



XP



Game phases

A. Round Marker +1

B. New Shop Items

C. Roll for Initiative

D. Action Phase:

Walk / Jump

Attack / Spells

Exchange items

Repair items

E. Poison

CON+WIS+2D

TN 28+[2×ML]

F. Special Actions

Mobs, Traps, Zombies,

Other actions

G. Doom Counter:

+1 step for any Room

Tile with players

+1 step if no door

was opened

Effects immediately!

H. Level up:

Use XP, calculate

HP / IP / PP, Hero

Bonus in Single

Scenarios,

Regeneration

I. Buy or Remove

Shop Items

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Mods, Traps, Zombies,
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The board consists of 40 numbered tiles arranged in a ring. The tiles are numbered 0 through 39. The following tiles have special effects:

- Tile 30: +1 Level (orange)
- Tile 31: +1 Extra-Activation (red)
- Tile 33: +1 Extra-Activation (red)
- Tile 34: +1 Extra-Activation (red)
- Tile 38: +1 Extra-Activation (red)
- Tile 13: +1 Bonus (green)
- Tile 7: +1 Bonus (green)
- Tile 18: +1 Bonus (green)
- Tile 0: A circular icon with a red 'E' and a white arrow (black)

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hero bonus in
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31 +1 Extra-Activation

38 +1 Extra-Activation

34 +1 Extra-Activation

18 +1 Bonus

13 +1 Bonus

7 +1 Bonus