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Introduction

12 Realms: Dungeonland expands the fairytale world. That's a new standalone game, a dungeon crawling game where powerful magic has mutated the lands of the 12 realms, invading on their tales and attempting to change them forever. Evil spreads everywhere, twisting and mixing the tales in sinister stories where the ending is never good. Horrific villains have come back for their revenge on the Heroes of the tales, this time more dangerous than ever. The source of this magic is unknown and yet whispers of an ancient evil spread through the lands. The once green fields and lush forests are now dark and dead as nothing grows anymore and all the beauty of the realms is gone. With more tales being affected by the dark magic every day the heroes of the tales combine their powers to save the 12 realms and banish this evil once and for all. 12 Realms: Dungeonland is a strategic dungeon crawl game for 2-4 players.

The players take on the roles of famous folklore characters like Little Riding Hood and Prince Charming, each with a unique ability, attempting to travel across the tales and stop the great villains that have returned by dark magic to change their endings to bad ones and cast the realms into eternal darkness. In their quest to fight the great evil the heroes will be faced with great challenges including completing

daring objectives and facing off against great evil. To face these daring challenges the heroes will have at their disposal powerful weapons, skills and ancient magic. They will travel across many tales gathering clues about the source of this mysterious evil, while fighting for their lives in stunning tiles, using a unique combat system featuring a set of completely custom dice. Through their adventures the heroes will gather experience, hone their skills or acquire new ones, using a very innovative skill tree system offering tons of customization and options, collect gold and find powerful artifacts to aid them against the foul magic that has spread through the lands.

The heroes will face strong Villains and their minions with a new A.I. system that allows the bosses to react to certain circumstances while utilizing amazing abilities that will challenge the heroes might and resourcefulness. Offering a clean and easy to learn system while having deep strategic decisions and a ton of replayability makes 12 Realms: Dungeonland the perfect game for new and experienced gamers alike. The battle for the 12 realms has just begun and yet the time grows short as more and more tales are being corrupted by this foul magic. Will the heroes be able to find the source behind it and stop it before it's too late, or will the tales be lost forever into twisted evil versions of themselves?

Custom Dice System

12 Realms: Dungeonland uses 3 different kinds of custom dice to resolve everything. These dies are:

Attack Dice

| Die Roll | Result |
|----------|----------|
| 1 | Miss |
| 2 | Melee |
| 3 | Ranged |
| 4 | Ability |
| 5 | Melee |
| 6 | Critical |

Used when any figure performs an attack. The different symbols on the dice have the following effects:

- 1. Miss:** This result produces no success and is discarded.
- 2. Melee:** This result counts as one success if the attack is melee (either by a weapon with the melee type or by a monster with a melee attack).
- 3. Ranged:** This result counts as one success if the attack is ranged (either by a weapon with the ranged type or by a monster with a ranged attack).
- 4. Ability:** This result counts as one success if the attack is magical (either by a weapon with the magical type or by a monster with a magical attack).

- 5. Critical:** This result counts as one success regardless of the type of the attack and also explodes the die, meaning that an additional die is rolled and its results added to the total. Further Critical results also explode the die until no Critical is rolled. **In the case of a spell the Critical result counts as one of the required symbols (Player's choice).**

Defense Dice

| Die Roll | Result |
|----------|----------|
| 1 | Miss |
| 2 | Miss |
| 3 | Miss |
| 4 | Shield |
| 5 | Shield |
| 6 | Critical |

Used when any figure is being attacked. The different symbols on the dice have the following effects:

- 1. Miss:** This result produces no success and is discarded.
- 2. Shield:** This result counts as one success.
- 3. Critical:** This result counts as one success and also explodes the die, meaning that an additional die is rolled and its results added to the total. Further Critical results also explode the die until no Critical is rolled.

Loot Dice

| Die Roll | Result |
|----------|------------|
| 1 | Miss |
| 2 | 10 Gold |
| 3 | Consumable |
| 4 | Consumable |
| 5 | 10 Gold |
| 6 | Equipment |

Used when the heroes must perform a Loot to determine their findings. The different symbols on the dice have the following effect:

1. **Miss:** The heroes found nothing.
2. **10 Gold:** Each hero takes 10 gold.
3. **Consumable:** The heroes draw the first card of the Consumables deck.
4. **Equipment:** The heroes draw the first card of the equipment deck appropriate to the quest's level.

Character System

In 12 Realms: Dungeonland the players take on the roles of fairytale heroes fighting against evil. These heroes' strengths and abilities are described using 3 different base characteristics and a special ability:

Characteristics

Speed: The number of spaces a hero can move as part of a move action.

Health: The number of damage a hero can take before falling unconscious.

Energy: A resource fueling various abilities and skills.

Special Power: An ability that is unique to each hero.

Modifying Characteristics

Through various in game items or effects a hero's characteristics may either increase or decrease from their base value to a minimum of 0. If a characteristic reaches 0 special effects take place:

1. **Speed = 0:** The hero is unable to move and subtracts one from his defense (to a minimum of 0).
2. **Health = 0:** The hero is knocked unconscious. Remove his figure from the map. The hero cannot activate again until someone heals him (Ignore Range and Line of sight for this) or a number of turns equal to 6 – his base health pass, at which point he is immediately placed in a free space adjacent to another hero with one health point remaining. A Hero must always stay at least one round unconscious after the round he was defeated. **The hero always returns from being unconscious with one health point.** Healing after he has returned works normally.
3. **Energy = 0:** The Hero can no longer spend energy.

Using Energy

Energy works like a limited resource to pay for various costs and abilities. When a hero wants to use an ability that requires energy, like casting a spell, remove two energy tokens from his hero sheet. If a hero doesn't have enough energy to match the ability's cost then he cannot use this ability. Apart from special abilities and spells all heroes can use energy to do two basic things:

- 1. Energy Surge:** By spending two energy a hero can add one success symbol, of his choice, to his total when performing an attack or defending against one, after he has rolled the dice.
- 2. Run:** By spending one energy a hero can instantly move one space as if he had performed a move action with a speed of 1. This ability can be activated up to two times during a hero's activation.

Character Advancement

Heroes start their adventure with a few abilities and a set of starting equipment. Through their adventures they will find new and powerful items and hone their skills. Heroes can unlock new abilities by spending experience points, earned during their adventures, on one of the Skill Trees available to them. Each Hero Sheet clearly states which Skill Trees are available to each Hero.

Skill Cost

Skills cost a number of experience points based on which row they are. There are three rows on each of the skill trees (except from the spellcasting tree), with the skills on the first one costing 1 experience point, the ones on the second 2 and those on the third 3. As it is obvious, the cost goes up by one experience point the lower you go on these rows starting from the top. The Spellcasting tree is a special one and contains a fourth row but the first row of it is a 0 cost row. A hero may purchase skills in any combination from his available Skill Trees as long as he pays the required experience points.

Skill Trees

The base game of 12 Realms: Dungeonland includes the following Skill Trees:

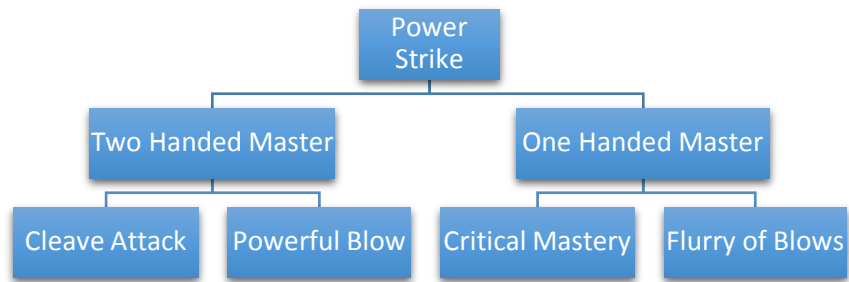
Martial Tree: For those who like to crush their opponents with devastating blows this skill tree includes many aggressive combat abilities focusing on melee.

Zenith Tree: A skill tree for those that prefer combat from a distance this tree includes various aggressive abilities focusing on magical and ranged.

Protection Tree: A skill tree focused on defensive abilities capable of making a hero fight head on even the mightiest of foes.

Spellcasting Tree: A special skill tree that includes both aggressive and defensive spells for the weavers of magic.

Martial Tree



Power Strike: When performing an attack you can spend two energy to roll an additional die on this attack. This ability can only be activated once per attack.

Two Handed Master: The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 2 hands.

One Handed Master: The cost of your Power Strike ability is reduced to one energy when attacking with a weapon that has a wield value of 1 hand.

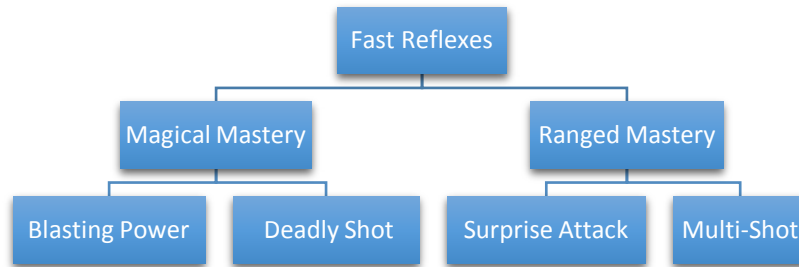
Cleave attack: When performing a melee attack against a target monster and the attack deals its damage, you may deal an equal amount of damage to another monster adjacent to the target.

Powerful Blow: When performing an attack you may spend four energy to add three dice to the attack. This ability can only be used once per adventure.

Critical Mastery: You gain the Superior Critical special ability with any weapon you have equipped. If the weapon already has Superior Critical you gain Penetrative 1 instead.

Flurry of Blows: When performing a melee attack after all results are applied and any damage is dealt to the target, you may spend four energy to immediately perform a second attack. This ability can only be used once per adventure.

Zenith Tree



Fast Reflexes: After being attacked if you received no damage from the attack, you may move one space.

Magical Mastery: When performing an attack with a Magical weapon, you may choose your attack to have the Magical or Ranged type.

Ranged Mastery: When performing an attack with a Ranged weapon, you may ignore enemy figures when tracing Line of Sight.

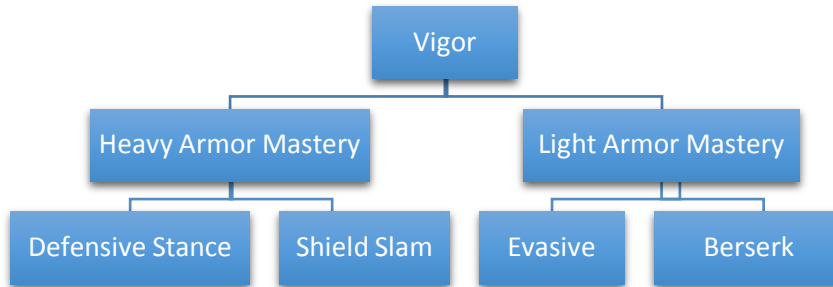
Blasting Power: When performing an attack you may spend four energy to have the attack change from Target to Big Blast and increase its attack by 1. This ability can only be used once per adventure.

Deadly Shot: When performing an attack you may reduce your weapon's range by two points to increase its attack by 1. This ability can only be used once per turn.

Surprise Attack: When a monster activates in your Line of Sight, you may choose to spend two energy and perform an attack against it. This ability can only be used once per turn.

Multi-Shot: When performing a Ranged or Magical attack, you may spend four energy to choose up to three targets instead of one. All those targets suffer the effects of your attack. Its target rolls defense separately. This ability can only be used once per adventure.

Protection Tree



Vigor: By spending two energy a hero can heal 1 Health Point he has lost earlier.

Heavy Armor Mastery: When an ally figure adjacent to your hero is targeted with an attack, your hero can choose to become the target of the attack instead. In order to use this ability a hero must wield only Heavy Armor. This ability can only be used once per turn.

Light Armor Mastery: After being damaged by an attack your hero can choose to counter-attack performing an immediate attack action. In order to use this ability a hero must wield only Light Armor. This ability can only be used once per turn.

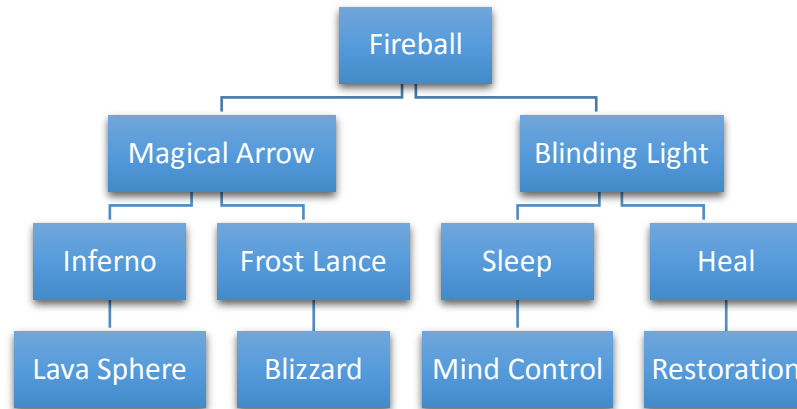
Defensive Stance: On your hero's turn you can choose to reduce his speed up to four points to increase his defense by 1, for its two points of speed reduced. This ability can only be used once per adventure.

Shield Slam: On your hero's turn you can choose to have him perform a special action called Shield Slam. Shield Slam works just like the Attack action using the Shield's defense value as an attack value instead. In order to use this ability a hero must wield a Shield.

Evasive: You gain the Dodge special ability. If you already have the Dodge special ability then you gain Ghostly instead.

Berserk: After being attacked and defeated by an attack, immediately restore one health point and perform two attacks. This ability can only be used once per adventure.

Spellcasting Tree



Fireball: A ball of fire burns bright between your hands ready to be unleashed upon your enemies.

Magical Arrow: Purple energy shoots forth from your pointer finger taking the shape of an arrow of pure magical energy.

Blinding Light: Light as bright as the sun comes out of your palms blinding your foes.

Inferno: You invoke the power of fire to strike upon your foes and dazzling flames come out of the ground to obey your command.

Frost Lance: You create a magical lance in your hand which is then turned into pure ice before you throw it on your target.

Sleep: Sometimes fighting can be avoided especially if your opponent decides to take a little nap.

Heal: Small sparkling lights come out of your hand healing the wounds of your target.

Lava Sphere: Fire is great, but what about lava? Maybe a big sphere too?

Blizzard: Solid ice rains upon your enemies freezing them and slowing them down.

Mind Control: I like the way you think, I just have a few suggestions to make.

Restoration: Dancing light spheres come out of your palms and reach out to your allies, giving them hope and healing them.

Equipment System

Equipment is a very important part of 12 Realms: Dungeonland and without it the heroes could not hope to succeed on their quest. Equipment is divided into four categories:

Weapons

The tools of combat, with these mighty items the heroes will face the monsters that have invaded their realms. All weapons have five characteristics:

Cost: This weapon's value in gold.

Attack: The number of Attack dice rolled when attacking with this weapon.

Ability: This weapon's special ability.

Type: Indicates the type of this weapon's attack (Melee, Ranged or Magical).

Wield: Indicates the required slot to wield this weapon.

Weapon Range

If the Type of a weapon's attack is either Ranged or Magical it will have a number next to it. This number is the range of this weapon and indicates how far in spaces this weapon can target its attacks. Melee Type weapons do not have a range number because they can only target adjacent spaces and figures.

Armors

Protection is often as important as power and without a good armor and maybe a sturdy shield the heroes might be in trouble. All armors have five characteristics:

Cost: This armor's value in gold.

Defense: The number of Defense dice rolled when defending against an attack.

Ability: This armor's special ability.

Type: Indicates the type of this armor (Light, Heavy or Shield).

Wield: Indicates the required slot to wield this armor.

Trinkets

Trinkets are the little things like rings and amulets but although small in size many magical trinkets have unimaginable power. All trinkets have four characteristics:

Cost: This trinket's value in gold.

Type: Indicates the trinket's type (Ring, Amulet or Other).

Ability: This trinket's special ability.

Wield: Indicates the required slot to wield this trinket.

Spells

Spells are powerful magical abilities used by wizards to destroy their foes or help their allies. **Spells do not require to be wielded and do not count towards the limit of items a Hero can carry. Also, in order to cast spells a Hero must wield a Weapon with the Magical type.** All spells have five characteristics:

Energy: This is the amount of energy a hero must spend in order to cast this spell.

Dice: This is the number of dice a Hero rolls to determine whether the spell will be cast successfully or not.

Damage: This is the amount of damage the spell will inflict if it is successful.

Type: Indicates whether the kind and number of opponents this spell can affect (Target, Blast, Big Blast, Party).

Ability: This spell's special ability. All spells have a common Special Ability called Cast.

Spell Targets and Cast

Every spell has a one of the following Type:

- **Target:** The spell affects only one target.
- **Blast:** The spell affects one target and all spaces and figures adjacent to that target.

- **Big Blast:** The spell affects one target and all figures and spaces up to two spaces away from that target.
- **Party:** The spell affects all the Heroes plus any allies they have with them.

Cast is an innate ability for all spells that indicates the number and type of the combination of symbols required to score a success. For example: **Cast (1 ab)** indicates that this magical attack requires 1 Ability symbol rolled in order to succeed.

Ability Symbol = ab

Melee Symbol = me

Ranged Symbol = ra

When casting a spell Heroes use the range of their wielded magical weapon to calculate the spell's range.

Buying and Selling

On their adventures, the heroes will meet mysterious traders willing to trade items with the heroes for gold. When a hero buys an item from a trader he has to pay its full Cost in gold. When he sells an item though he only gets half the item's Cost in gold as the traders are really good in what they do and always seek out profit. Items with an S in parenthesis next to their name are starting equipment. Any starting equipment can be sold for 5 gold.

Heroes Wield

All heroes can carry a certain number of equipment, some of these items they can wield to be able to use them at once while others will be stacked on their backpack for later use. Each hero can wield a number of items equal to their wield slots available and carry up to 4 items in their backpack.

The wield slots all heroes have are the following:

- **Left Hand**
- **Right Hand**
- **Head**
- **Torso**
- **Feet**

Note that rings and amulets require no slot but a character can wield a maximum of 1 amulet and 2 rings!

Consumables

Consumables are small one-use items that the heroes will find during their adventures. Consumables do not count towards the maximum limit of items a character can carry, although a hero can only have two of them at once. If a consumable hasn't been used by the end of an adventure it is simply discarded.

Ranged Attack Penalty

A model performing a ranged attack can never target an adjacent enemy model.

Basic Gameplay

12 Realms: Dungeonland is played in a series of rounds divided into 4 phases:

Round Summary

1. **Refresh Phase**
2. **Event Phase**
3. **Action Phase**
4. **End Phase**

Round Phases

During a round the players proceed through the phases in order, resolving each one:

1. **Refresh Phase:** All effects that end or trigger at the beginning of a round do so now. All used abilities are available again (except for one-time abilities).
2. **Event Phase:** One of the players draws the top card of the **Event Deck** resolving its effects and then discarding it.
3. **Action Phase:** Following initiative each hero performs two actions from the following in any combination:
 - **Move:** The hero moves a number of spaces equal to his speed. A figure cannot move through spaces containing other figures and must end its movement on an empty space. If a figure leaves a space which was adjacent to an enemy figure, the enemy figure immediately performs an attack against the figure moving away from it. This is called a free attack.

- **Attack:** The hero performs a melee, magical or ranged attack.
- **Cast a Spell:** The hero casts a spell from his available spells paying all costs.
- **Use a skill:** The hero uses one of his abilities paying all costs.
- **Interact:** The hero interacts with an object (For example: opening a door, a chest or using a lever).
- **Swap/Trade Equipment:** The hero may change his current equipped items with any of his items on his backpack respecting wield limits and restrictions. Also a hero using this action can trade equipment either from his backpack or wielded with another hero adjacent to him.
- **Rest:** **This action has to be the second action a hero takes on his turn.** The hero completely recovers his energy points.
- **Loot:** Each Hero can perform a Loot action if there are no monsters on the map. While in a tile a hero may Perform a Loot to either search the tile he is in following the Perform a Loot rules or search a scenery with the Lootable property and follow its rules.

In between heroes monsters will also activate following the initiative order. Each monster when it activates it performs first a

move and then an attack action in this order.

4. **End Phase:** All effects that end or trigger at the ending of a round do so now.

After all phases have been resolved the players check if the adventure is over. If it is then they receive the rewards of that adventure and move to the next. If it is not a new Turn begins. **Players always skip the Event Phase on the first round of every adventure!**

Initiative

Initiative is used to determine the order in which heroes and monsters will act during the Action Phase of a round. When heroes enter a new tile, after they have set everything up using the Exploration Card of the tile, they will take all monster cards and shuffle them with the Hero initiative cards. After you shuffle them start placing them out from top to bottom to create a row. Monsters and heroes activate in the order of the cards from top to bottom. During the first round when a Hero Card is next to activate the party decides which Hero is going to activate on that initiative and that Hero places his token on that initiative card. Until the Heroes have to shuffle up the initiative orders again (due to entering a new tile or some other game effect) Heroes and monsters will activate in this order during the following rounds. Each Hero that placed their token on an initiative card now

activates on that initiative. Some effects might cause cards to go higher or lower on the initiative row.

Line of Sight

Line of Sight is a requirement for many actions in the game and describes whether a model can see or not another model or space. In order to determine if a model has **Line of Sight** or not, draw an imaginary line from the center of the model performing the action to the center of the target model or square. If the line is **not** interrupted by any friendly or enemy models, blocking terrain or moving of the map, then the model has **Line of Sight** to the target.

Adjacent

Adjacent is a term referring to figures or spaces touching a side or a corner of a space.

Perform an Attack

When a hero uses the Attack action to perform an attack he follows a number of steps:

- **Choose Target and Weapon:** The Hero declares the target or targets of his attack, respecting **Line of Sight** and range and the weapon he will use to attack. A hero can only choose one weapon. A hero can target a free space if he wishes.

- **Calculate Attack Dice:** The Hero adds together the Attack value of his weapon plus any other modifiers from items and abilities into a final Attack number. This number is how many dice the player rolls for this Attack.
- **Roll and Evaluate attack dice:** After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled depending on the type of the attack. This number is the potential damage this attack can inflict on its target. If at least one success is generated the attack counts as successful.
- **Calculate defense dice:** The target of the attack adds up all Defense values from his wielded items plus any abilities he may have. That is how many defense dice he rolls against this attack.
- **Roll and Evaluate defense dice:** After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled. This is his damage reduction potential.
- **Final Resolution:** The player now subtracts the target's damage reduction potential from the attacker's number of potential damage he calculated earlier. If any damage is left after the subtraction, then the target loses

that many Health Points and any effects the attack may have, come in effect.

Cast a Spell

When a hero uses the Cast a Spell action he performs a special kind of attack following a number of steps:

- **Choose Target and Spell:** The Hero declares the target or targets of his spell, respecting **Line of Sight** and range and the spell he will use. A hero can only choose one spell. A hero can target a free space if he wishes.
- **Roll Spell Dice:** The Hero rolls a number of dice equal to the Dice value listed on the spell. The dice rolled are attack dice.
- **Determine Success:** After rolling all the dice, including those that resulted from exploding criticals, the player checks to see if he achieved the number and type of successes indicated by the spell's cast ability. If the spell is successful it generates a number of potential damage equal to the Damage value of the spell.
- **Calculate defense dice:** The target of the spell adds up all Defense values from his wielded items plus any abilities he may have. That is how many defense dice he rolls against this attack.
- **Roll and Evaluate defense dice:** After rolling all the dice, including those that resulted from exploding criticals, the player adds up all the successes rolled. This is his damage reduction potential.

- **Final Resolution:** The player now subtracts the target's damage reduction potential from the attacker's number of potential damage he calculated earlier. If any damage is left after the subtraction, then the target loses that many Health Points and any effects the attack may have come in effect.

Health and Energy Tokens

To keep track of the number of Health Points and Energy its Hero has the game uses a number of tokens. Before an adventure begins each hero takes Health and Energy Tokens equal to the Health and Energy values of their Heroes respectively and places them on their Hero sheet. Every time a character spends or loses Health or energy points simply remove a token for each point lost and anytime a Hero replenishes any Health or Energy points take pack a number of Tokens equal to the amount of points restored. **Note, that no Hero can ever exceed in tokens his Health or Energy values.**

Activation

When a player activates his Hero during the Hero Phase or a Monster is activated during the Monster Phase this is said to be its "activation". Many rules in the game reference to a model's activation.

Loot & Treasure

On each adventure map the heroes will travel through many tiles and fight various monsters. If there are no monsters on the board a hero may Perform a Loot on any tile. This is a free action that a hero may perform at any time during his activation. Perform a Loot can be used only once per tile. Perform a Loot can never be used on the starting tile.

Perform a Loot

Performing a loot is an action and in order to resolve it the players must follow a number of steps:

- **Roll the Loot Die:** When a player Performs a loot roll a single Loot die and consults its results.
- **Evaluating Loot results:** Depending on the result of the Loot die the Hero takes (or not) either an item, gold or a consumable from the appropriate stack.

Special Powers

1. **Agile:** This figure ignores the first free attack, caused during its movement, each turn.
2. **Blind:** Any figure affected by Blind rolls one less die when attacking (to a minimum of 1). Blind lasts until the start of the next turn.
3. **Block:** Ignore the first damage dealt to this figure by a Ranged Attack.
4. **Brutal Strike:** When a figure with this ability performs an attack any Critical results explode into 2 new dice instead of 1.
5. **Cancel (X):** When targeting a figure with this ability cancel the effects of the X ability in parenthesis.
6. **Control:** The target figure of this attack (if the attack succeeds) is controlled by the attacker during its next activation, letting him choose all actions and targets for them. During this activation the target figure can attack other friendly figures.
7. **Deadeye:** Ignore friendly figures when tracing Line of Sight.
8. **Dodge:** This figure ignores the first damage dealt to it each turn.
9. **Empower:** All spells cast by a figure with this rule deal an additional damage, if they succeed.
10. **Fly:** A figure with the Fly special power can pass through squares containing friendly figures or obstacles when moving. However, the figure still has to end its movement in a free space.
11. **Frenzy (Monsters Only):** When a friendly minion of the same level is defeated, this minion rolls an extra attack die on its next activation.
12. **Frozen:** A figure affected by this ability cannot perform any actions during its next activation.
13. **Gable (Items Only):** When rolling either attack or defense using an item with this ability (depending on

whether it's an armor or weapon) you don't have a fixed amount of dice that you roll, instead you roll dice until you don't score a success (a miss for armors or either a miss or not the right symbol for attacks).

- 14. Ghostly:** A figure with the Ghostly special power can pass through squares containing friendly or enemy figures or obstacles when moving. However, the figure still has to end its movement in a free space. Also, during this movement the figure doesn't trigger free attacks.
- 15. Heal:** The target of this ability recovers a number of Health Points equal to the successes rolled.
- 16. Hunter (Monsters Only):** When targeting Heroes, this minion targets first the Hero who has the least health points remaining if able.
- 17. Immobilize:** When attacking, if the attack deals at least 1 damage, the target of the attack is Immobilized and cannot perform a move action during its next activation.
- 18. Increase (X (a)):** The figure who is affected by this ability increases its X Characteristic by a.
- 19. Invisible:** A figure with this rule can only be targeted by melee attacks.
- 20. Lucky (X):** You can reroll one of your dice each time you roll X type of dice.
- 21. Magic Resistance:** Whenever this figure is damaged by a spell or magical attack, it only suffers half the

amount of damage dealt by the attack.

- 22. Payroll:** For every 2 monsters you kill gain 1 gold piece.
- 23. Penetrative X:** A figure with this special rule ignores X of the total success rolled by other figures when defending against its attacks.
- 24. Quickcast:** The first spell you cast each turn has its energy cost reduced by 1 (to a minimum of 1).
- 25. Regeneration X:** A figure with this ability recovers X Health Points at the start of its activations.
- 26. Sleep:** The target of this attack doesn't suffer any amount of damage but is instead put to sleep, making him unable to perform any actions during his next activation and lowering his defense by 1.
- 27. Stun:** When attacking, if the attack deals at least 1 damage, the target of the attack is stunned, performing 1 less action (to a minimum of 1) on its next activation.
- 28. Superior Critical:** When a figure with this ability performs an attack any Critical results count as two of the chosen symbol. This Critical doesn't explode the die. **In certain cards and abilities this power is referenced as "Su Critical".**
- 29. Sure Strike:** When attacking, after rolling the attack dice, you may change one die to a facing of your choice except to the one with the Critical symbol.

30.Swarm (Minions Only): When this minion performs an attack against a Hero already attacked by another minion this turn, this minion can reroll any of its attack dice once (keeping the new results).

31.Swift X: The figure affected by this ability has its Speed Characteristic increased by X.

32.Terror (Monsters Only): When attacking, if the attack deals at least 1 damage, the target of the attack is terrified and cannot spend energy during its next activation.

33.Large Creature: Figures with this rule occupy 4 spaces on the map instead of 1. When moving these creatures have to respect all their spaces and can never enter a space unless it is free.