannot *Shoot* through friendly warriors as they block line of sight, but they can always *Shoot* through enemy warriors that block line of sight.

2 • 2 • 14 TRADE

heroes and henchmen only • 1 vigour

Heroes and henchmen may expend 1 vigour to *Trade* one item of **equipment** in their inventory with another hero or henchman that is adjacent to them, either from their own warband or from other warbands.

Players may charge other players an amount of hacksilver they feel is appropriate, a good starting point being the worth of the equipment card being *Traded*; although the other player can refuse or offer a different amount. Players may haggle freely, and as long as both players agree on the price the *Trade* can take place. Needless to say, a player *Trading* equipment between heroes in his own warband need not exchange hacksilver at all. Indeed, players do not have to exchange hacksilver at all, if they're feeling generous or simply want the heroes to work together to a common goal.

The *Trade* can be one way (i.e., from one hero to another hero only) or both ways (both heroes exchange one item each). The hero or henchman receiving an item of equipment must have enough room in his inventory to take it, otherwise he must refuse it.

Hacksilver can also be *Traded* as the players wish instead of an equipment card, although no hacksilver is required in exchange; in effect, hacksilver can only be given to another hero or henchman, not traded, but the *action* is still the same.

Heroes and henchmen cannot *Trade* items that are included on their profile.

2 • 2 • 15 USE

1 vigour

Warriors may expend 1 vigour to *Use* one item of **equipment** in their possession. This is usually an artefact that performs some kind of effect, but it can be almost anything.

3 • 1 QUEST CAMPAIGN

*Darkholds: Ancient Barrows can be played as a **quest campaign** comprising ten **levels** of varying design and aspect in three **areas**, or it can be played as a **mini quest campaign** of one area's levels or even just as a level on its own.*

In each darkhold's **quest campaign** there are three **areas** of three **levels** each, as well as a **quest's end level** - meaning there are ten levels in total.

In Darkholds: Ancient Barrows the first area (levels 1-3) is called the **Caverns**. These represent the natural caves and gorges near the coast of the Isle of Wiht, beginning in the **Smuggler's Coves** where the heroes gain entrance, progressing through the **Yar's Rush** and ending at the **Underbarrows** guarded by the mighty tomb spiders.

The second area, levels 4-6, is called the **Barrows** - the tombs and graves of the common dead, the soldiers and citizens, those who made no mark in life or death. The first level of the Barrows is called the **Barrowfloor**, containing the least-tended graves of all. The next level is the **Warriors' Tombs**. The last level of the Barrows is called the **Thains' Tombs** and is guarded by the mound beetles of the Jutes.

Levels 7-9, the third area, are called the **Halls of the Ancients**. These contain the tombs and barrows of the kings and lords of old and begin with the **Dread Towers**, where the Drēaguth are said to lie. Above those are the **Barrow-Walls** that join and protect the tombs below. The last level of the area is the **Great Hall** where the undead gathered to feast in ages past - and where much of their treasure lies.

The last level, level 10, is the quest's end level and reveals the secret to eternal life. Said to be guarded by Culcca the Gāst Cyning, the **Tomb of Kings** is a place where only foolish adventurers tread.

Mini Campaign

One area can easily be played as a **mini campaign** rather than the full quest campaign, which is an ideal way for beginners to learn how to play the full campaign, especially if the Caverns area is played through. Trading can still take place between the levels just like the full campaign, and each hero and henchman heals, too.

3 • 1 • 1 BETWEEN LEVELS

If the game is being played as a quest campaign, the heroes and henchmen all manage to rest and replenish themselves and heal one point of Constitution. All prayer effects and invocation effects are removed, as well as any other tokens or markers of any kind.

3 • 1 • 1 • 1 EQUIPMENT & TRADING

Heroes and henchmen retain any equipment they had when they exited the last level played, but they may freely *Trade* between the other heroes and henchmen as they wish - and even purchase equipment from the equipment deck!

Purchase Equipment

Heroes may purchase (either for themselves or for the henchmen in their warband) common equipment cards from the equipment deck, reducing their hacksilver total by the appropriate amounts. It is recommended that players make sure these purchases can be seen by the other players, however.

Additionally, heroes may purchase (either for themselves or for the henchmen in their warband) one uncommon equipment card at the end of an area.

Needless to say, if a hero or henchman does not have enough hacksilver required, he cannot purchase the equipment he wants!

Sell Equipment

Equipment can also be sold - to the equipment deck, effectively. A hero or henchman can sell any item in his inventory and gain hacksilver equal to half the item's worth, rounding any fractions down. The equipment sold must be placed in the equipment deck. Heroes and henchmen cannot sell (or indeed *Trade*) items that are included on their profile.

Trade Equipment

Players may also *Trade* between each other as they wish, just like they can in the game. No vigour is required of course!

Shuffle the Equipment Deck!

As always, make sure the equipment deck is shuffled after all of the players are satisfied with their warriors' inventories.