

GRIM DARK DUNGEON CRAWLER GAMEZINE

NEGUNDO

ZINE QUEST 2

SETTING

RULEBOOK

ROOMS

HEROES

MONSTERS

ASSETS

ZINE SEED: OLSIOLE SOBDI RILE JUWRO

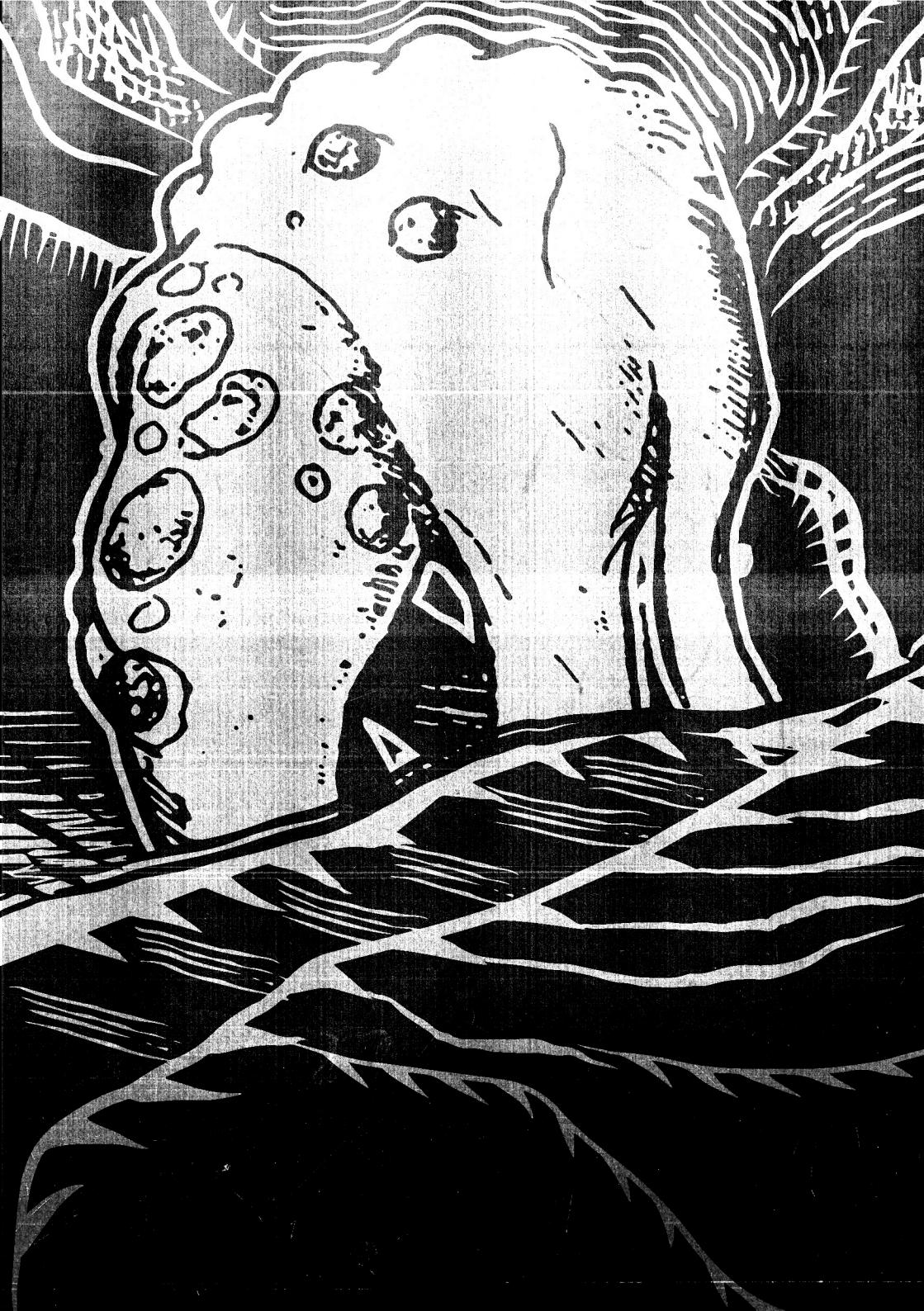
NEGUANDO VALLEY

HUMPBACKED HILL

DOME LIMITS

ENERGY SOURCE I

BRENT



INTRODUCTION

Many years ago in the Negundo Valley, the night sky suddenly opened up and a rift appeared, engulfing the stars. Black clouds swirled around it and from the extraplanar depths of that hole, a gigantic, formless being fell and slammed into the bottom of the valley.

The rumbling echoed for several days along the steep, dark walls of the valley's mountains. The noise drew the curious barbarians who once inhabited the area to the crash scene. What they saw was beyond their reason; a mountain-sized mass of gelatinous flesh, covered with thousands of reddish eyeballs and retractable tentacles, lay in agony on the mountainside of the valley. The impact of the fall had left the monster mortally wounded, stranded on our world like a whale on a reef. Not even the wisest of the villages, who gathered to watch the monster from the top of the hills, knew for sure what the monster that had fallen from the sky onto their land was. The few who came close enough to touch the being with their hands fell ill within a few hours, or were devoured by a retractable tentacle that emerged from nowhere and opened with a toothed mouth that engulfed the unfortunate ones. Some tribes gave it divine qualities and called it Negundo (*The one who walks with the stars*).

Was this being lost in our world? Was he, perhaps, a refugee from a distant war between extraplanar creatures? Or perhaps it had come to our world for some hideous purpose?

The barbarians began to perform rituals around the remains of this antediluvian being in an attempt to guide it back to their world. Neither the rites nor the archaic prayers of the barbarians were of any use. Years passed. The breach in the sky never opened again and the creature perished in the valley. With its death the land was covered with a poisonous substance that contaminated the crops and the cattle. The mountains began to sicken. Seeing their territory threatened, the barbarians migrated to other corners of the continent, taking the legend of Negundo with them. The valley was abandoned and the land soon became barren. The barbarians named it "The Negundo Valley".

Many years later, attracted by myth and rumour, a young necromancer named Arighon came to the Valley of Negundo in search of the monster. No one had dared to venture into that cursed valley. He searched for weeks in silence. And finally he found its gigantic bones rising out of the side of a steep mountain. The magic he perceived in that being was infinite and he decided to build his fortress into its insides using the monster's bones as pillars on which to raise his cursed temple. There he began to work on his magic until he got what he had been looking for for years.

most powerful wizards of the kingdom and created the Pentagram of Containment. An immense dome of energy that now covers the entire Valley of Negundo to limit the energy coming out of the temple and interfere with the temple's extraplanar communications. With this containment measure, they have been trying for years to stop them by sending patrols of heroes into the valley to put an end to Arighon once and for all and overthrow the cursed temple of Negundo.

Your time is now Hero!

Arighon opened the rift again.

The necromancer created a bidirectional energy channel to communicate with the extraplanar universe. He began to travel between dimensions bringing with him the strangest artefacts, the most hideous knowledge and the most horrible creatures the continent had ever known. Mayhem began to be wreaked in the surrounding regions. He unleashed hordes of extraplanar beings to plunder the nearest settlements. The cult of Negundo spread and devotees who worshipped Arighon began to arrive at the temple. The cultists spread throughout the region. It had to stop.

It was then that the lords of this region of the continent, summoned five of the



PREPARATIONS

The HEROES arrive in the town of BRENT

BRENT The town stands like a wolf's puke on the edge of the path leading up to "The Humpbacked Hill". On top of a small hill several worn wooden houses huddle around what appears to be the largest building in the village; an inn with a slanting, snow-covered roof. Perennial torches illuminate the makeshift streets of the village, mostly populated by cripples, drunks and failed heroes or both. *During the PREPARATIONS stage players choose 1 option:*

A) GO TO THE WHITE FOX INN

B) GO TO BRESHEHI'S PAWN SHOP

WHITE FOX INN An inn with high, sloping roofs and a large, circular stone fireplace in the centre. It has seen better days. The size of the inn is immense compared to the small number of people inside. From the windows of the upper floor you can see "The Humpbacked Hill" in the distance, surrounded by an endless sea of black pines covered in snow. It's snowing.

Choose an option:

A) GO TO THE FIREPLACE

B) GO TO RESTING AND EATING

HUMPBACKED HILL The safest way to reach the Negundo Valley is along the edge of this high hill, which has an extremely curved summit. The forest is less thick in this area and the risk of encountering wild monsters is minimal. There is a spectacular view of the valley from the top.

A) GO TO THE WATCHTOWER

B) GO TO NEGUNDO

THE MAGIC DOME Invisible to the naked eye, it is created from five separate energy points distributed around the valley, called the Pentagram of Containment. A powerful magical force, it covers the entire valley to interfere with extra-planar communications and weaken the forces of Arighon. The only thing that makes the traveller aware that he is inside the dome is the flickering light that reflects from within. Torches are often necessary, even during the day.

THE VALLEY The fortress of Negundo lies in the middle of the valley, nestled in the foothills of the steep, misty mountains that rise up to the west. From the top of Humpbacked Hill, the Negundo Valley seems to sink into the depths of the earth as if pulled by a horrible force hidden underground, forced to remain anchored to that wasteland where hardly anything is



alive without recourse to dreadful and archaic magical rituals.

FIREPLACE "Do you really want to go to Negundo, adventurer?" An elderly crippled woman, sitting on a strange wooden chair on wheels, speaks to you without taking her eyes off the fire. She is wearing a wolf-skin coat flecked with glittering snow clappers that refuse to melt. "*I won't be the one to stop you...*" She says, turning to you "...but before you leave you need to know four things if you want to survive. If I had been told them when I was young, maybe my legs would be in their place now" - she says patting her thighs. You notice what the blanket covering her lap hides, you see that her legs end where her knees begin - "*I wouldn't have to go up and down with this damn chair the technognomes made me...I guess they told you about the Hermits of Corpses, right, son?*" - The woman brings her face close to yours and you notice that her eyes reflected in the warmth of the fireplace flames are completely white as the snow that keeps falling outside the inn. She closes her blind eyes and throws her head back to force herself to remember.

CHOOSE A WEAPON CARD FROM THE LOOT, then head towards HUMBACKED HILL.

RESTING AND EATING You binge on roast venison washed down with mead. You are ready to leave.

GO TO HUMBACKED HILL

OLD WATCHTOWER An old drystone keep stands atop the Humpbacked Hill, as crooked as a corpse's finger. It once served as a lookout point to control the Arighon hordes. There is a good view of the valley of Negundo and its fortress.

You climb the tower. The cold wind is blowing fiercely. Roll 1D20+AGI, on a +15 or more choose a LOOT card at random.

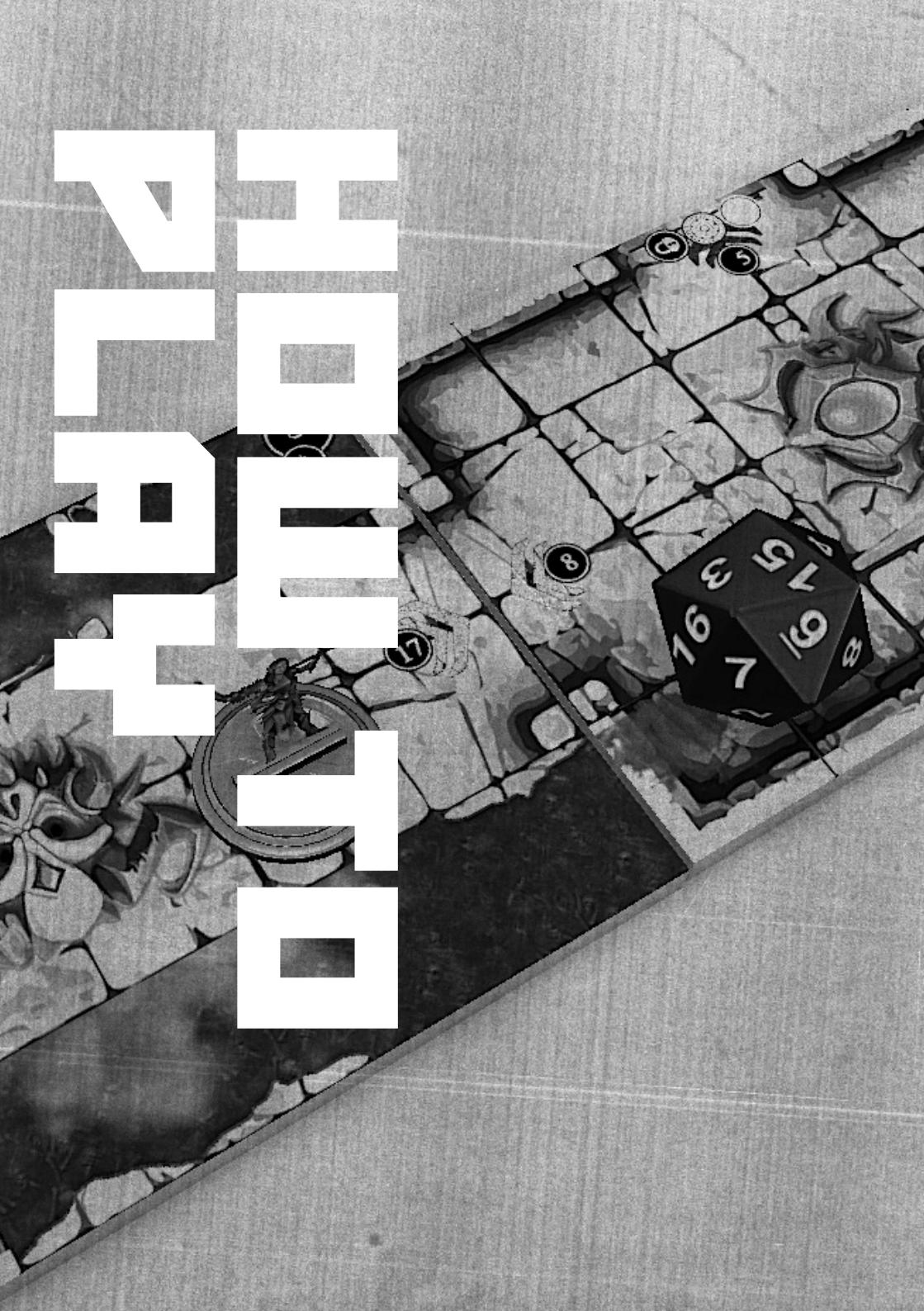
NEGUNDO The Arighon fortress created from the corpse of an extraplanar being protrudes from the sloping wall of a mountain. It is massive in size and completely white. A twisted stone staircase carved into the mountain are the only access to its interior.

ENTERING NEGUNDO. Place the Start Room sheet in the centre of the table.

BRESHEHI'S PAWN SHOP You enter a shop that smells of humidity and lies. The walls are lined with towering shelves, crammed with diverse objects. A shopkeeper with dark circles under his eyes and an aquiline nose welcomes you and begins to tell you about the wondrous artifacts he has acquired from fallen adventurers in the mountains of the valley.

A HERO rolls a D20+BRAIN on +12 choose a LOOT card at random. Then head for the WHITE FOX INN.





NEGUNDO RULES

WHAT IS NEGUNDO?

Negundo is a gamezine containing a dungeon crawler with everything you need to play and set up on your table. It is also the name of a sinister place called the Valley of Negundo and can easily be incorporated into any setting known to the players. The fanzine is unique in that most of its pages are procedurally generated, so no one will have the same rooms with the same layout as you do, nor the same characters or items. The fortress of Negundo, due to its magical nature, changes shape continuously, hence the idea of generating the content procedurally through a 4 word spell. The game is designed for 5 people, 1 DM controlling Negundo and 4 other players each carrying a hero. Although it can also be played alone using the AI of the enemies or with two players, one DM and the other carrying the 4 players. Your choice.

First of all, the game is a mixture of RPG and a DC board game. Players are pretty much bound to the actions they can choose, but may choose to invent their own as long as logic is imposed and action points can be allocated in a consistent way. Dice rolls are continuous. There can be a lot of interruptions. Ideally (to provide a bit of narrative continuity) the characters should describe their actions in a cinematic way. If this lo-fi system doesn't suit you, you can take the setting, the dungeon map and the items to generate your own adventure in your favourite game system.

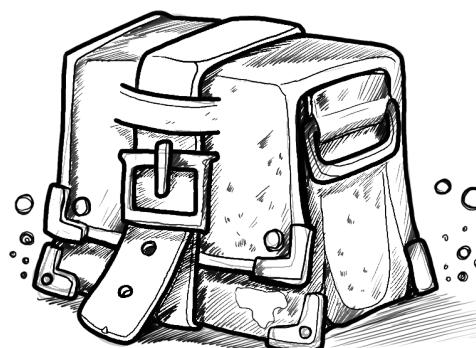
Can you beat Arighon?

STAGES OF THE GAME?

The game is divided into three stages: PREPARATIONS, ENTERING NEGUNDO and EPILOGUE. The first and third stages are optional and serve to situate and familiarise players with the Negundo environment.

In the PREPARATIONS stage, players start when they arrive in the village of Brent, the last village before the Valley of Negundo. A meeting place for adventurers. In the village of Brent is the White Fox Inn. Here players can select options until they reach Negundo and can receive an additional LOOT card. This stage serves to warm up and acclimate players to the environment of Negundo. Events are resolved as they arise.

Then it's on to the second stage, ENTERING NEGUNDO, where most of the game takes place. If at least one of the heroes arrives alive in the last room called GOAL, you go directly to stage three, called EPILOGUE.



BASIC CONCEPTS

ACTION ROLLS Some actions require a d20 to be successfully completed. All action rolls that equal or exceed the TENSION of the room the HERO is in will be a success. To the d20 roll, the HERO performing the action will add his ATTRIBUTE modifiers according to the type of action. For example: *A HERO spends 1 AP to make an attack with his warhammer to smash a SLUGGG to the ground. The TENSION of the ROOM is 12. This is the target number to overcome. He rolls the die and rolls an 11. He then adds his BRAWN (melee attack) modifier which is +1 (12) and his magic hammer which gives him +2 (14). In total he beats the target with a 14. The hit is a success. He then makes a HP CHECK.*

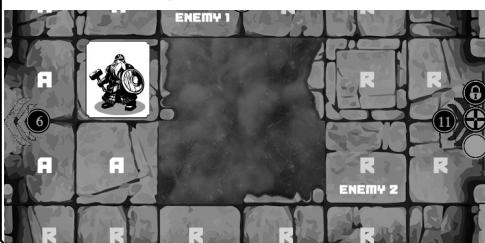
HP CHECK All ENEMIES, PROPS and TRAPS have a HP value. When an ACTION ROLL is successful, you move on to perform a HP CHECK. The die to be rolled may vary according to the class of the HERO and the action performed. There are 3 types known as DAMAGE DICE: Basic Die, Combat Die and Magic Die. The difference between the target room TENSION and the total of the ACTION ROLL will always be added to the HP CHECK. In the above example it would be +3. The difference between the (11) and the final result (14). HP CHECK: DAMAGE DICE (Combat) + 3. So we deduct 1D8 + 3 from the target's HP.

TENSION Each ROOM has a TENSION number printed on it that represents the unfavourable or favourable qualities of the HEROES in their environment. The TENSION will mark the target number that the heroes must match or exceed during ACTION ROLLS with a d20 die. The base tension is (12) + room mods.

ROOMS The ENTERING NEGUNDO stage is spent entirely within the ROOMS of the fortress of Arighon. There are 16 unique room tiles in total. Each ROOM tile has a number and is linked to other rooms in an orthogonal fashion, with four possible directions: North, East, South and West. Some rooms also have sealed magic doors that can only be opened with a specific MAGIC KEY. The keys are hidden in the depths of Negundo. The doors have an arrow and numbers that correspond to the number of the room linked. Thus, when the HEROES decide to advance to another room, they will look for the room marked with the number that appears on the door.

The rooms will be revealed gradually during the game. Players will begin in the room with the (Start) Door Icon and will be able to leave Negundo and win if at least one HERO makes it to the last room marked with the (Goal) Stairs Icon alive. During their turn, players will decide where they want to go. The rooms are pre-generated in the ROOM ATTRIBUTES section of the zine with all the information about the ROOM. The game also includes tables to generate the rooms yourself.

DISTANCE RANGE There are three types of distance ranges in the game: SELF, AURA and ROOM range. SELF range will affect only the square the HERO occupies. AURA range affects all 8 adjacent squares of a HERO. And the ROOM range affects any square in the ROOM tile.



(enemy1 is in AURA range, enemy2 is in ROOM range)

LINE OF SIGHT (LOS) The player must be able to draw an imaginary line from the centre of his player's square to the centre of his target's square without passing through any walls to view a target. Each OBSTACLE or ENEMY in the middle of the line gives the player a -1 to his ACTION ROLL.

TIMER ROLL Some events, enemies or traps will indicate that you must make a TIMER ROLL. It works in a very simple way and serves as a timer for certain aspects of the game to take effect after that amount of time. Roll the indicated die and place the timer in a visible place or somewhere in the room. Each turn a player or the DM reduces the die by one number: 4, becomes 3, and so on. When the value of the die is 0, it activates immediately and generates the effect described. Then we put the die back to its original value (roll) and start counting again.

WASTE DIE After using an item with the WASTE DIE. Make a die roll of the WASTE DIE value. If the result is 1 or 2, reduce the object's WASTE DIE by one die type value: 1D8 becomes 1D6, etc. When the WASTE DIE value is 1D4 and the die roll is 1 or 2, the item is spent. All fragile items have a WASTE DIE as well.

GROUP ITEMS Special items that all HEROES have at their disposal globally and can call upon at any time.

ADVANTAGE AND DISADVANTAGE Roll two dice for an ACTION ROLL. Choose the worst result if you are disadvantaged and choose the best result if you are advantaged.

TORCH (GROUP ITEM) The torch does not count as a limit to the total number of items a HERO may carry nor as a limit to his hand. The player who is first in the GROUP ORDER is also the torchbearer. The player will place the torch card under his hero sheet. If the player carrying the torch is wounded, flip the card over. The torch loses its effects. Spend 1AP to turn it back on. The torch once extinguished gives no mods to the SEARCH ACTION rolls.

MAGIC KEYS (GROUP ITEM) Keys are a type of special items hidden in Negundo that allow to open magically sealed doors. Keys can take various forms. They can be mere mechanisms or keys transmitted mentally to the HEROES. To activate a SEALED DOOR it is necessary for the player to be in AURA range with the door. Keys are GROUP OBJECTS unless otherwise noted on the key table.

LIST OF TAGS

BIG	Ranged Attacks rolls gains +1
FRAGILE	A fragile object is susceptible to breakage. all items have WASTE DIE (1d6) (Sort of like a hero's skull in the hands of a Keykeeper)
ROBUST	Ignore the deducted value of a HP CHECK.
NIMBLE	The creature can't be PUSHED INTO VACUUM tile and can move through any square in the room, even the black ones.
MAGIC	Use your character's MAGIC damage die to learn some items.
SLASHING	Armor enemies are decreased by -1 when attacking enemies with slashing weapon.
CRUSHING	WEAPONS with this tag have a +2 to open doors and chests.
EXPLOSIVE	It has the ability to explode. Effects AURA range. 1D4 damage. Roll 1d6: 1-2 destroy a fragile item of a hero.
HEAVY	You need two hands to equip a hero with a heavy gear

HEROES

HERO SHEETS Each player will choose one of four pre-generated characters to play as, during the adventure. Each character has their own abilities, special actions and starting items, as well as a name and a class. There are 4 classes: WARRIOR, RANGER, WARLOCK and CLERIC. Each hero distributes 3 points to his skills. Pregenerated heroes already have their points distributed.



ATTRIBUTES: The character sheet has four different attributes: BRAWN, AGILITY, BRAIN and PRESENCE. Each attribute has two modifiers next to it, a class modifier and an item or spell modifier. These modifiers are important because when added together they modify the character's ACTION ROLLS.

Below are three icons corresponding to ARMOR, HP and MANA. The ARMOR modifiers equal the points of damage (HP) a character absorbs when he takes damage in some way. HP is the points a character can suffer before dying; when the HP reaches 0 or less, the character is eliminated from the game. MANA is the magic energy points that WARLOCK and CLERIC classes have.

DAMAGE DICE: On the right hand side of the card there is a column with a dice distribution according to the character's class. These dice are important to take into account during HP CHECK. For example, a warlock will have d4 in combat and d8 in magic.

ARMOR: When damaged, it absorbs as many HP from the roll against the hero as the armour's total value indicates.

MOVEMENT: All characters move 3 squares + AGILITY.

MANA: Mana is used to generate spells. Starting mana for the magic sensitive players will be : Warlocks $6 + \text{BRAIN} * 3$ and Clerigs $6 + \text{PRESENCE} * 3$.

MAX CARRY: Maximum number of items the character can carry including initial items. Starts with $4 + \text{BRAWN}$.

HANDS: HEROES may only carry two LIGHT items at a time or one HEAVY item.

SPECIAL ACTIONS: At the start of the game each HERO will choose a SPECIAL ACTION from his list. Executing a special action costs the indicated AP.

SPELLS: At the start of the game, WARLOCKS and CLERIGS will select 1 spell from each rank. Each rank of spells costs a fixed amount of MANA which must be spent by the characters in order to cast the SPELL. In addition, all spells require passing an ACTION CHECK + BRAIN (warlocks) or PRESENCE (clerics) roll as indicated. Your DAMAGE die for the HP ROLL it will be from the die assigned under MAGIC (normally 1d8 for clerics and warlocks, some clerics had a better combat skills) in the right hand column. Reduce the MANA cost of the spell from your mana pool.

ROOMS

ROOM ATTRIBUTES Each room has a number of basic attributes which are TENSION, ROOM ICON, MAGIC KEY, EVENT, EFFECTS, ENEMIES and TRAPS. The heroes move around the tile squares in the rooms.



Room tile

ROOM TENSION	14	ROOM ICON	ROOM 2
CHARMEER ENVIRONMENT		CHAMBER	
ROOM FURNISH & ROOM EFFECTS		MAGIC KEY	
FURNITURE	Rolled 7		
EFFECTS	Rolled 4		
TRAPS	Rolled 1	ENEMIES	1
Add the modifiers for each roll to the Room Tension.			
Extraplanar - Chaos Daughter			

Attribute room sheet

REVEALING A ROOM: When a HERO crosses a door, reveal the room token with the same number that appears in the circle next to the arrow printed on the door he just crossed. Place the room next to it horizontally so that the entry number matches the exit number. Place a door o if needed.

SETTING THE ROOM: On the ROOM ATTRIBUTES tab, distribute the elements described on the attribute sheet. Suma el total de la tensión de la habitación por los efectos que puedan tomar lugar.

ENEMIES: On the room's attribute sheet, the icon on the minimap will indicate the types of enemies that are lurking around. Roll a die on the corresponding table for each enemy icon and place them in position.

BOSS ROOM: When the HEROES reach the BOSS ROOM take the boss room and place the enemy Arighon in it. Take three random rooms and connect their entrances to the BOSS ROOM without regard to numbers. For the final fight a larger stage with four room sheets is used. The heroes can move freely between them(go to boss room)

ICON REFERENCE

	ROOM START. HEROES enter Negundo through this room. Distribute the heroes in AURA with each other.
	ROOM BOOS. This is the boss room.
	ROOM GOAL. This is the final room. If a HERO makes it through this room alive. He/she moves on to the EPILOGUE.
	OBSTACLE
	TRAP
	ALTAR
	VERMIN ENEMY
	MINION ENEMY
	EXTRAPLANAR ENEMY
	KEY BOSS ENEMY

STARTING TO PLAY

ORDER OF PLAY The game is organised in ROUNDS. Each ROUND is divided into several TURNS, one for each HERO in the game. The game starts with the Hero sitting to the left of the Dungeon Master (DM) and consecutively following clockwise each player will choose a series of actions by narrating the actions. When all HEROES have completed their turn, the DM will activate the active enemies on the game board in order of initiative. The DM is also in charge of managing the TIMERS and EVENTS of the game as well as narrating and setting the mood of the rooms. Once the DM has finished executing his actions, the active ROUND ends and a new ROUND begins.

ORDER OF THE GROUP. Group order matters. You may reorder the group by spending 1AP at the start of a new ROUND. The first player of the round will carry the group's TORCH.

HEROES' TURN The HEROES have 2 Action Points (2AP) to spend during their turn (some magical artefacts may temporarily increase their limit) and perform one action from the list below. You can perform an action as many times as necessary as long as you have enough AP to perform it. Some actions are more complex than others and require passing ACTION ROLLS to complete. You must narrate the actions your HERO performs.



HERO ACTIONS

MOVE

1AP. The HERO may move up to 3 adjacent squares diagonally.

ATTACK

1AP. The HERO may perform a MELEE or RANGED attack against a target. Or use a SPELL.

SEARCH

1AP. Roll your character's BASIC ACTION die. if +8 take a LOOT CARD else deduct search rate.

OPEN

1AP. Roll BASIC damage die to reduce HP from a door or a chest. Roll COMBAT die if use a melee weapon to open door.

DISARM

1AP. Roll BASIC damage for mechanical traps or MAGIC die for Magical Traps. DISARM TRAP.

USE ITE

1AP. Use a ITEM or change an item from your hands.

SPECIAL

* AP. Use your special ability. Action points are variable.

INTER

Interact to pickup a key, open sealed doors activate mechanism....

REST

2AP. The HERO heals D4+BRAWN wounds or the HERO gains D4+BRAIN/PRESENCE mana.

MOVE: Each HERO moves 3 squares + AGILITY. Like any other HERO ability it can be augmented by a magic item. The HERO can move into any adjacent square except those containing an ENEMY, or ending its movement in an EMPTY SPACE.

EMPTY SPACE: The empty spaces are the black squares in the tile rooms. These squares are drawn on the room tile itself. They are completely black. They can be jumped over by spending 2 movement points per square. You cannot end your move on top of an empty space. You cannot place an enemy, an altar, a chest, a trap in an empty space.

OBSTACLE: Obstacles are squares within the rooms that contain elements that make it more difficult to move forward (collapses, boulders, corpses, etc.). Moving out of a square occupied by an obstacle requires spending 1 additional movement point.

Ranged attacks take -1 penalty for each OBSTACLE in their path when tracing LOS to a target.

ATTACK: A HERO can spend 1AP to execute a melee or a ranged attack with one of his weapons or spells. To perform an attack, the player will choose a target enemy that is in the RANGE of his weapon and make an ACTION ROLL against the TENSION of the room. If successful, he will then go on to make an HP CHECK with his character's DAMAGE die assigned in COMBAT hero sheet. In addition, if the result of the ACTION ROLL is a natural 20, the hero will roll 2 combat DAMAGE dices instead of 1.

A character will be ENGAGED in melee combat when he initiates melee combat or the enemy initiates melee combat against him. You can disengage from combat with a successful AGILITY ACTION ROLL. (-1 for each enemy in AURA)

PUSH TO EMPTY SPACE: If during the ACTION ROLL of an ATTACK a HERO rolls a natural 20, the enemy is pushed one square out of its AURA range. If it is a EMPTY SPACE, the monster automatically dies, falling into the depths of NEGUNDO and swallowed up by the darkness.

ATTACK MODIFIERS

MELEE

ACTION ROLL + BRAWN

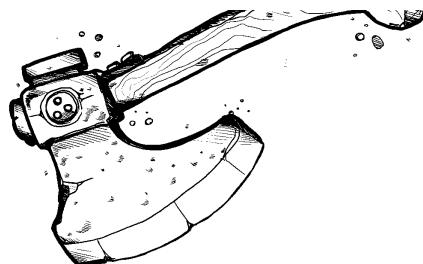
RANGED

ACTION ROLL + AGILITY. Each OBSTACLE, hero or enemy in the shooter's LOS gives a -1 to the result.

MAGIC

ACTION ROLL + increasing the result of the roll by all BRAIN or PRESENCE bonuses depending on the type of magic.

SEARCH: To perform the SEARCH action, the HERO must spend 1AP and roll the assigned die in his hero BASIC Damage die. The result of the roll has to be +8 or more to be sucessful. The TORCH card gives a +1 to the search rolls if active. You get also a -1 for each enemy alive in the room. Rooms can be searched once. If the hero fails the roll he cannot search the room again.



OPEN DOOR/CHEST: Only doors that are not sealed can be opened by hand or weapons. You must be in AURA with the DOOR or CHEST you wish to open. OPEN has a cost of 1AP. To open doors manually use the character's BASIC ACTION DAMAGE DIE. They can also be opened by force using the character's DAMAGE DIE of COMBAT. The result of the roll will be reduced by the HP level of the door or chest. Once it reaches 0 the target will be opened.

If the combat die has been used to open a door, it cannot be closed and, if there are enemies in the other room, they will have an ADVANTAGE in the next attacks.

OPEN SEALED DOORS: To open a sealed door you will need to have the GROUP OBJECT with the key icon that corresponds to the icon of the door you wish to open. Enemies will not be able to follow the heroes once they are behind a sealed door. Sealed doors close behind the adventurers once they are all in the same room.

DISARMING TRAPS:

This action costs 1AP.
Roll a BASIC DIE for mechanical traps and a MAGIC DIE for traps of a magical nature. Reduce the trap's HP. When the trap's HP reaches 0 the trap is deactivated and removed from play.

USE ITEM: 1AP to use an item you have in your belongings. Or to exchange an item with another HERO in ROOM RANGE. Passing an item you have in your belongings to your hand does not spend AP.

USE SPECIAL ACTION: Use a special action of your HERO. Spend the indicated amount of AP. If wasted, you cannot use this ability again for the rest of the game.

INTERACT: 1AP. Interact with a key, a sealed door or mechanism. For example, activate the mechanism to pick up the second key.

LEARN: Some LOOT objects require careful study before they can be used; the ancient letters on a scroll, the workings of that magic item gun... If you have an item that requires learning before its use, it is specified on the card with its HP points and the DAMAGE DIE that must be rolled before it can be used.

REST: 2AP. The hero descends for a few moments, improvising a bandage with his ragged clothes. You recover $1D4 + \text{BRAWN}$ of HP. Or, gesture with your hands and absorb mana. You regain $1D4 + \text{BRAIN/PRESENCE}$ of mana points



MONSTERS

On their journey through Negundo, the heroes will have to face horrible extraplanar beings and mad cultists, as well as the valley's natural inhabitants whose evolution has been twisted since the apparition of the ominous necromancer Arighon.

"These Hermits of Corpus are dangerous scavengers. They inhabit the depths of Negundo. Their shells can offer the hermit near the Well of Corpus where they feed and build their sinister shells. They have inhabited the valley for years and have found in Negundo a unique place to develop as a species."

HERMIT OF CORPUS

VERMIN

SPEED	2	ARMOR	+3	HP	15
TAKE	Robot. Big	SKILLS	+2	RP	1

CRAB NIPPERS: 1D6 Damage. With a natural 20 on the attack roll, it also breaks a FRAGILE Item of the objective.

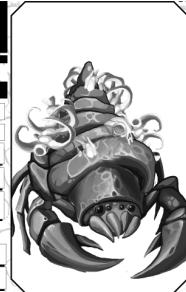
RAMMING: 1D8 Damage. Push the target objective one square back in ROUND.

SHELL DEFENSE: The crab enters inside its shell. During the active ROUND the non magical attacks to the Hermit of Corpus will have

INITIATIVE 1/3

IF NOT enraged, it goes to the nearest injured HERO. If the objective is in range, it also performs a RAMMING action.

IF it is enraged, performs 1 Action.



Enemies have their own characteristics and actions. During his turn, the DM will activate all the enemies of the same typology following the base initiative order and, within the same typology, by the monsters that have a higher speed value. Enemies have the following characteristics:

SPEED: The enemy may move as many squares as the number indicated.

ARMOR: Reduce the HP ROLL number by the indicated number.

HP: Number of life points. When it reaches 0, the creature dies.

AP: Number of actions an enemy can perform during its turn.

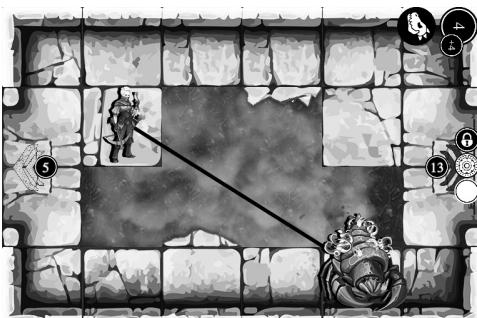
TAGS: Apply modifiers for each tag associated with the monster.

ACTION LIST: Choose one of the actions in monster list. Each cost 1AP or use the AI.

A1: Automatic procedure for enemies in case no DM is available during the game.

INITIATIVE: Order in which enemies act. The lower the value, the sooner it will act.

COMBAT EXAMPLE: *The Ranger decides to shoot with his bow at a HERMIT OF CORPSES at the back of the room. The bow reaches ROOM range and there is no obstacle in the way, so he can fire without restriction with the bow. The TENSION in the room is 14: so the HERO must roll a 14 or more to hit the target. He rolls the d20 and rolls a (10). As this is a ranged attack the HERO adds his AGILITY skill of +2 (13). He then adds his weapon modifier for the Shortbow +1 (14). As the Hermit of Corpses has the BIG tag associated, this gives the hero on ranged attacks +1 (15). The final roll is a 15 and is successful. He then proceeds to make the HP CHECK; A Ranger's combat DAMAGE DIE is a d6, he also has a +1 for the difference between the TENSION (14) with the ACTION ROLL (15) so he will roll 1D6 +1. He rolls and gets a 4. The final result is 5 points (note the +1 from the difference). Next, we look at the target's armour value; hermits due to their hard shell have +3 armour. We reduce 3 to the HP CHECK (7) which in the end comes to 2. The Hermit takes 2 points of damage which we reduce from his total HP. When it reaches 0 the enemy will die.*



DM ROUND

The DM's turn takes place once all heroes have acted during their turn.

Heroes' turns are only interrupted when a TIMER or TRAP or room effect is activated. During the HEROES' turns, the DM (or in his absence, the players) must pay attention to the active TIMERS of some effects that may have occurred during the game.

Remember that active timer effects are triggered once the TIMER DIE reaches 0, and the effect starts immediately before the hero's turn begins.

During his turn, the DM may activate enemies or propose any event that occurs or is inspired by the room.

ACTIVATE ALL THE TIMERS: Activate all the timers: altar, monster spawners, etc... and execute the instructions.

ACTIVATE ENEMIES: Enemies with the lowest initiative value will be activated first.

KEY EVENTS: When a magic key is collected, automatically roll 1D8 to determine in which room the key event occurs. Compare the result of the roll on the KEY EVENTS table and apply the effects to the corresponding room. If the room number has not yet been revealed, nothing happens. The initial, boss and goal rooms are excluded from the key event.

PASS ROUND: After he has acted he passes the turn to the hero on his left. A new ROUND begins.

ENTERING NEGUNDO

THE HEROES ENTER IN NEGUNDO

Remember that the heroes start in the room with the door icon. Distribute the heroes so that they are all in AURA range of each other.

START ROOM: After going down some stairs carved into the stone of the mountain, you arrive at the foot of a secret entrance to Negundo, which was opened by the first adventurers who tried to reach the heart of the fortress. Seen in the light of the torches, Negundo seems gigantic, at first glance you cannot see the end of the fortress. The skeleton of Negundo is grotesque, with its protrusions, holes and hanging appendages you feel a sense of emptiness and horror at the thought that these beings are beyond your world and your consciousness. You enter the entrance and arrive at a room:

This is the beginning of the ENTERING NEGUNDO stage. You can put the sheet of the starting room in the centre of the table.

Once you reach the room marked as Boss, you can choose to put 2 keykeepers in place of Arighon and delve into another level of Negundo.

THE HEROES STEP INTO ARIGHON'S ROOM

Remember that this room is larger than the others. You must add three random rooms more to Arighon's room in order to create a larger battlefield of 4 rooms. Remove all other rooms.

Arighon'S ROOM: After crossing the bone door full of unintelligible inscriptions engraved on its white surface, you gain access to Arighon's chamber, where you hear the beating of a heart. You advance through the room stepping little by little on the cold floor of the chamber. You look from side to side, gripping your weapons tightly, ready to act at any moment. Suddenly you see an image that takes your breath away. A tangle of giant veins, sprouting from a heart suspended in the air, stretching sideways and upwards, sticking to the walls of the room. In the middle of this impossible root of veins, a giant heart beats. Bam bam. Bam bam. Bam! A deep voice interrupts your observation and says. "Who dares disturb the sleep of the eternal?" The figure of Arighon appears in the shadows. There is little left of what had once been a man. Now he has become half monster. He is over six feet tall, his face is hidden beneath an expressionless mask, and his arms are tentacles that seem to have a life of their own and keep twitching nervously. Arighon is heading towards you.

EPILOGUE

THE HEROES ENTER GOAL ROOM AND HAVE DEFEATED AGRIHON

GOAL ROOM: The ground begins to shake and a black hole with a spiral in its centre opens up in front of you. Bolts of lightning strike inside and it begins to suck everything in around it with an enormous force. You grasp the ground tightly and try to hold on. Your companions are being sucked through the hole. And then it closes in on you. You find yourself trapped in a fragment of time. You feel Negundo's life pulsing inside you, you feel the pain of his fall within your bones and his fear and loneliness of being in a place he doesn't understand. He is frightened. Everything melts into black.

You wake up lying on a bed at the White Fox Inn. There is no one in the room. Everything is silent. You get dressed and walk out the door. The wounds still sting. There is no one in the inn, there is no one in the village. You run towards Gibbous Hill. The sky is strangely blue. You reach the Tower of Vijia, they are all there watching. Negundo has disappeared.

END

THE HEROES ENTER THE LAST ROOM AND HAVE DECIDED TO DESCEND ANOTHER LEVEL OF NEGUNDO

All heroes are revived. Those who have survived gain +2 points which they can spend on their attributes as they wish. Increase TENSION at the next level by +1 in all rooms.

GOAL ROOM: You descend a circular staircase into the depths of Negundo. Illuminate the walls with the torch and wave away the spider webs you find along the way.

You can place the Start Room sheet for the next level in the centre of the table.



TABLES ROOMS

1 - ROOM ARCHITECTURE

Roll 1d8

1	Empty Room
2	Empty Room
3	Roll on ROOM EFFECTS
4	Roll on ROOM FURNISH
5	Roll on ROOM FURNISH & ROOM EFFECTS
6	Roll on ROOM TRAPS & ROOM EFFECTS
7	Roll on ROOM FURNISH & ROOM EFFECTS (Roll effects twice)
8	Roll on ROOM FURNISH & ROOM EFFECTS & ROOM TRAPS

2 - ROOM FURNISH

Roll 1D20. When in the room there is a ROOM FURNISH

1	The room is chocked of corpses and bones · Place 1D4 OBSTACLES · SEARCH ROLL +1 · ROOM TENSION +1
2	A room with an ALTAR. Roll on the Altars table. Add 1D4 OBSTACLES.
3	The walls of this room are fleshy and semi-translucent. You can see blood pumping through the skin in a countless number of venous ramifications. ROOM TENSION +1
4	You can see a tangle of fleshy tentacles protruding from the wall wrapping around and slurping the corpse of a fallen hero. He is clutching an item tightly in his hand. You have to approach in AURA to grab the item (the hero must make an ACTION + AGILITY roll). If he succeeds he takes a Loot card. If he fails, a tentacle whips him with a 1D4 HP.
5	From this place, you hear a giant heartbeat resounding loudly. ROOM TENSION +1
6	You arrive in a room filled with sigils roughly carved into the walls. Their texts emit strange whispers that flood the room. All heroes in AURA range with the walls suffer DISADVANTAGE during their actions.
7	All accesses to the other chambers are closed with doors made of bones and skulls. 10 HP each door.
8	Thick cobwebs cover the corners of this room. You can see some human bones scattered on the floor. Place in this room 1 CHEST (10HP) and 1 HIVE.

9	Barracks. Place 1D4 obstacles in this room. 1 CHEST(10). SEARCH ROLL +1
10	Several levels of sharp teeth protrude from the fleshy walls of this room. ROOM TENSION +2. If an enemy or hero is pushed into a wall. He suffers 1d6 of damage.
11	A myriad of eyes of different sizes float behind the semi-translucent walls of this room. The floor tiles are polished bone. TENSION +1. You can see an ALTAR (Roll on the Altars Table) in this room.
12	This room has several artifacts with a strange appearance and mechanisms. They are souvenirs of Arighon's travels through the extraplanar worlds. +1 SEARCH ROLL. Roll d6: 1-2 Place a CULTIST on this room, 3-4: Place an ALTAR on this room, 5-6: Place a CHEST (10HP)
13	This vast, silent chamber is covered with a thin film of blood that reflects the high, vaulted ceiling from which hang several dripping corpses. TENSION +1. Place 2 OBSTACLES. Roll d6 1-2: An UNDEAD slips from the ceiling and attacks a player.
14	This Negundo chamber has a powerful condensed aura that allows heroes to float for the room. All the heroes gains NIMBLE tag on this room.
15	The smell of putrefaction emanating from this room hits you in the nostrils when you open the door. You can see a tangle of thick glass pipes stuck in its organic walls, rising up into the infinite darkness of the ceiling carrying a reddish substance. TENSION +1.
16	Toothed doors. The doors of this room are giant mouths full of fangs. They can only be opened with strikes. They have 15 HP each.
17	It's alive! The slimy, shiny-skinned floor of this room throbbing under your feet. It makes you struggle to keep your balance TENSION +2
18	Place in this room 1 ALTAR and 1 CHEST (10HP)
19	You enter a room with a high, vaulted ceiling. You realize that the ceiling arches are giant ribs. From the walls hang chandeliers made of human bones. SEARCH ROLL +1. Roll and place 1d4 OBSTACLES.
20	Ritual Place. In this place you can see several pillars carved with bone. Put an ALTAR and a SUMMONING RING in this room. +1D4 OBSTACLES. Add 1 CHEST (10HP) in this room too.

TABLES ROOMS

3 - ROOM EFFECTS

Roll 1d8. When there is an effect in the room.

1	The floor is covered with sticky black slime. Reduce your movement by 1 square.	1	ALTAR OF SKULLS: The altar drains 1d4 HP from a random hero in ROOM range. If there is an enemy it heals as many HP as the result of the roll. (HP 10)
2	A thick FOG reigns in this room, making it difficult to see. Ranged attacks ROOM RANGE -1 to ACTION ROLLS. TENSION +1	2	ALTAR OF BLACK PRAYERS: Any time a Warlock or Cleric enters in AURA range with this altar, they can interact and add 1D6 points of mana and receive the same points of HP from the roll. (HP 15)
3	The floor of the room is covered with blood. TENSION +1	3	ALTAR OF DESOLATION: This altar emanates a negative magical aura. When this altar is activated, all heroes in ROOM range of the altar, have DISADVANTAGE in their ACTION ROLLS. (HP 15)
4	A gust of fresh air coming down from the ceiling regenerates your mood. TENSION -1	4	FLESH ALTAR: This organic-looking altar has a large eyeball on top that shoots a void beam at the nearest hero causing 1D6 damage. EXPLOSION. TENSION +1. (HP 10)
5	Thick darkness. -2 to the SEARCH. The light is absorbed.	5	SACRIFICIAL ALTAR: Made of bones. when the altar is activated, it emanates energy and heals all monsters in ROOM range of 1D8 HP. (10 HP)
6	Collapse. 1D4 stone blocks fall from the ceiling. Roll on the coordinates table. If it falls on a hero it receives 1d4 wounds. Can be dodged with an AGILITY action roll.	6	Arighon'S ALTAR OF STRENGTH: When this altar is activated, all MINIONS monsters in ROOM range add +1 to SKILLS. Acumulative. (HP 15)
7	This Negundo camera has a powerful condensed aura that makes heroes lighter. You move +1 square on each move action.		
8	A burst of light energy from the containment pentagram over Negundo reaches this room. It reduces the TENSION -1		

3 - ROOM TRAPS

Roll 1d8. When there is a trap in the room.

1	EXPLOSIVE SIGILS: Every time a hero moves in this room roll the BASIC die of the hero: 1-2 the trap is activated, 3-6 nothing happens. A sigil carved on its surface the tile explodes. Receives 1d4 damage. Has the EXPLOSIVE tag. Can be dodged. (MAGICAL TRAP)
2	BERNACLES: Place 1D4 bernacles in this room. In a crack in the ground, the tentacles of a twitching bernacle emerge. When you pass over this tile. Make an AGILITY action roll. If you fail you receive 1D4 HP. Bernacles: HP10 (FIRE double damage). (CREATURE TRAP)
3	WEAK TILES: Every time a hero moves in this room roll the BASIC die of the hero: 1-2 the trap is activated, 3-6 nothing happens. Weak tiles covering an area of one square. Can be dodged. If you fail you fall several meters. You receive 1D4. (MECHANICAL TRAP)
4	MAGICAL ATTRACTION ORB: A black circular orb of energy that floats in the air on this tile. When a hero enters in AURA range with the orb, it absorbs 1D6 Mana. (MAGICAL TRAP)
5	BLOOD RAGE: Activated when a hero makes a SEARCH action in this room. Roll PRESENCE to overcome the effects. A puddle of blood that makes the hero who is reflects on it go mad and attack a random hero in AURA. (MAGICAL TRAP)
6	CEILING OF FANGS: If a hero passes over this tile. Activates a mechanism that causes hundreds of fangs to appear on the ceiling and slowly descend to the ground. In 1D4 ROUNDS all heroes in ROOM range receive 1D8 damage. Can't be dodged. (MECHANICAL TRAP)
7	TENTACULAR WALL: This room has fleshy tentacles on the walls. All heroes in AURA range with a wall must pass a BRAWN or AGILITY roll. If they fail, they lose their turn. (CREATURE TRAP)
8	LOOT ON THE WALL: Pick a loot card at random. A valuable item is firmly stuck in the floor or in a wall. BRAWN roll to remove it. If successful, a protractile jaw appears in its place and lunges at the hero. Dodge to avoid receiving 1D6 HP (MECHANICAL TRAP)

TABLES MONSTERS

1 - PLACE TILES

Roll 1D4 and 1D6. Room coordinates to place randomly props and enemies

	1	2	3	4	5	6
1	T	T	T	T	T	T
2	T	T	T	T	T	T
3	T	T	T	T	T	T
4	T	T	T	T	T	T

2 - ROOM NUMBER OF ENEMIES

Roll 1D6 and check the ROOM TENSION. Place number of enemies of the coodenates

ROOM TENSION	1	2	3	4	5	6
0	0	0	0	0	1	1
1	0	0	0	1	1	2
2	0	0	1	1	2	2
3	0	1	1	2	3	3
4+	1	1	2	2	3	4

TENSION 0: VERMINS

TENSION 1: Roll odds: VERMINS Roll evens: MINIONS

TENSION 2: Roll odds: MINIONS - Roll evens: EXTRAPLANAR

TENSION 3: Roll odds: MINIONS - Roll evens: VERMIN / EXTRAPLANAR

TENSION 4+: Roll odds: MINIONS - Roll evens: EXTRAPLANAR

3 - VERMINS MONSTERS

Roll 1D4

1	Hermit of Corpses
2	Tarantula of the Valley
3	Sluggg
4	Hive

4 - MINIONS MONSTERS

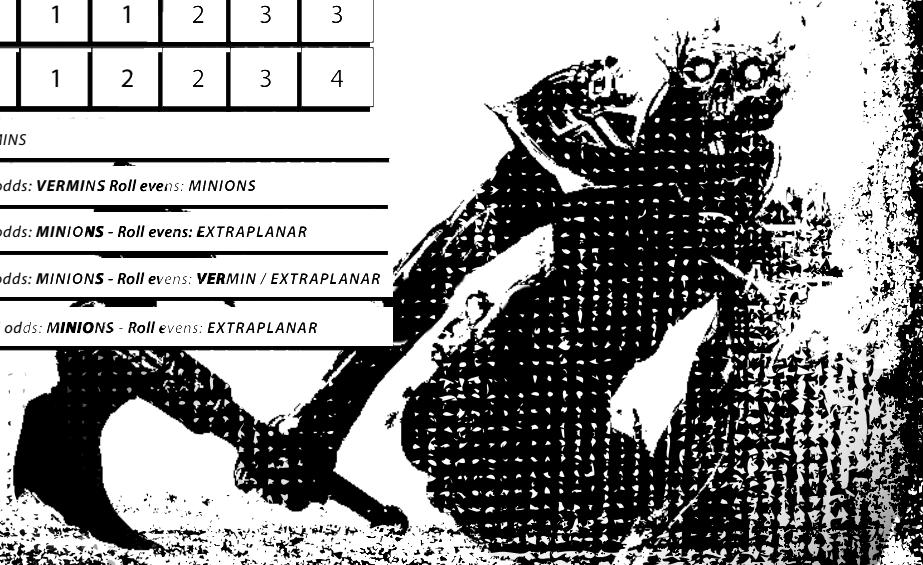
Roll 1D4

1	Cultist
2	Undead
3	Demon
4	Summoning Portal

5 - EXTRAPLANAR MONSTERS

Roll 1D4

1	Soul Eater
2	Slayer
3	Chaos Daughter
4	Extraplanar Portal



TABLES KEYS

1 - KEY EVENTS

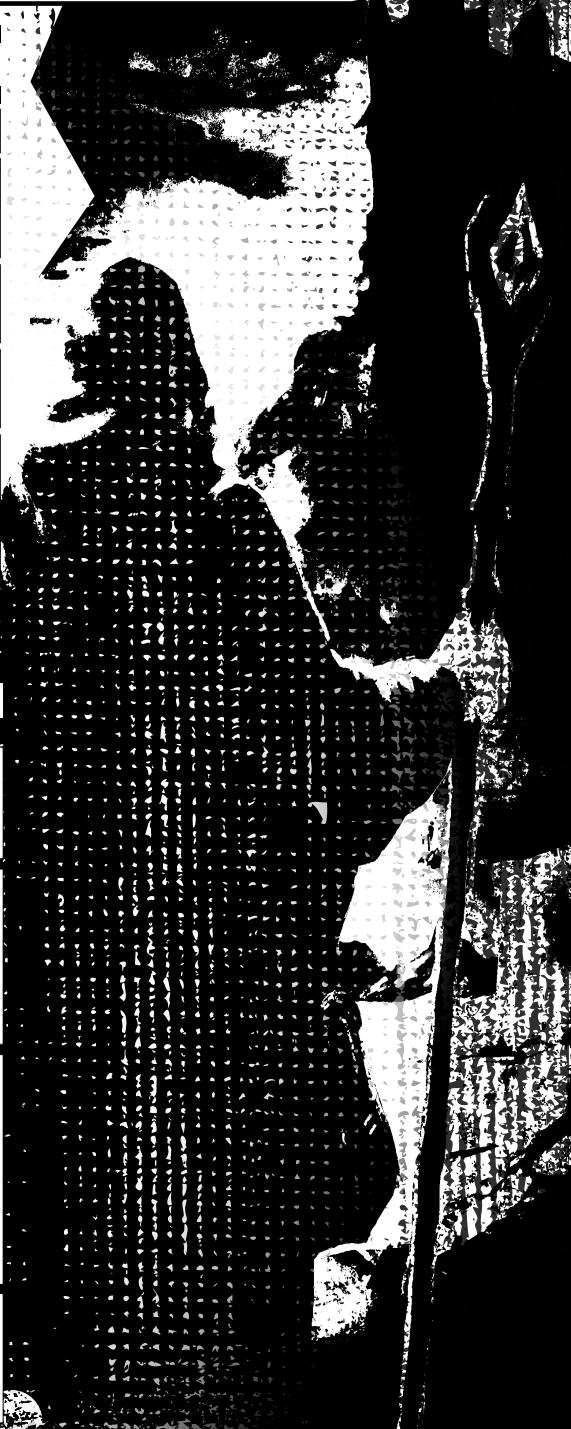
Roll 1D6. When you find a key roll on this table

1	Everything is fine.
2	TRAPPED When you pick up the key to this room all doors are sealed. A bone gates (10 HP) with no opening mechanism, only COMBAT die rolls. The CEILING OF FANGS trap is activated.
3	ALARM Roll a d20 die. If the room matching the roll number has already been revealed, activate a SUMMOING RING in the matching room.
4	CRUMBLE The ceiling of the room starts to shake and fall off. The TENSION is +2 in this room.
5	ALTAR EMERGE Place a FLESH ALTAR in this room.
6	TREASURE Take a random LOOT card.

6 - MAGIC KEY TYPE

Roll 1d4. Cuando en la habitación haya una llave tira

1	The key is activated through a mechanical lever made of bones (10 HP) somewhere in the room. Once activated also set a trap.
2	The KEY is engraved on a magical object found in this room. Draw a random LOOT card and add the key to the object that has appeared. If the object is destroyed the key is also destroyed.
3	The KEY is transferred by thoughts. The hero with the most PRESENCE is the only one who captures its energy and is also the only one who can open the magic doors marked with this sigil. Put the marked key of this room on the sheet of the character with the most PRESENCE at the moment the hero enters the room.
4	Is the only hero who can open doors sealed with this sigil, if dies and there are still some doors left to open the game is over. The heroes will have failed.

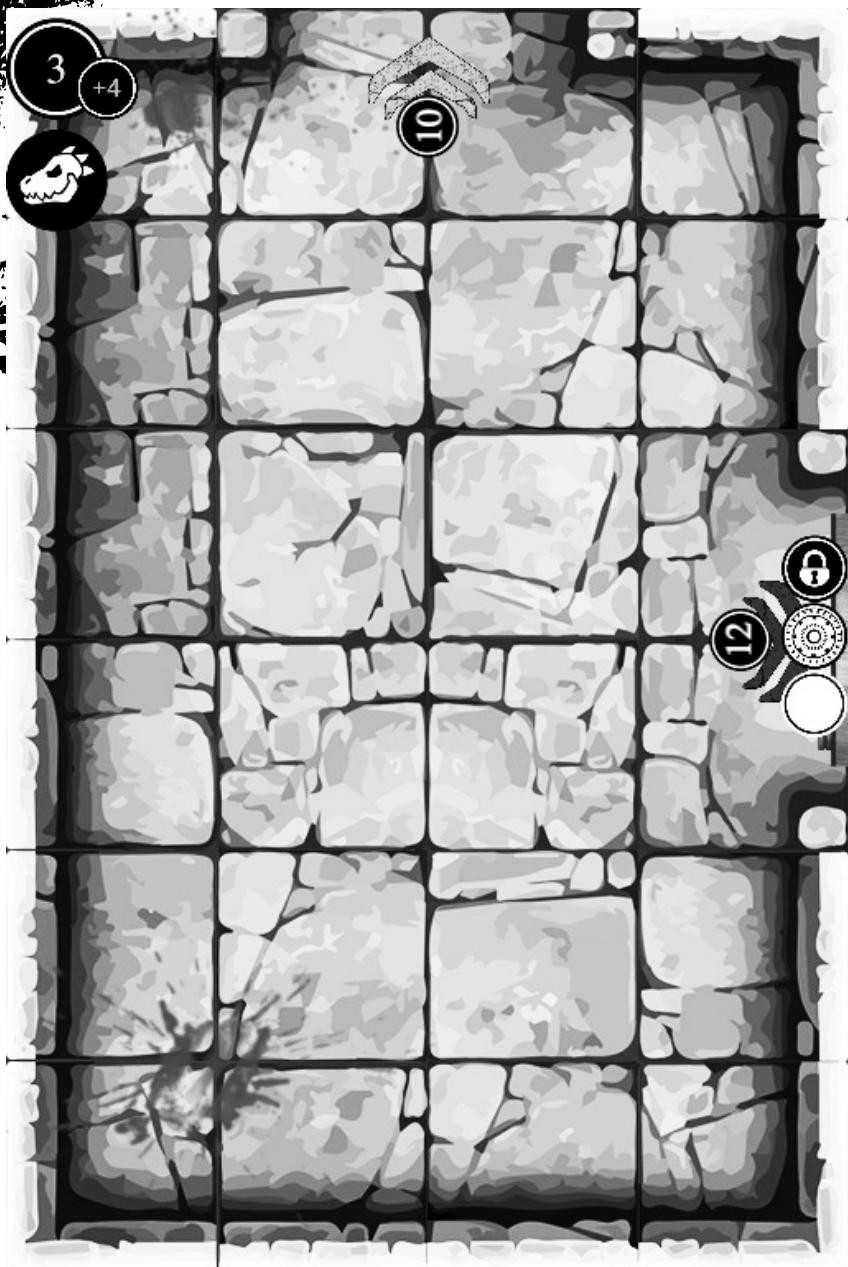


HOW YOU DARE DISTURB THE SLEEP
OF THE ETERNAL?

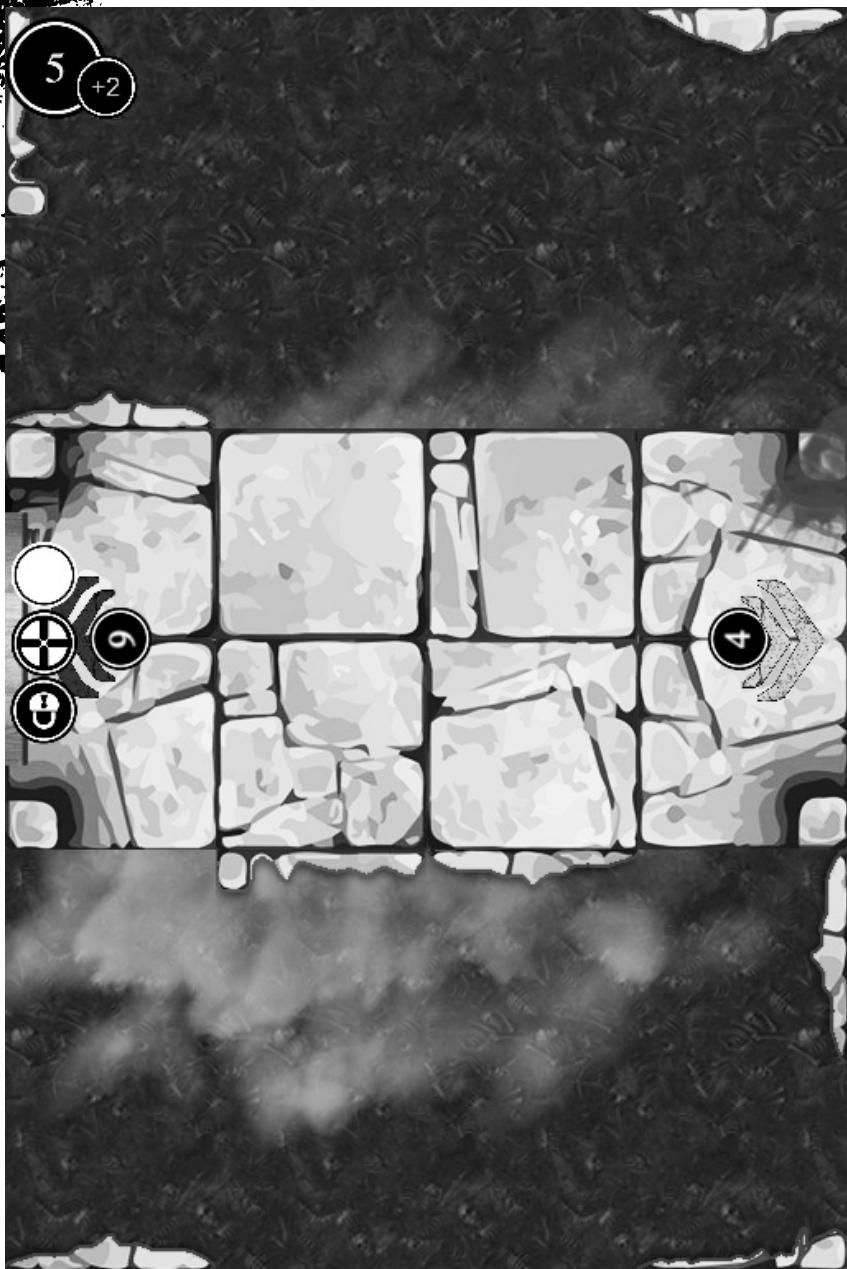


**OLSIDOLE
SOBDI RILE
JUWRD**

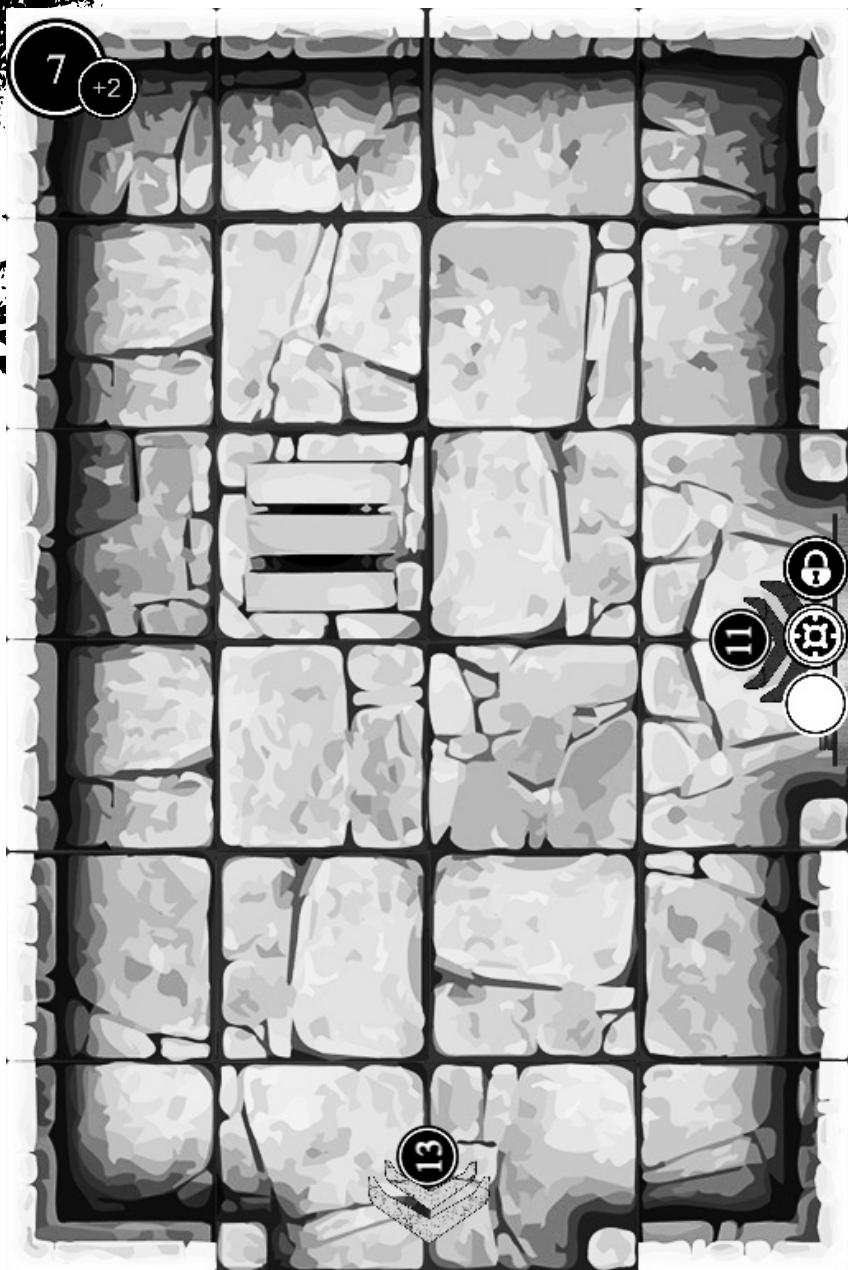


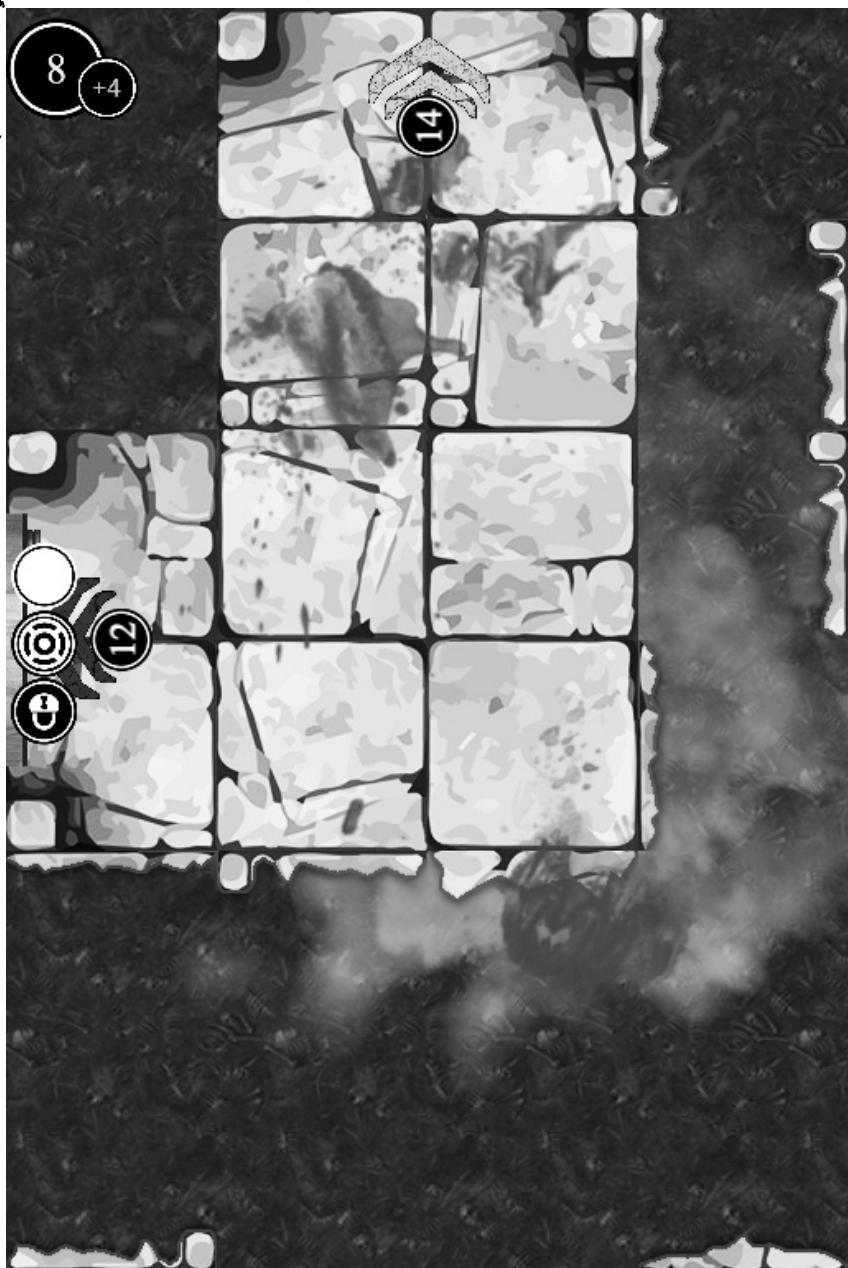




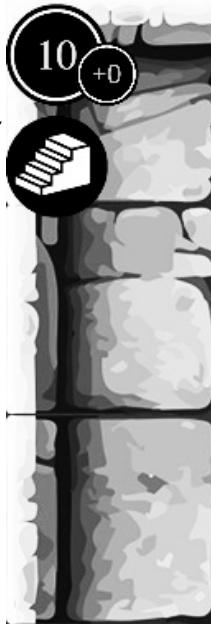


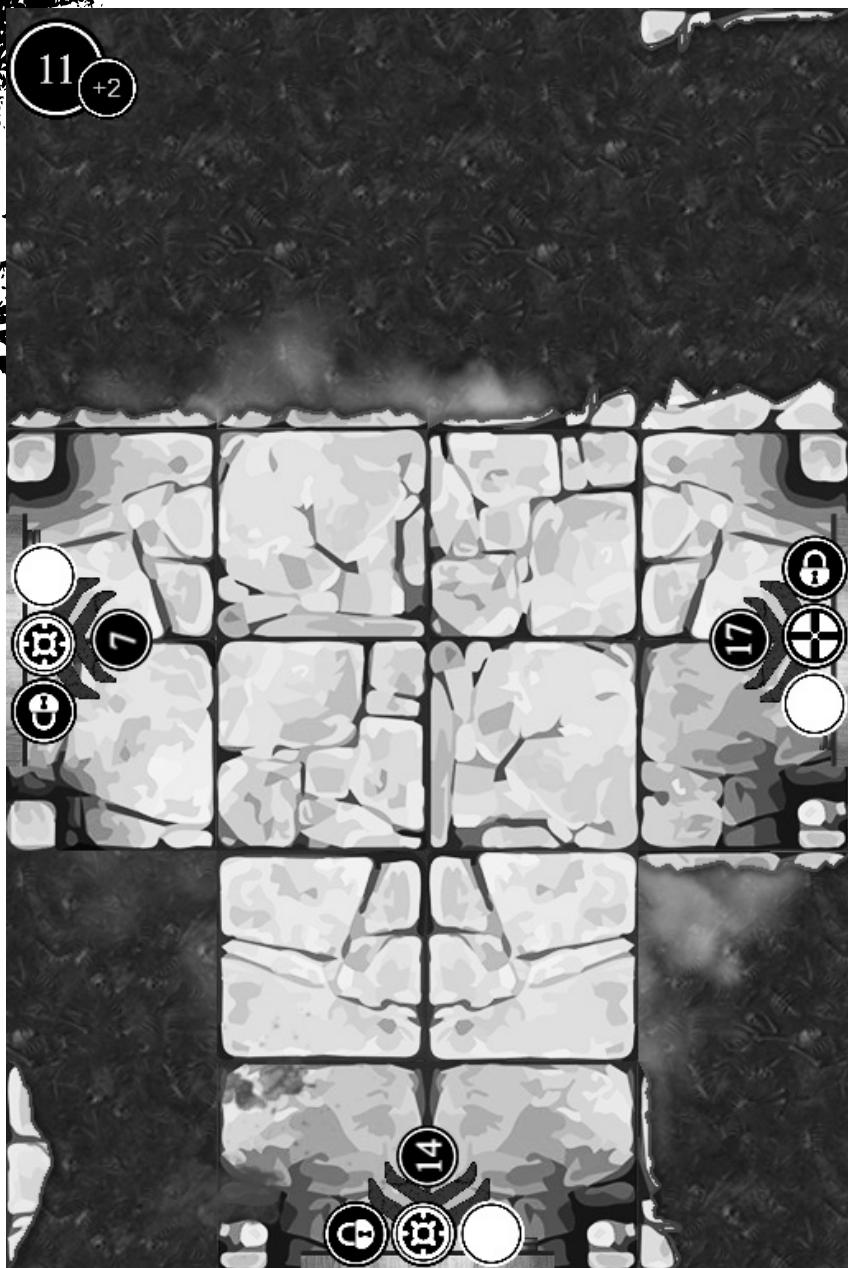


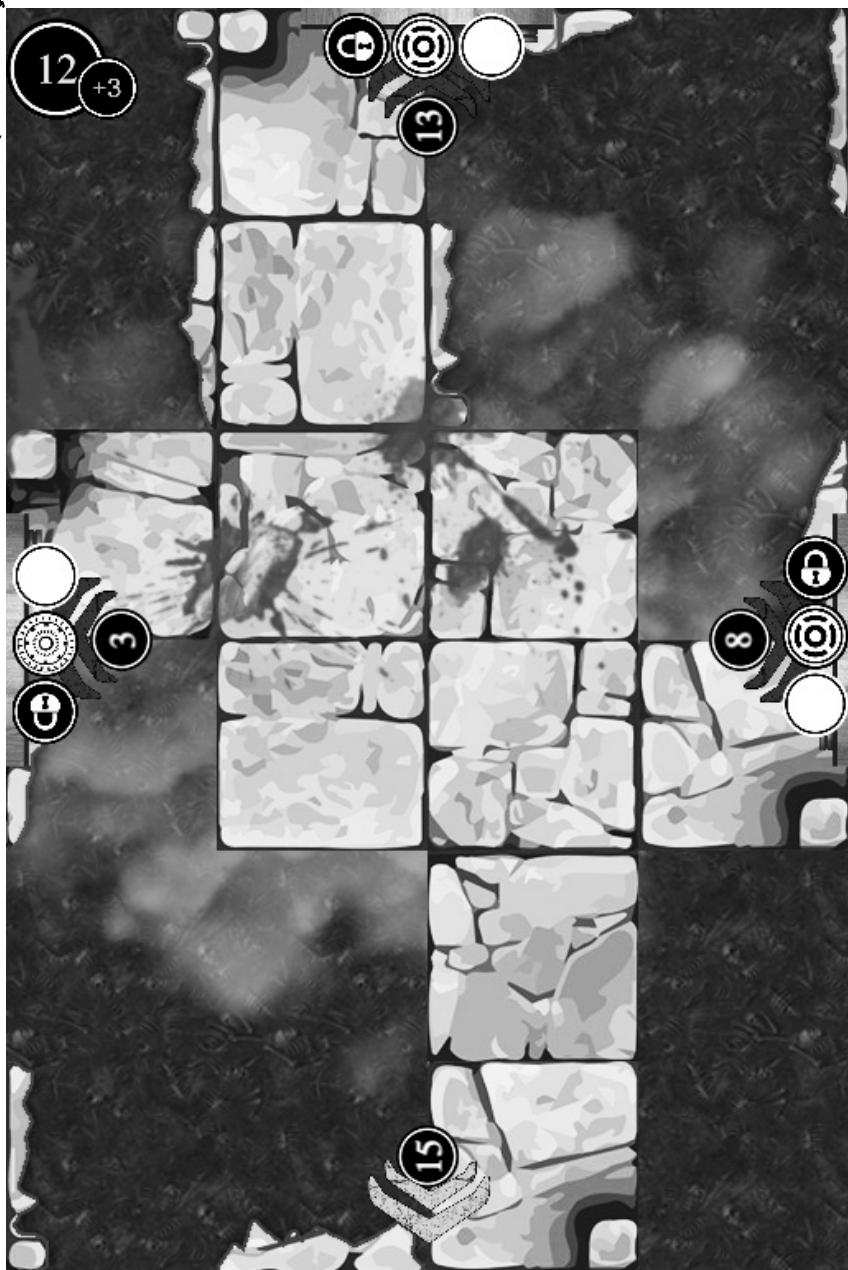




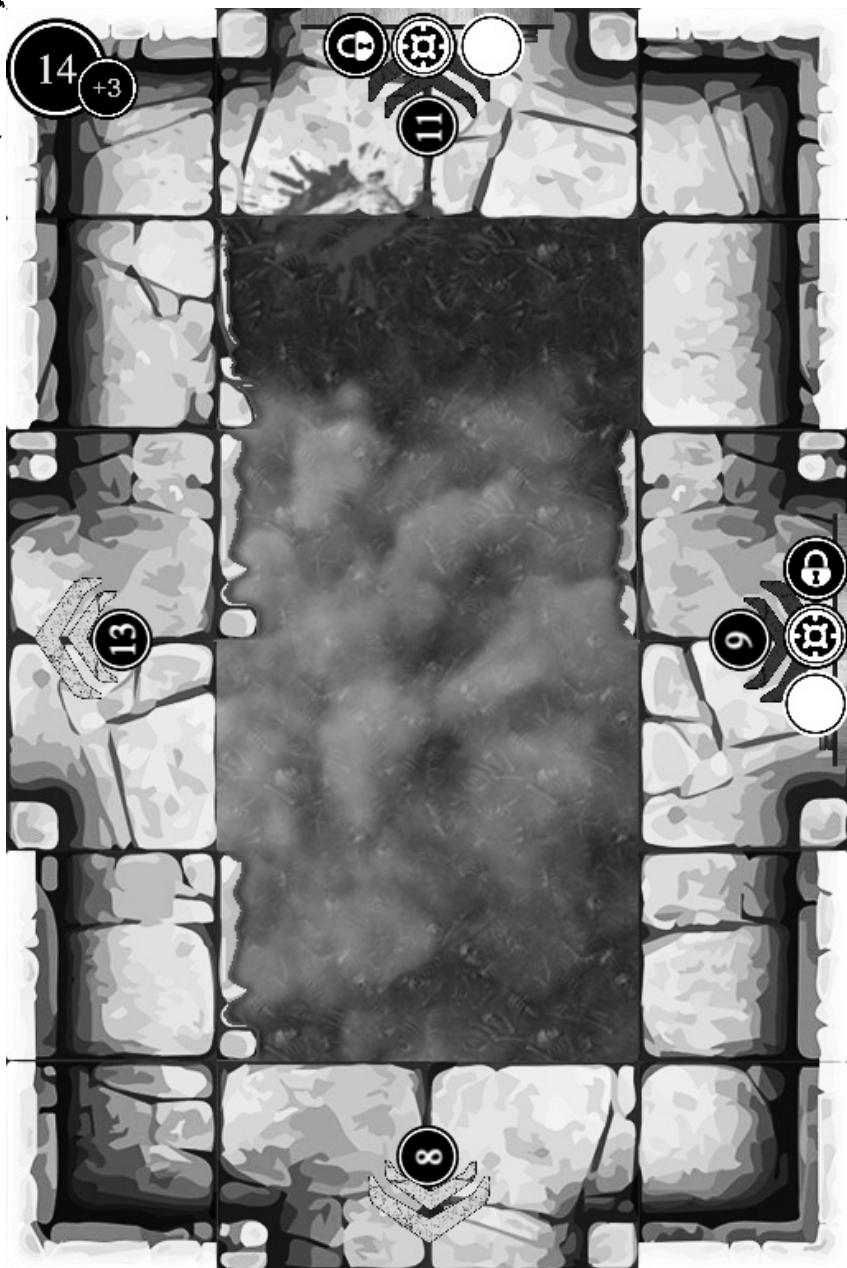


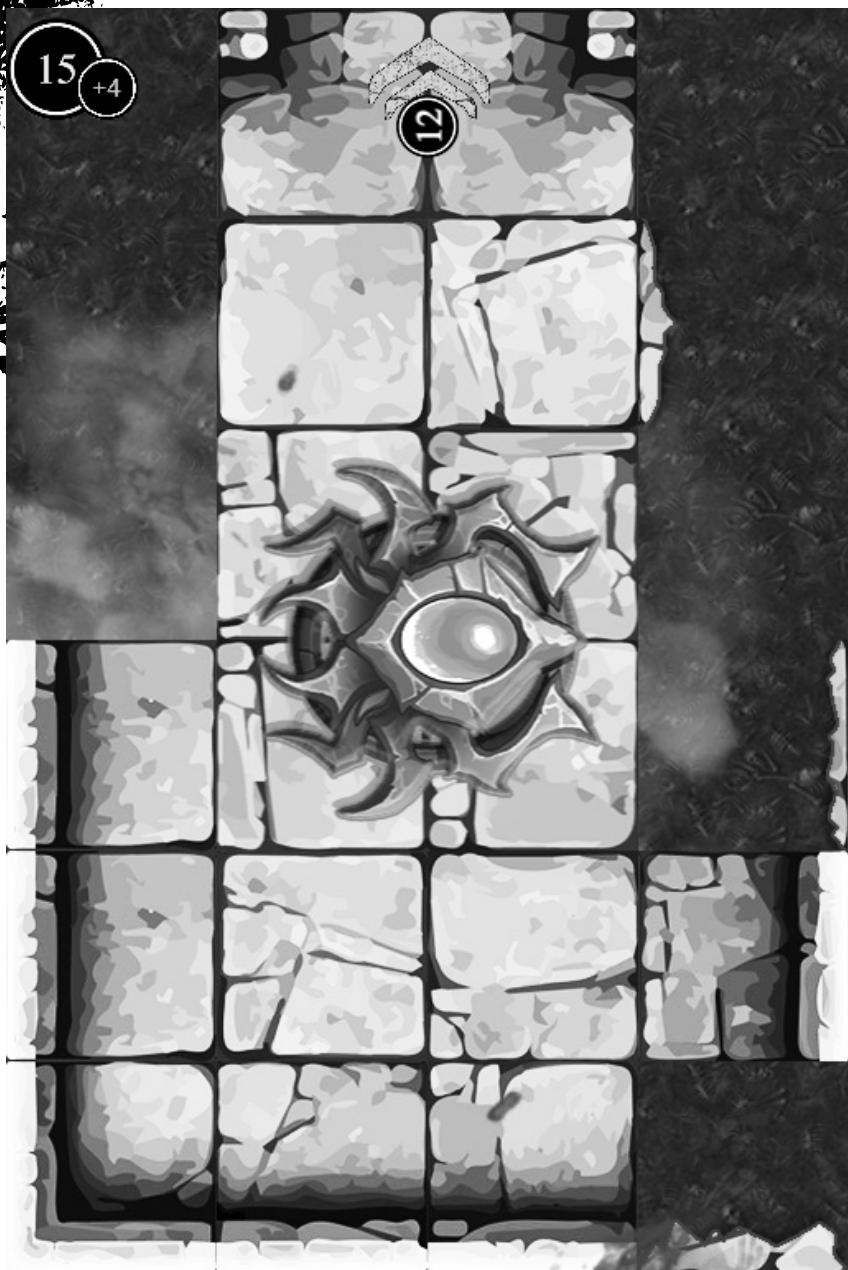








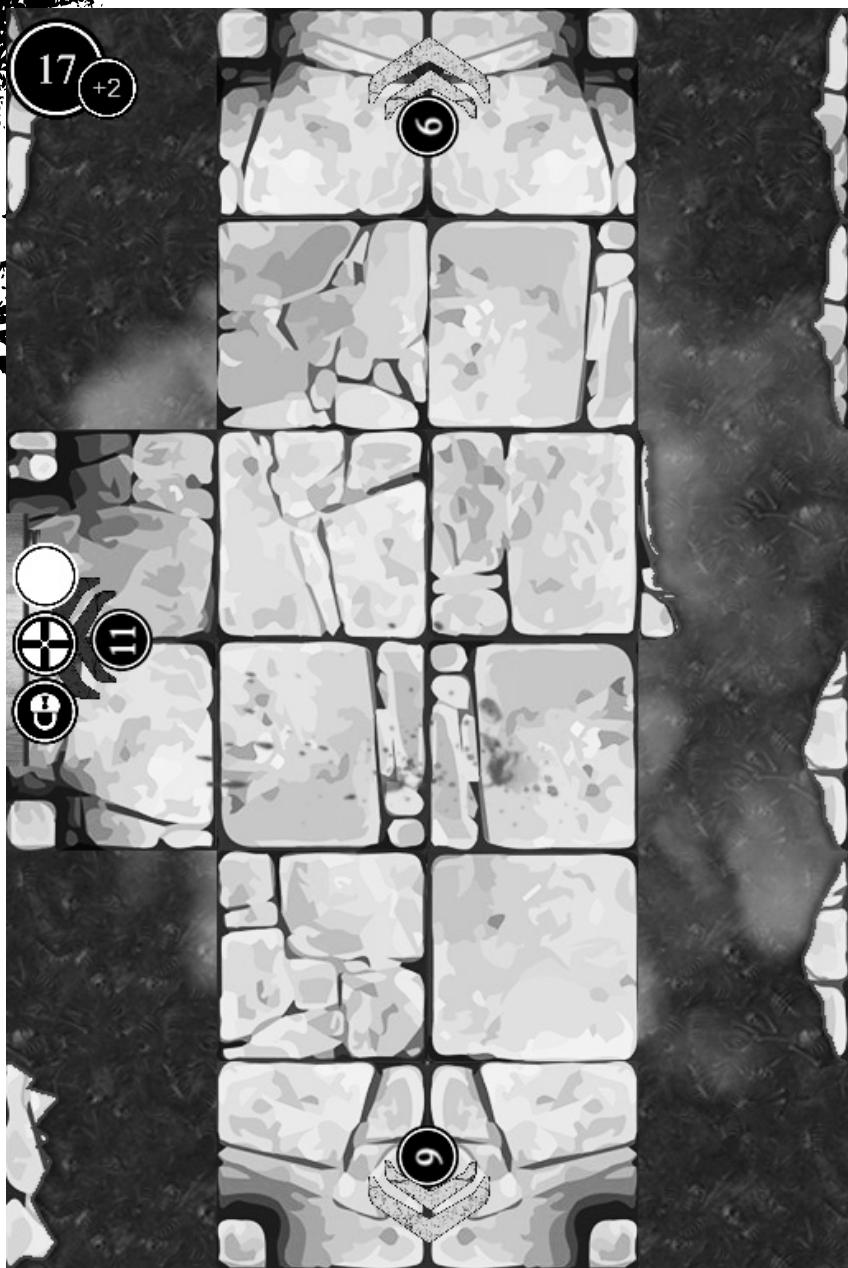




16

+2





ROOM ATTRIBUTES

ROOM TENSION	12	BASE	CURRENT
ROOM ICON			
CHAMBER			
MAGIC KEY			
ENEMIES			
Add the props and modifiers for each roll to the room.			

ROOM 1

ROOM TENSION	16	BASE	CURRENT
ROOM ICON			
CHAMBER			
MAGIC KEY			
ENEMIES	2		
Add the and modifiers for each roll to the room.			

ROOM 3

ROOM TENSION	13	BASE	CURRENT
ROOM ICON			
CHAMBER			
MAGIC KEY			
ENEMIES	1		
Add the props and modifiers for each roll to the room.			

ROOM 4

ROOM ATTRIBUTES

ROOM TENSION	14	BASE CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH		
FURNITURE	Rolled 13	
EFFECTS	Rolled -	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
ROOM ICON	CHAMBER	
MAGIC KEY		
ENEMIES	1	
Minions - Undead		
ROOM 5		

ROOM TENSION	14	BASE CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH & ROOM EFFECTS		
FURNITURE	Rolled 8	
EFFECTS	Rolled 3	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
ROOM ICON	CHAMBER	
MAGIC KEY		
ENEMIES	2	
Extraplanar - Extraplanar Portal		
ROOM 6		

ROOM TENSION	14	BASE CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH		
FURNITURE	Rolled 14	
EFFECTS	Rolled -	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
ROOM ICON	CHAMBER	
MAGIC KEY		
ENEMIES	2	
Extraplanar - Extraplanar Portal		
ROOM 7		

ROOM ATTRIBUTES

ROOM TENSION	16	
BASE	CURRENT	
CHAMBER ENVIRONMENT		
ROOM TRAPS & ROOM EFFECTS		
FURNITURE	Rolled -	
EFFECTS	Rolled 3	
TRAPS	Rolled 3	
Add the props and modifiers for each roll to the room.		
ROOM ICON		ROOM 8
CHAMBER		
MAGIC KEY		
KEY TYPE I		
ENEMIES	2	
Minions - Cultist		

ROOM TENSION	14	
BASE	CURRENT	
CHAMBER ENVIRONMENT		
ROOM FURNISH		
FURNITURE	Rolled 1	
EFFECTS	Rolled -	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
ROOM ICON		ROOM 9
CHAMBER		
MAGIC KEY		
KEY TYPE I		
ENEMIES	2	
Minions - Undead		

ROOM TENSION	12	
BASE	CURRENT	
CHAMBER ENVIRONMENT		
ROOM EFFECTS		
FURNITURE	Rolled -	
EFFECTS	Rolled 8	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
ROOM ICON		ROOM 10
CHAMBER		
MAGIC KEY		
KEY TYPE I		
ENEMIES	0	

ROOM ATTRIBUTES

ROOM TENSION	14	BASE CURRENT
CHAMBER ENVIRONMENT		
Empty		
FURNITURE	Rolled -	
EFFECTS	Rolled -	
TRAPS	Rolled -	

Add the props and modifiers for each roll to the room.

ROOM ICON

CHAMBER

MAGIC KEY

KEY TYPE 2

ENEMIES 1

Minions - Undead

ROOM 11

ROOM TENSION	15	BASE CURRENT
CHAMBER ENVIRONMENT		
Empty		
FURNITURE	Rolled -	
EFFECTS	Rolled -	
TRAPS	Rolled -	

Add the props and modifiers for each roll to the room.

ROOM ICON

CHAMBER

MAGIC KEY

ENEMIES 3

Extraplanar - Extraplanar Portal

ROOM 12

ROOM TENSION	14	BASE CURRENT
CHAMBER ENVIRONMENT		
ROOM TRAPS & ROOM EFFECTS		
FURNITURE	Rolled -	
EFFECTS	Rolled 7	
TRAPS	Rolled 5	

Add the props and modifiers for each roll to the room.

ROOM ICON

CHAMBER

MAGIC KEY

ENEMIES 1

Minions - Undead

ROOM 13

ROOM ATTRIBUTES

ROOM TENSION	15	
	BASE	CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH & ROOM EFFECTS		
FURNITURE	Rolled 20	
EFFECTS	Rolled 5	
TRAPS	Rolled -	

Add the props and modifiers for each roll to the room.

ROOM ICON

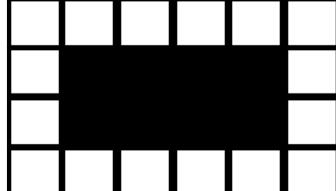
CHAMBER

MAGIC KEY

ENEMIES 1

Minions - Undead

ROOM 14



ROOM TENSION	16	
	BASE	CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH & ROOM EFFECTS		
FURNITURE	Rolled 14	
EFFECTS	Rolled 1	
TRAPS	Rolled -	

Add the props and modifiers for each roll to the room.

ROOM ICON

CHAMBER

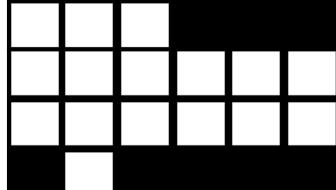
MAGIC KEY

KEY TYPE 4

ENEMIES 1

Minions - Cultist

ROOM 15



ROOM TENSION	14	
	BASE	CURRENT
CHAMBER ENVIRONMENT		
ROOM FURNISH & ROOM EFFECTS		
FURNITURE	Rolled 10	
EFFECTS	Rolled 2	
TRAPS	Rolled -	

Add the props and modifiers for each roll to the room.

ROOM ICON

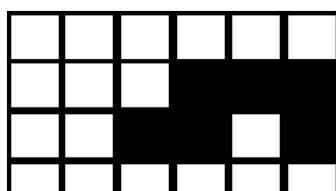
CHAMBER

MAGIC KEY

KEY TYPE 3

ENEMIES 0

ROOM 16



ROOM ATTRIBUTES

ROOM TENSION	14	BASE CURRENT
ROOM ICON		
CHAMBER		
CHAMBER ENVIRONMENT		
ROOM FURNISH		
FURNITURE	Rolled 8	
EFFECTS	Rolled -	
TRAPS	Rolled -	
Add the props and modifiers for each roll to the room.		
MAGIC KEY		
ENEMIES	0	



SETTING UP THE ROOM

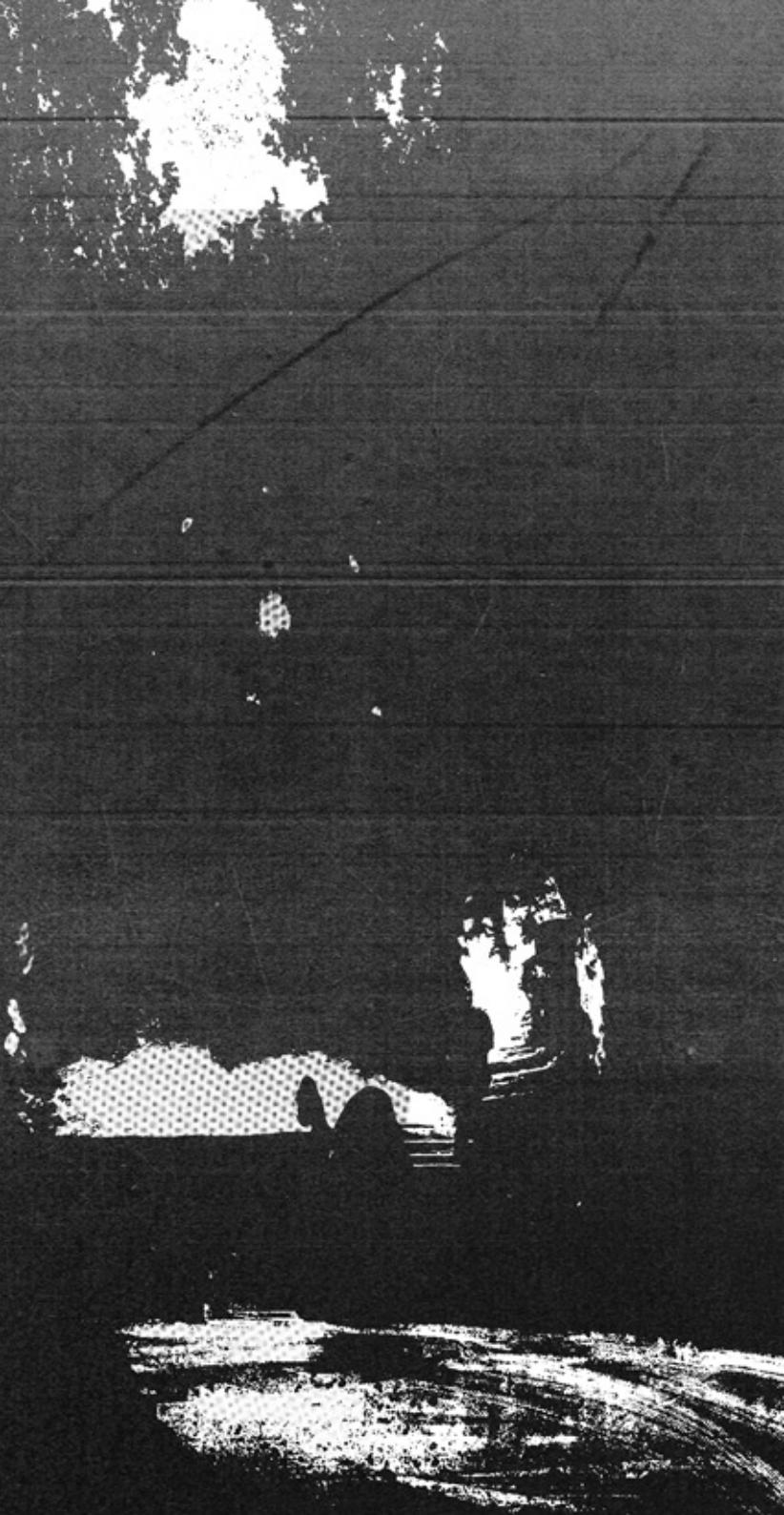
FURNITURE / EFFECTS / TRAPS: Apply the roll to each corresponding table and do as described.

DOOR MAGIC KEYS/SIGILS: When a KEY icon appears in a room. Place the key with the corresponding icon on an empty tile. The Key Type corresponds to a roll on the Magic Type Key table. If the roll is a 4, place a Keykeeper in its place. Once the Keykeeper is defeated, drop the key on the tile where the monster succumbed.

ENEMIES: Place as many enemies of the indicated type in the ROOM. If there are not enough spaces on the tiles, remove the extra monsters. Enemies are placed on the farthest tiles in the room. However, enemies with the TAG NIMBLE are placed as close to the heroes as possible.

OBSTACLES/DOORS/CHESTS: Place as many obstacles and/or doors in the ROOM as determined by the text

THE
HOT
ONE
BY
DIA



HERO SHEET

BRAWN	CLASS MOD +3	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +0	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +0	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +0	ALT MOD <input type="text"/>
 HP	ARMOR MOD +3	ALT MOD <input type="text"/>
 HP	BASE / MAX 18	CURRENT <input type="text"/>
 MANA	BASE / MAX 0	CURRENT <input type="text"/>



Dwarf Warrior

HASDRAEBELYN FLASKBRANCH

LEFT HAND ITEM

RIGHT HAND ITEM



MAX CARRY
7
ITEMS

BRAWN	CLASS MOD +0	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +0	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +0	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +2	ALT MOD <input type="text"/>
 HP	ARMOR MOD +0	ALT MOD <input type="text"/>
 HP	BASE / MAX 12	CURRENT <input type="text"/>
 MANA	BASE / MAX 12	CURRENT <input type="text"/>



Elf cleric

MHORYGA QUISENYS

LEFT HAND ITEM

RIGHT HAND ITEM



MAX CARRY
4
ITEMS

HERO SHEET

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

WINDMILLBLOCK: 2AP. You roll your weapon at high speed creating a shield screen in front of you. Absorb all damage this round. WASTE DIE (1D4)

CHARGE: 1AP. Using this maneuver you can Move and Attack. Ramming add +2 to your ACTION ROLL. WASTE DIE (1D4)

BERSERK: Roll many DAMAGE dices on your next ATTACK as the AP spended on this action. *1AP

NOTES

Initial Equipment: Pick 3 Equipment Cards

SPILLS

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

RANK 2. To cast the spells of this group, the cost is 6 MANA

RANK 3. To cast the spells of this group, the cost is 9 MANA

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

BATTLE HEALING: During 1 ROUND drain the damage you inflict on a monster an heal an HERO in ROOM range.

PUSH UNDEAD: Move UNDEAD foe as many squares as AP spend in any direction. If it lands in an empty space it disappears forever in the depths of Negundo.

ENGRAVE SYMBOLS: 2AP. You decorate a HERO's weapon with holy symbols. DAMAGE inflicted to MINIONS is increased by +1. (once per weapon)

NOTES

Initial Equipment: Pick 2 Equipment Cards + 1 Random Loot Card

SPILLS

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

CONCENTRATION	An ally at AURA range gains 1 extra AP during his next turn.
AURA SHIELD	The caster gains +2 ARMOR. 1 ROUND
BALM	The caster or an ally at AURA range is cured of a poisonous infection.

RANK 2. To cast the spells of this group, the cost is 6 MANA

FOG OF LIGHT+	Ranged attacks against all allies have disadvantage for 1 ROUND. A target creature lose the FLY tag
AURA SHIELD+	The caster and all AURA allies gains +2 ARMOR. 1 ROUND
AURA OF CURE+	Roll MAGIC die. All allies in ROOM range recovers that amount of hp.

RANK 3. To cast the spells of this group, the cost is 9 MANA

HOLD++	Paralyze all creatures of the same type in ROOM range. Cannot move in the enemy phase.
SLEEP++	All enemies of one same type in ROOM range gains disadvantage during its turn.
AURA OF CURE++	Roll MAGIC die +2. All allies in ROOM range recovers that amount of hp.

HERO SHEET

BRAWN	CLASS MOD +0	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +0	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +3	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +0	ALT MOD <input type="text"/>
ARMOR MOD ALT MOD +0 <input type="text"/>		
HP		BASE / MAX CURRENT 10 <input type="text"/>
MANA		BASE / MAX CURRENT 6 <input type="text"/>



Human Warlock

OPHAQORA

LEFT HAND ITEM 
RIGHT HAND ITEM 









BRAWN	CLASS MOD +0	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +2	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +0	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +1	ALT MOD <input type="text"/>
ARMOR MOD ALT MOD +0 <input type="text"/>		
HP		BASE / MAX CURRENT 14 <input type="text"/>
MANA		BASE / MAX CURRENT 3 <input type="text"/>



Human Ranger

FUH

LEFT HAND ITEM 
RIGHT HAND ITEM 









HERO SHEET

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

CHANNELING MANA: When REST gains 2D4 points of MANA. WASTE DIE (1d4)

FROZENTIME: Re-roll a KEY EVENT. WASTE DIE (1d4).

VANISH: 1AP. You disengage from melee combat. You move as many squares away as your AP spend. WASTE DIE(1d6)

NOTES

Initial Equipment: Pick 1 Equipment Card + 2 Random Loot Cards

SPells

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

ETERNAL CONFIDENCE In the next turn the target ally gains advantage in all its ACTION ROLLS

DISARM TRAP Roll MAGIC DAMAGE on a TRAP in AURA range

FIREBALL Throw a fireball to a target. Inflicts MAGIC DAMAGE to the objective. At ROOM range. Tag: EXPLOSION

RANK 2. To cast the spells of this group, the cost is 6 MANA

FLASH+ Add +3 to the SEARCH rolls 1 ROUND.

ETERNAL CONFIDENCE+ In the next turn the target ally gains advantage in all its ACTION ROLLS & DAMAGE DICES

DISARM TRAP+ Roll MAGIC DAMAGE on a TRAP in ROOM range

RANK 3. To cast the spells of this group, the cost is 9 MANA

ETERNAL CONFIDENCE++ In the next turn the target ally gains advantage in all its ACTION ROLLS +2 & DAMAGE

FLASH++Add +3 to the SEARCH rolls 1 ROUND.

ENERGY CHAINS++ All enemies in ROOM range roll with disadvantage during their next turn.

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

BOUNCE ARROW: Perform a shoot ignoring all OBSTACLES in the room. WASTE DIE (1d4)

LIGHTFINGERS: Double the BASIC die roll to open a chest. WASTE DIE (1d4)

JUMP: Ignore EXPLOSIVE tag. WASTE DIE (1d4)

NOTES

Initial Equipment: Pick 3 Equipment Cards

SPells

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

ETERNAL CONFIDENCE In the next turn the target ally gains advantage in all its ACTION ROLLS

FLASH Roll MAGIC DAMAGE on a TRAP in AURA range

RANK 2. To cast the spells of this group, the cost is 6 MANA

ETERNAL CONFIDENCE+ In the next turn the target ally gains advantage in all its ACTION ROLLS & DAMAGE DICES

FLASH+ Roll MAGIC DAMAGE on a TRAP in ROOM range

RANK 3. To cast the spells of this group, the cost is 9 MANA

ETERNAL CONFIDENCE++ In the next turn the target ally gains advantage in all its ACTION ROLLS +2 & DAMAGE

FLASH++ Roll MAGIC DAMAGE on a TRAP in ROOM range

HERO SHEET

BRAWN	CLASS MOD +1	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +0	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +0	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +1	ALT MOD <input type="text"/>
 HP	BRAWN MOD +1	ALT MOD <input type="text"/>
 MANA	BASE / MAX 13	CURRENT <input type="text"/>
 LEFT HAND ITEM	JHAAN LORATORIS	
 RIGHT HAND ITEM		
 +0 BASIC		
 +0 COMBAT		
 +8 MAGIC		
 +1 MAGIC		
MAX CARRY 5 ITEMS		



Elf cleric

BRAWN	CLASS MOD +0	ALT MOD <input type="text"/>
AGILITY	CLASS MOD +0	ALT MOD <input type="text"/>
BRAIN	CLASS MOD +1	ALT MOD <input type="text"/>
PRESENCE	CLASS MOD +2	ALT MOD <input type="text"/>
 HP	BRAWN MOD +0	ALT MOD <input type="text"/>
 MANA	BASE / MAX 12	CURRENT <input type="text"/>
 LEFT HAND ITEM	UANYA YELNELIS	
 RIGHT HAND ITEM		
 +0 BASIC		
 +0 COMBAT		
 +8 MAGIC		
 +0 MAGIC		
MAX CARRY 4 ITEMS		



Elf cleric

HERO SHEET

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

BATTLE HEALING: During 1 ROUND drain the damage you inflict on a monster an heal an HERO in ROOM range.

PUSH UNDEAD: Move UNDEAD foe as many squares as AP spend in any direction. If it lands in an empty space it disappears forever in the depths of Negundo.

ENGRAVE SYMBOLS: 2AP. You decorate a HERO's weapon with holy symbols. DAMAGE inflicted to MINIONS is increased by +1. (once per weapon)

NOTES

Initial Equipment: Pick 2 Equipment Cards + 1 Random Loot Card

SPELLS

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

AURA OF CURE Roll MAGIC die. All allies in AURA range recover the amount hp.

FOG OF LIGHT Ranged attacks against one ally have disadvantage for 1 ROUND. A target creature lose the FLY tag

CONCENTRATION An ally at AURA range gains 1 extra AP during his next turn.

RANK 2. To cast the spells of this group, the cost is 6 MANA

HOLD+ Paralyze a target creature in ROOM range. Cannot move in the enemy phase.

LIGHT CRUSHER+ All UNDEAD or DEMONS enemies in AURA receive MAGIC damage +2

CONCENTRATION+ An ally at ROOM range gains 1 extra AP during his next turn.

RANK 3. To cast the spells of this group, the cost is 9 MANA

BALM++ All allies at ROOM range are cured of a POISON.

FOG OF LIGHT++ Ranged attacks against all allies have disadvantage for 1 ROUND. All creatures lose the FLY tag

LIGHT CRUSHER++ All UNDEAD or DEMONS enemies in ROOM receive MAGIC damage +2

SPECIAL ACTIONS

This action can be played during your turn as a special action. If the cost is 0 it can be played as an interrupt action during the enemy phase.

BATTLE HEALING: During 1 ROUND drain the damage you inflict on a monster an heal an HERO in ROOM range.

PUSH UNDEAD: Move UNDEAD foe as many squares as AP spend in any direction. If it lands in an empty space it disappears forever in the depths of Negundo.

ENGRAVE SYMBOLS: 2AP. You decorate a HERO's weapon with holy symbols. DAMAGE inflicted to MINIONS is increased by +1. (once per weapon)

NOTES

Initial Equipment: Pick 2 Equipment Cards + 1 Random Loot Card

SPELLS

CHOOSE 1 SPELL FROM EACH RANK.

RANK 1. To cast the spells of this group, the cost is 3 MANA.

AURA SHIELD The caster gains +2 ARMOR. 1 ROUND

SLEP The targeted enemy in AURA gains disadvantage during its turn.

BALM The caster or an ally at AURA range is cured of a poisonous infection.

RANK 2. To cast the spells of this group, the cost is 6 MANA

FOG OF LIGHT+ Ranged attacks against all allies have disadvantage for 1 ROUND. A target creature lose the FLY tag

BALM+ The caster or an ally at ROOM range is cured of a POISON.

HOLD+ Paralyze a target creature in ROOM range. Cannot move in the enemy phase.

RANK 3. To cast the spells of this group, the cost is 9 MANA

AURA OF CURE++ Roll MAGIC die +2. All allies in ROOM range recovers that amount of hp.

FOG OF LIGHT++ Ranged attacks against all allies have disadvantage for 1 ROUND. All creatures lose the FLY tag

LIGHT CRUSHER++ All UNDEAD or DEMONS enemies in ROOM receive MAGIC damage +2

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ENEMIES VERMINS

"These Hermits of Corpses are dangerous scavengers. They inhabit the depths of Negundo. Their snaps can often be heard near the Well of Corpses where they feed and build their sinister shells. They have inhabited the valley for eons, and have found in Negundo a sinister place to develop as a species".

HERMIT OF CORPSES

VERMIN

SPEED	2	ARMOR	+3	HP	15
TAGS	Robust, Big	SKILLS	+2	AP	1

CRAB NIPPERS: 1D6 Damage. With a natural 20 on the attack roll, it also breaks a FRAGILE item of the objective.

RAMMING: 1D8 Damage. Push the target objective one square back in

SHELL DEFENSE: The crab enters inside its shell. During the active ROUND the non magical attacks to the Hermit of Corpses will have

INITIATIVE 1/3

AI

IF NOT engaged, it goes to the nearest injured HERO. IF the objective is in range, it also performs a RAMMING action.

IF it is engaged, perform 1 Action.



"Quick as bad news. These valley spiders watch you at all times, hidden in the shadows of high ceilings, on walls or behind doors. Their screeches are deafening and their labyrinthine nests hideous wax museums for fallen heroes. They like to collect humans that they mummify with their webs in order to suck out their brains bit by bit".

TARANTULA OF THE VALLEY

VERMIN

SPEED	3	ARMOR	+1	HP	10
TAGS	Nimble	SKILLS	+2	AP	2

MANDIBULES: 1D8 HP

WEB SPIT: ROOM RANGE. Concealed. +2 Attack Roll. La tarántula escupe una red viscosa que envuelve al objetivo. Si logra impactar, el objetivo pierde 1 AP en su próximo turno.

INITIATIVE 1/3

AI

IF NOT engaged, it goes to the nearest injured hero. IF the objective is in range, it also performs a RAMMING action.

IF it is engaged, perform 1 Action.



ENEMIES VERMINS

"Once you are bitten, the rotating jaws of these worms get stuck like knives inside you and it is very difficult to get them out. The best thing to do is to cut before they burst. Indeed, cutting below the elbow is better."

SLUGGG

VERMIN

SPEED	2	ARMOR	+0	HP	8
TAGS	Explosive	SKILLS	+2	AP	1

ROTATING JAWS: 1D8 HP

ACID EXPLOSION: Kill the SLUGGG. All HEROES in AURA of the EXOLOSION suffers 1D6 HP.

INITIATIVE 1/2

IF it is NOT engaged, it moves towards the nearest HERO. IF the Slugg has exactly 1 HP, it performs EXPLOSION.

IF it is engaged, perform 1 Action.

"You see a huge hole in the ground. You move your torch closer and hear the clicking of hundreds of spider jaws in the depths. Suddenly hundreds of legs appear through the opening and make their way out, and within moments you are surrounded by giant tarantulas."

HIVE

VERMINS HIVE

TIMER	Roll 1D8	ARMOUR	+0	HP	10*TIMER
AP	-	TYPE	Odds: Tarantulas. Even: Slugg		

SETUP: Roll a TIMER die and place it over the HIVE token on the ROOM. This will set the turns before the next SPAWN occurs.

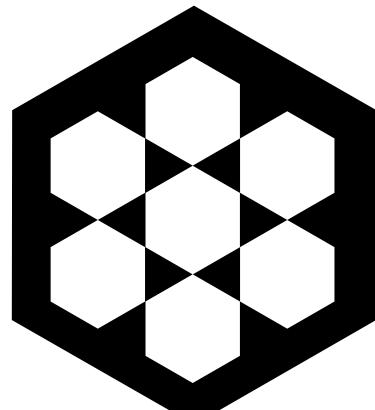
SPAWN: Place a VERMIN of the KIND of the HIVE. Then DECREASE

DECREASE: Decrease the TIMER DIE number by one.

INITIATIVE -

IF number of TIMER or HP is equal to or less than 0. Remove the HIVE.

IF as many TURNS have passed as indicated by the current TIMER number. Perform a SPAWN action. Then DECREASE.



ENEMIES MINIONS

"Aghrihon opened the minds of these poor mortals, and showed them the eerie and thriving extraplanar reality beyond the stars. Seduced by power and knowledge, these soldiers, chosen by the necromancer himself, prowl the chambers of Negundo, practising his horrifying experiments."

CULTIST

MINION · HUMAN

SPEED	3	ARMOR	+2	HP	10
TAGS	-	SKILLS	+3	AP	1

SICKLE: The preferred melee weapon of choice for the Cultists. A sharp sickle that rips through the toughest armor (1D6 HP).

VOID GUN: Extraplanar artifact. ROOM RANGE. The cultist's arm becomes a cannon from which a vacuum ball is fired. Causes 1D8 HP + EXPLOSIVE.

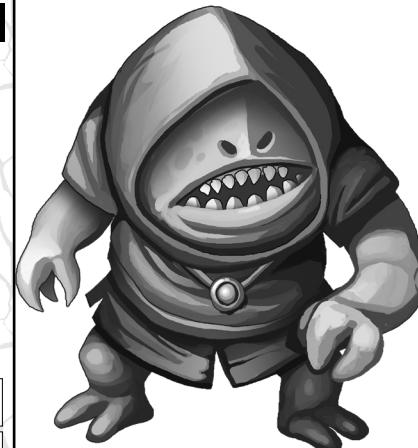
INJECTION: If the cultist has an UNDEAD in ROOM range, it heals the undead with 1D6HP.

INITIATIVE 2/2

AI

IF he is NOT engaged, and has LOS shoot VOID GUN, otherwise move to the HERO with more BRAIN.

IF it is engaged, perform SICKLE or INJECTION.



"Putrefied corpse from the ritual of a Cultist. These unfortunate beings were once human. They ended up imprisoned in Negundo as booty from the villages besieged by Arighon. These humans have served as guinea pigs for the Cultists so they could experiment on them."

UNDEAD

MINION · UNDEAD

SPEED	2	ARMOR	+1	HP	12
TAGS	Undead	SKILLS	+2	AP	1

SWORD BLOW: 1D6 HP. Sword forged from human bones. Magic sword. Ignores target's armour

INITIATIVE 2/3

AI

IF NOT engaged, it goes to the nearest injured hero. IF the objective is in range, it also performs a RAMMING action.

IF it is engaged, perform 1 Action.



ENEMIES MINIONS

"These demonic beings appeared in Negundo attracted by the intensity of evil that radiates from the fortress. In Negundo they feed on the fear of the heroes. Sometimes they fight against the heroes and sometimes against their extraplanar enemies."

DEMON

MINION · DEMON

SPEED	2	ARMOR	+3	HP	15
TAGS	Nimble	SKILLS	+3	AP	2

CLAWS: 1D8 damage. With a natural 20 on the attack roll, it also breaks a FRAGILE item of the HERO

FIRE WIND: 1D8 HP. ROOM RANGE. Can be dodged with an AGILITY roll.

INITIATIVE 2/1

FIRE septs immunity

AI

IF NOT engaged, it will move away from the hero with more Brawn. And perform FIRE WIND

IF it is engaged, perform 1 Action.



"From the summoning circle engraved on the slab came a flash of white light, then several corpse-like hands began to emerge from the ground. The summoning ring kept spitting out monsters. Soon we were surrounded by several Undeads wielding their rusty weapons."

SUMMONING RING

MAGICAL · CARVED · RING

TIMER	Roll 1D6	ARMOUR	+0	HP	10*TIMER
AP	-	TYPE	Odds: Demon. Even: Undead		

SETUP: Roll a TIMER die and place it over the summoning ring tile on the ROOM. This will set the turns before the next SUMMON occurs.

SUMMON: Place a monster of the type summoning ring. Then ->

DECREASE: Decrease the TIMER die number by one

INITIATIVE -

AI

IF number of TIMER or HP is equal to or less than 0. Remove the SUMMONING RING

IF as many TURNS have passed as indicated by the current TIMER number. Perform a SUMMON action. Then DECREASE.



ENEMIES EXTRAPLANAR

"Arihon recruited these extraplanar creatures near a star of hyperbolic geometry that oscillated between two times. They were the principal builders of Negundo. The species agreed to help Arihon if he would agree to supply human souls with which to trade on their world."

SOUL EATER

EXTRAPLANAR

SPEED	1	ARMOR	+1	HP	8
TAGS	Nimble	SKILLS	+4	AP	1

CLAWS: 1D6 damage and also absorbs the same quantity of MANA points.

SWALLOW: Swallows 1D8 Mana from an objective. AURA RANGE.

VANISH: Disappears from the ground and emerges in a square 1D6 away.

INITIATIVE 2/3

AI

IF NOT engaged, VANISH.

IF it is engaged, perform 1 Action.



"Slayers are lethal biomechanical creatures from an extraplanar dying world.

Their only drive is to conquer worlds and propagate their species. When Arihon breached for the second time, several Slayers entered our plane and hid inside Negundo, creating a colony that is preparing to assault the continent."

SLAYER

EXTRAPLANAR

SPEED	4	ARMOR	+2	HP	16
TAGS	-	SKILLS	+3	AP	2

BLADES: Melee attack 1D6 HP

ACID BLOOD: The Slayer's blood is composed of corrosive acid. Apply a WASTE DICE (1D6) to your melee weapons when you hit the Slayer.

INITIATIVE 1/3

AI

IF NOT engaged, it goes to the nearest hero and perorm Blades.

IF it is engaged, perform 1 Action.



ENEMIES EXTRAPLANAR

"When Arighon resurrected Negundo with his dark magic. His womb once again spawned hideous creatures and soon its walls were filled with Daughters of Chaos chrysalises. These creatures function as Negundo's immune system and attack and destroy any intrusion into his body."

CHAOS DAUGHTER

EXTRAPLANAR

SPEED	2	ARMOR	+3	HP	16
TAGS	Big	SKILLS	+2	AP	1

CLAWRAIN: 1D4 damage for each Appendix.

NEW FLESH: Add another appendix to chaos daughter body. (Chaos daughter starts with 3 appendix)

MAGIC NULL: The chaos daughter is immune to any spell that would inflict damage.

INITIATIVE 3/3

IF NOT engaged, it goes to the nearest hero. IF the objective is not range, it also performs a **NEW FLESH** action

IF it is engaged, perform 1 Action.



"Because of the interdimensional power still contained in the fortress. Sometimes, extraplanar portals open for brief moments. Doors that open in the most unexpected places and through which the void and the most horrendous creatures peep out."

EXTRAPLANAR PORTAL

EXTRAPLANAR

TIMER	Roll 1D4	ARMOUR	-	HP	10*TIMER
AP	-	TYPE	Odds: Slayer. Even: Soul Eater		

SETUP: Roll a TIMER die and place it over the PORTAL token on the ROOM. This will set the turns before the next RIFT occurs.

DIMENSIONAL RIFT: Place an EXTRAPLANAR token of the KIND of the PORTAL. Then DECREASE ->

DECREASE: Decrease the TIMER die number by one.

INITIATIVE -

IF number of TIMER or HP of the portal is equal to or less than 0. Remove the EXTRAPLANAR PORTAL

IF as many TURNS have passed as indicated by the current TIMER number. Perform a DIMENSIONAL RIFT action. Then DECREASE.



ENEMIES KEY KEEPER

"They are not human. They are the key. A sort of anthropomorphic projection of the magical thinking of the keys created by Arighon. They take the form of formidable warriors. To destroy Negundo it will be necessary to defeat them and alter their form again."

KEY KEEPER

MINION · MIDBOSS - KEYKEEPER

SPEED	3	ARMOR	+3	HP	20
TAGS	Big, Robust	SKILLS	+2	AP	1

BLADE STRIKE: 1D8 damage. PUSH the HERO 1 square away.

TAUNT: Increase ROOM tension by +1.(Only once)

When the Keykeeper is defeated, leave the corresponding magic key where the enemy has fallen.

INITIATIVE 1/3

IF NOT engaged, it goes to the nearest injured hero. IF the objective is NOT in range, it also performs a TAUNT action.

AI

IF it is engaged, perform 1 Action.



ENEMIES ARIGHON

"The most feared necromancer in the region. Arighon the Dimensional Traveller. Crammed into his fortress, he has terrorised the entire kingdom for decades. People wonder what is left of the human in this being."

ARIGHON

BOSS

SPEED	3	ARMOR	+2	HP	30
TAGS	Nimble	SKILLS	+4	AP	2

TENTACULAR GRAB: Melee 1D8 damage. If hero fails AGILITY roll Arighon heads for the ceiling and drops the hero to the floor. Double the damage.

HOWLING VOID: The next round spells have half their effects.

VOID RAY: His hands shoot black beams of void that paralyze the target. Heroes affected by the beam lose 1 AP in their next turn.

DODGE: Can dodge any attack. As an ACTION roll +4. Roll greater than or equal to $12 + (\text{HEROS ALIVE})$.



Move and attack the nearest hero.



"A tangle of giant veins, sprouting from a heart suspended in the air and extending sideways and upwards, clinging to the organic walls of the room that seems to breathe and beat with the beating of the heart."

NEGUNDO'S HEART

TITANIC ORGAN

TIMER	Roll 1D6	ARMOUR	-	HP	10 * TIMER
AP	-	TYPE	-		

SETUP: Roll a TIMER die and place it over the HEART token on the ROOM. This will set the turns before the next CURE occurs.

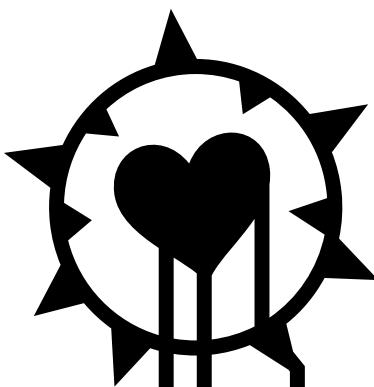
CURE: Cure Arighon 1D8.

RESET: Reroll the TIMER die

INITIATIVE

IF the number of **TIMER** is equal to or less than 0. RESET the timer die.

IF as many TURNS have passed as indicated by the current TIMER number. Perform a CURE action.







RAVEN CARVED SKULL

Roll MAGIC die +8 to LEARN. Raven chattering its beak. Drain as many HP you want from an ally in ROOM range and inflict that amount to any target.

ITEM - MAGIC



VENGEFUL AXE

An axe made with EXTRAPLANAR bones. Double COMBAT damage on extraplanar enemies.

WEAPON - SLASHING - HEAVY



SOUL STAFF

When an ally rolls a natural 20 on any action and you are in ROOM range you receive +2 MANA points. Increase MAX MANA +3

WEAPON - MAGIC



PSYCHE MUSHROOMS

Mushrooms high in protein. You recover 2D4 MANA. WASTE DIE (ID4)

FOOD



CORNUCOPIA RING

Roll MAGIC die if +6 LEARN ITEM: Use the ring to alter its shape to copy any object you wish in ROOM range.

ITEM - MAGIC



BLACK BLOOD POISON

Spread over SLASHING weapon blade. +3 COMBAT damage. WASTE DIE (ID6)

ITEM



YEARNING MACE

Add +3 to PRESENCE and +1 to COMBAT die

WEAPON - CRUSHING - HEAVY



GLOVES OF CORROSION

ARMOR +1. Rust metal surfaces. Add +2 BASIC damage rolls.

ARMOR



CLUB

Add +2 to PRESENCE. Gains EXPLOSIVE if hitting an UNDEAD.

WEAPON - CRUSHING - MAGIC



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



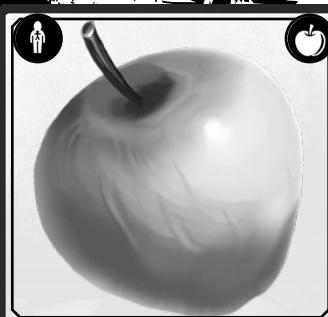
LOOT CARD



LOOT CARD



LOOT CARD



ROTTEN FRUIT

Cure 2HP to an ally. WASTE DIE (1D6)

FOOD



ASTRAL PADLOCK

Roll MAGIC die on +7 to LEARN. Activate the artefact to seal any summoning ring or extraplanar portal on ROOM range. One use.

ITEM - MAGIC



FLAME ARROWS

Add EXPLOSION tag to the ranged attacks thrown from a bow or crossbow. COMBAT damage +2. WASTE DIE (1D6)

ITEM



IRON ARMOR

ARMOR +3. You move only 2 spaces.

ARMOR



FLAME WALL

All enemies in AURA range receive MAGIC damage. Double damage if UNDEAD. Destroy after use.

SCROLL - MAGIC



ANTIGRAVITATORY RING

Roll MAGIC +4. During your TURN you can move around any empty squares. You cant be pushed.

ITEM



LEATHER ARMOR

ARMOR +1

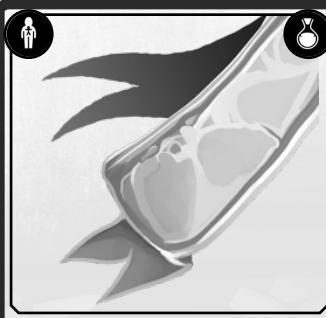
ARMOR



CLOAK OF CALM

Throw 15+ on a MAGIC roll. -1 to the TENSION on this room permanently. Non accumulative.

ITEM - MAGIC



BANDAGES

When you rest you heal 2D4 instead of 1D4 HP. WASTE DIE (1D6)

ITEM



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



LOOT CARD



TORCH

Add +1 to SEARCH ROLLS. When the torchbearer receives a wound flip the card over. The torch loses its effects. Spend 1AP to turn it back then roll

ITEM



SWORD

Add +1 to BRAWN.

WEAPON - SLASHING



SHIELD

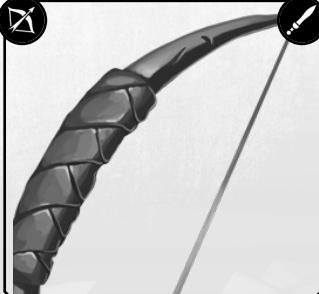
+1 ARMOR

ARMOR



MACE

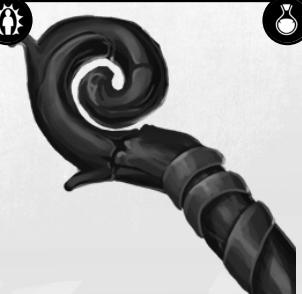
+1 COMBAT damage die



LIGHT BOW

+1 Ranged Attacks

WEAPON - RANGED



STAFF

Add +1 to magic action rolls

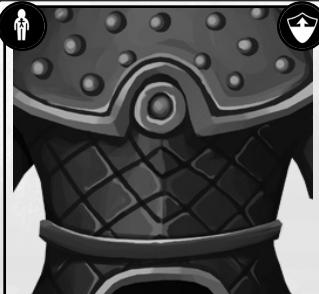
WEAPON - MAGIC



HALF FULL CURE POTION

You are healed of $1D4$ HP per sip.
WASTE DIE ($1D4$)

ITEM - FRAGILE



LEATHER ARMOR

+1 ARMOR

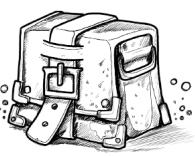
ARMOR



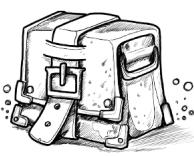
CHAINMAIL

+2 ARMOR. You move one space less in your movement actions.

ARMOR



EQUIPMENT



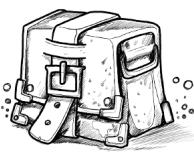
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EQUIPMENT



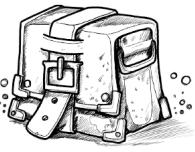
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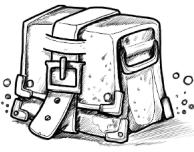
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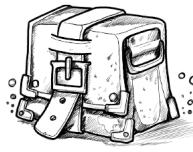
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EQUIPMENT



EQUIPMENT



EQUIPMENT

KEY
KEEPER



KEY
KEEPER

KEY
KEEPER



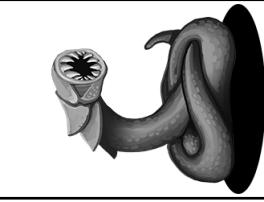
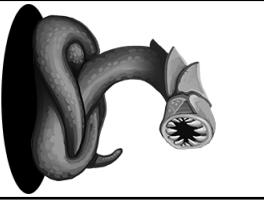
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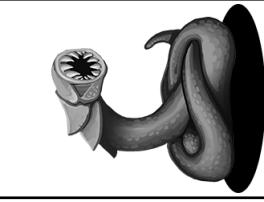
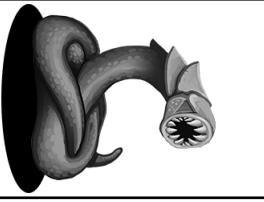
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SLUGGG



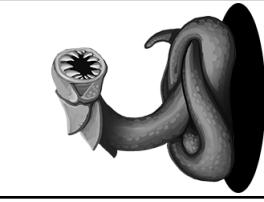
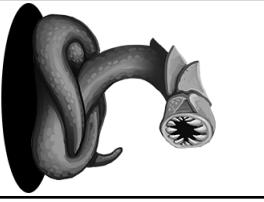
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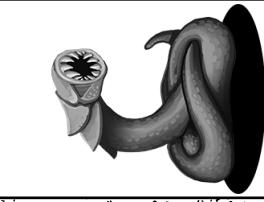
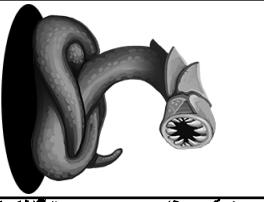
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**KEY
KEEPER**



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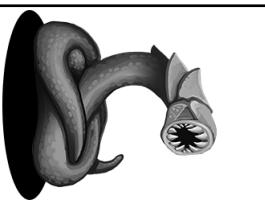
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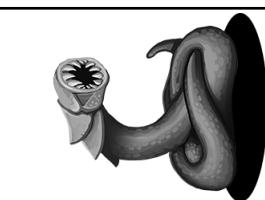
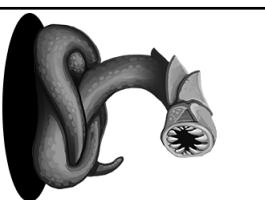
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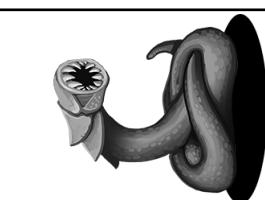
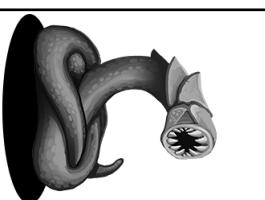
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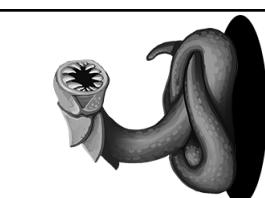
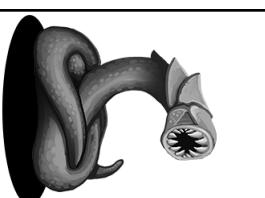
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TARANTULA



TARANTULA

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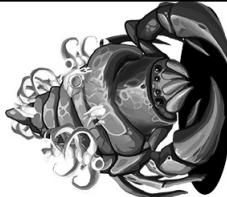
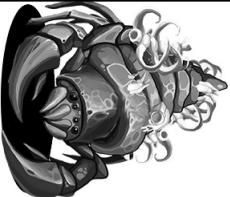
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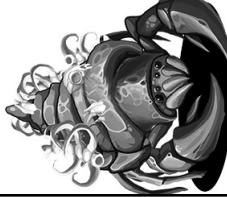
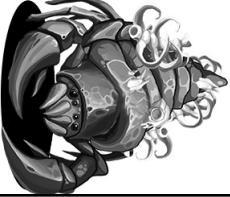
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HERMIT OF
CORPSES



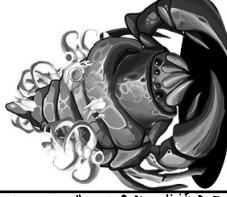
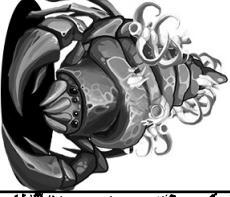
HERMIT OF
CORPSES

HERMIT OF
CORPSES



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CORPSES

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CORPSES



HERMIT OF
CORPSES

TARANTULA	A black and white illustration of a Tarantula's front legs and body, showing its eight legs and segmented body.	A black and white illustration of a Tarantula's back legs and body, showing its eight legs and segmented body.	TARANTULA
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HERMIT OF CORPSES	A black and white illustration of a Hermit of Corpses's front legs and body, showing its eight legs and segmented body.	A black and white illustration of a Hermit of Corpses's back legs and body, showing its eight legs and segmented body.	HERMIT OF CORPSES
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TARANTULA



TARANTULA

TARANTULA



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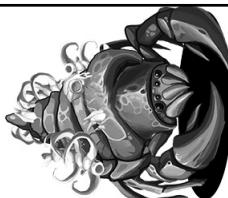
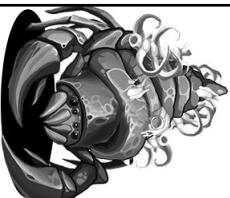
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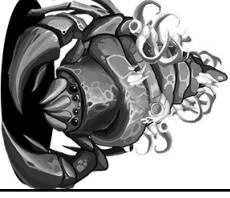
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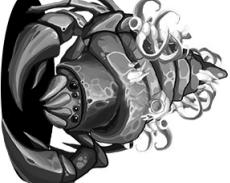
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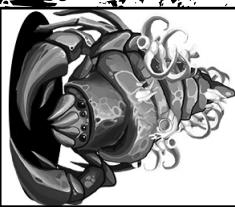
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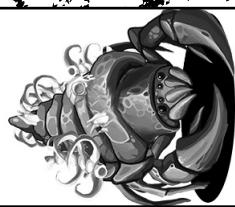


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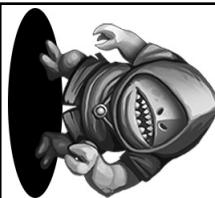
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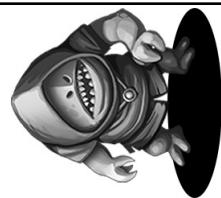
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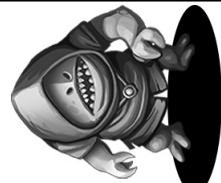
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CULTIST



CULTIST



CULTIST



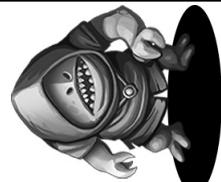
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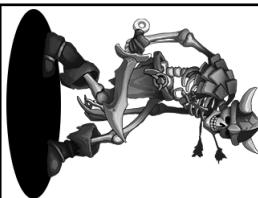
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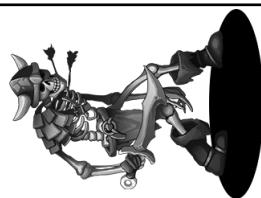
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UNDEAD



UNDEAD



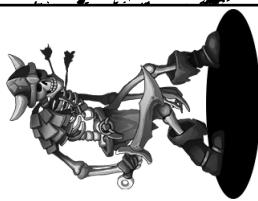
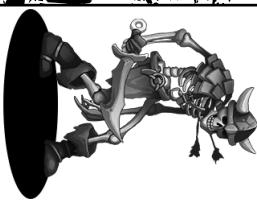
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UNDEAD

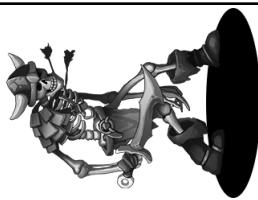
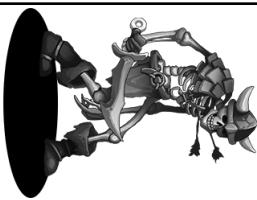


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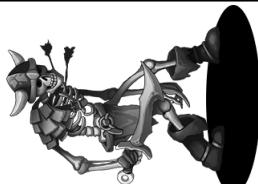
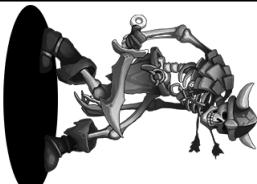
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UNDEAD

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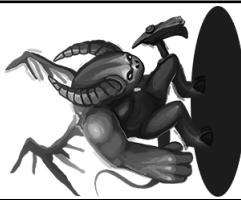
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DEMON



DEMON

DEMON



DEMON

DEMON



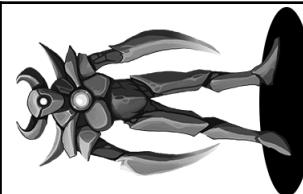
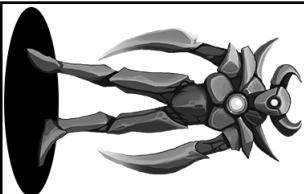
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AGRION



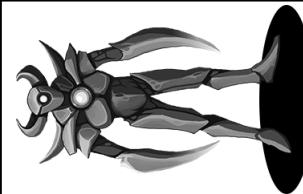
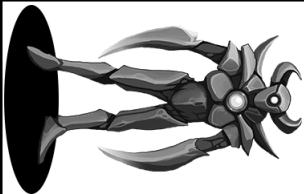
AGRION

SLAYER



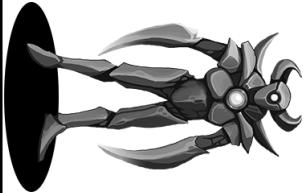
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SLAYER



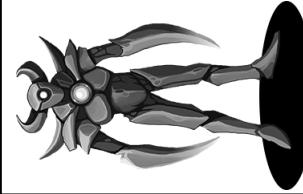
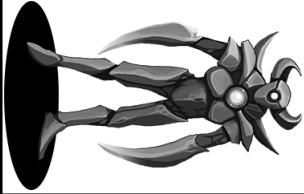
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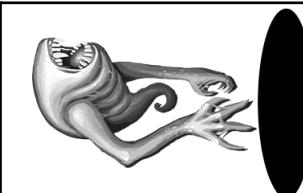
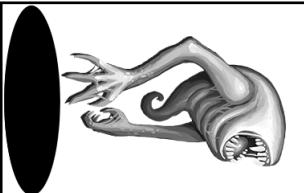
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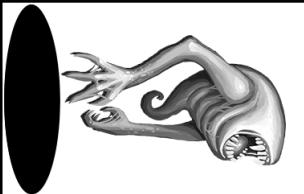
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**SOUL
EATER**

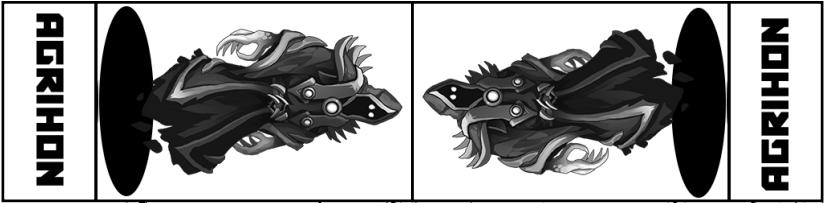
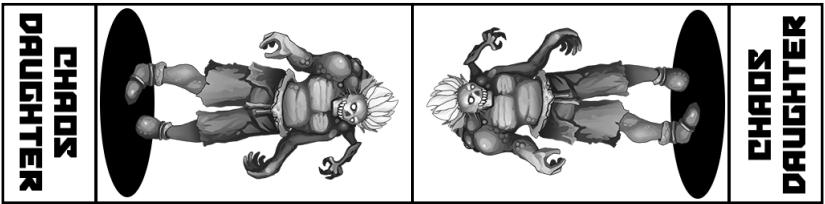
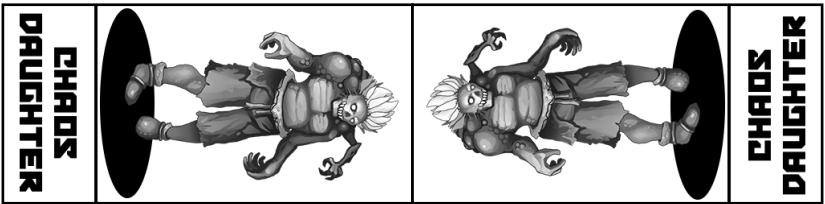
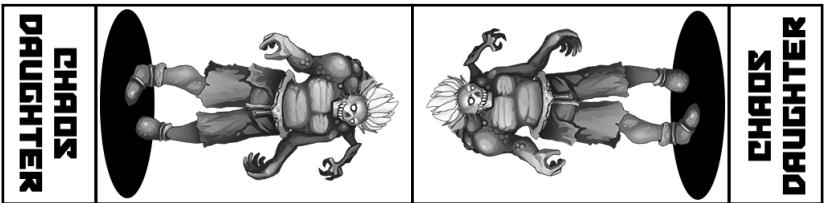
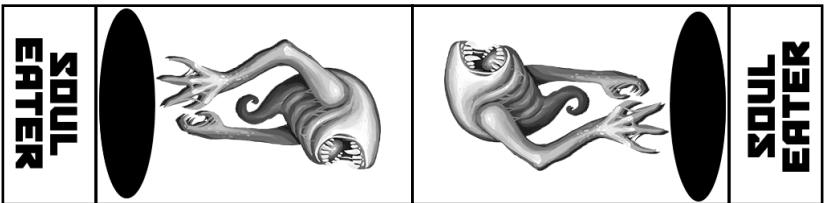
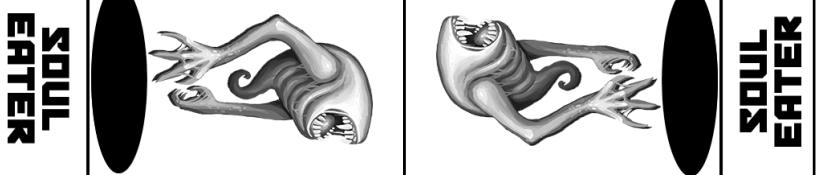


**SOUL
EATER**

**SOUL
EATER**



**SOUL
EATER**



HASDRAE BELYN
FLASKBRANCH



HASDRAE BELYN
FLASKBRANCH

MHORAGA
QUWENHS



MHORAGA
QUWENHS

OPHADORA



OPHADORA

FUH



FUH

JHAAN
LORATORIS



JHAAN
LORATORIS

UJNHA HELNELIS



UJNHA HELNELIS

HASDRAE BELYN
FLASKBRANCH



HASDRAE BELYN
FLASKBRANCH

MHORRYGA
QUWENHS



MHORRYGA
QUWENHS

OPHADORA



OPHADORA

FUH



FUH

JHAAAN
LORATORIS

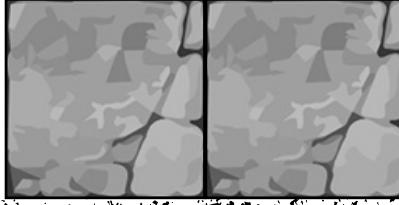
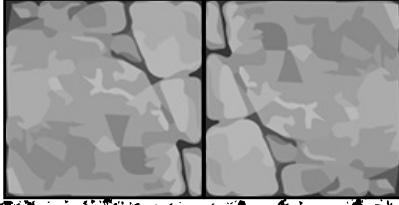
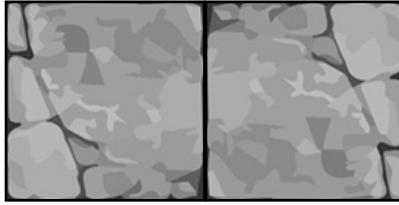
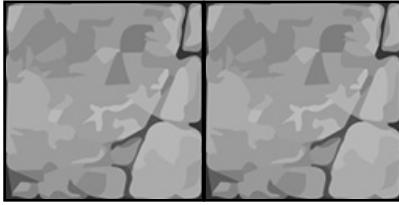
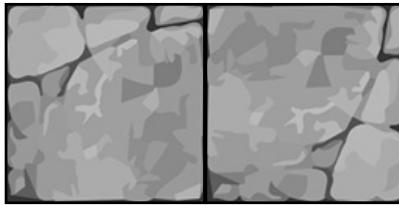
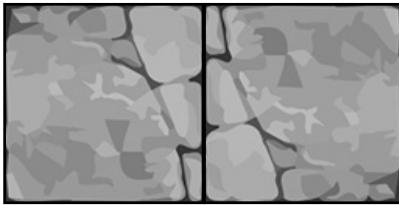
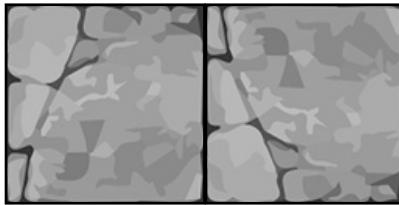
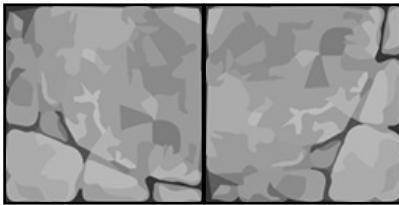
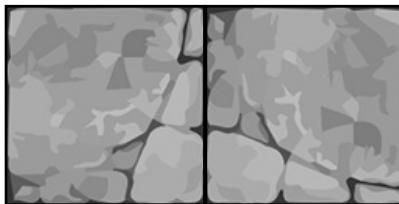
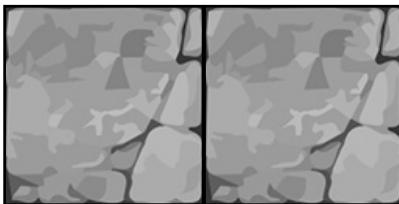
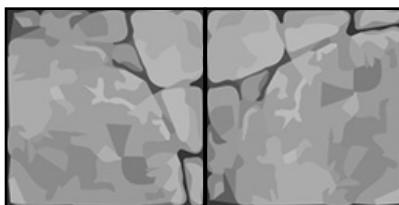
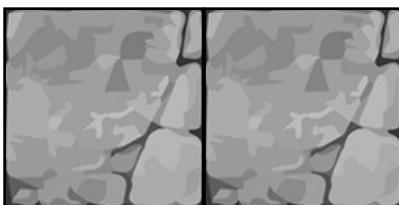
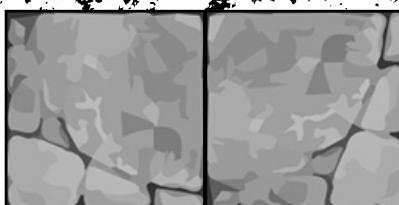


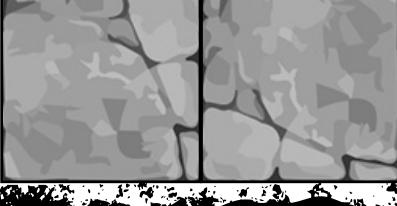
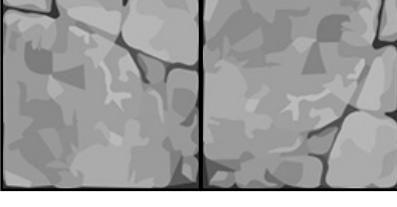
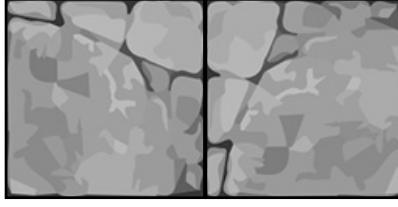
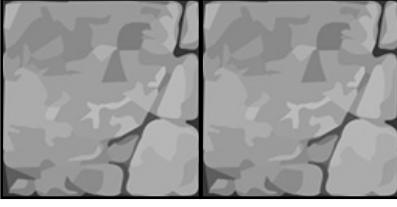
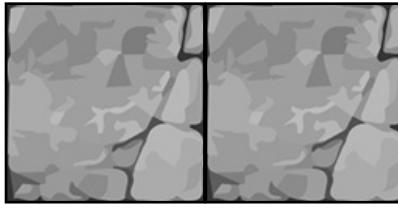
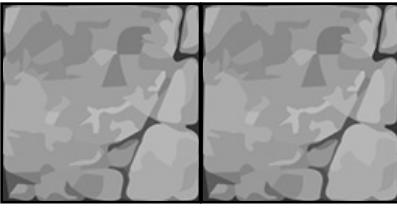
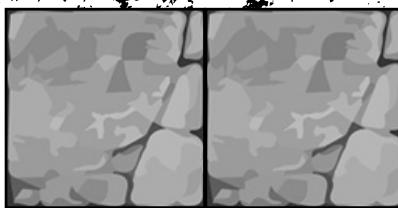
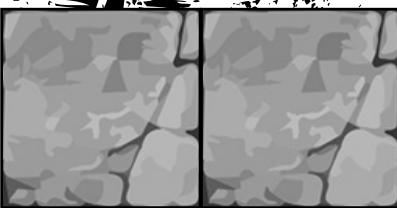
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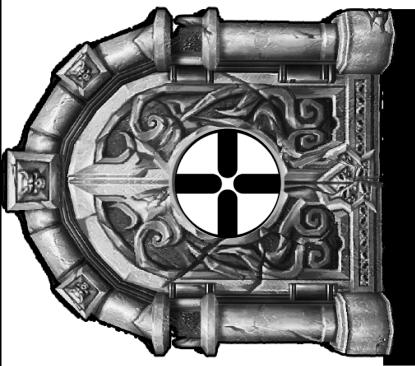
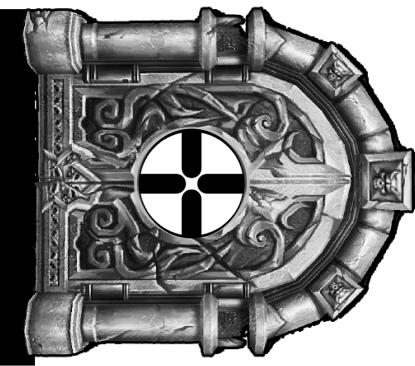
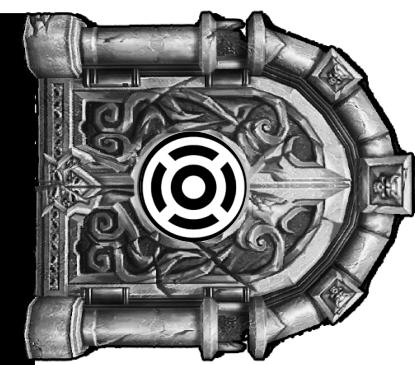
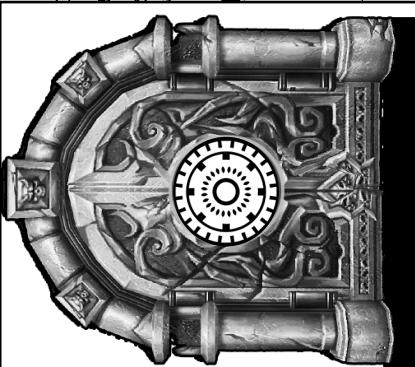
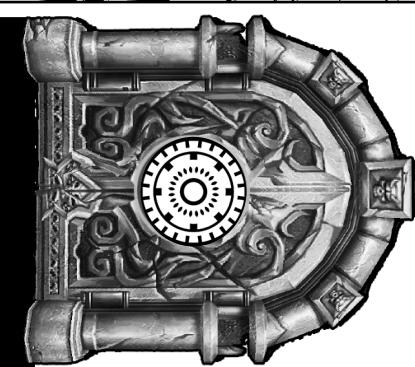
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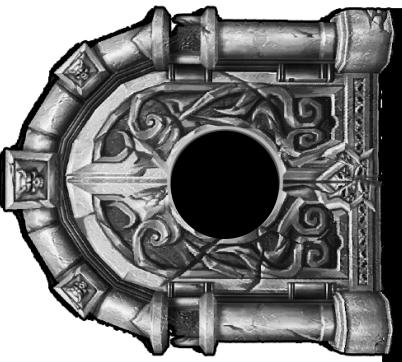
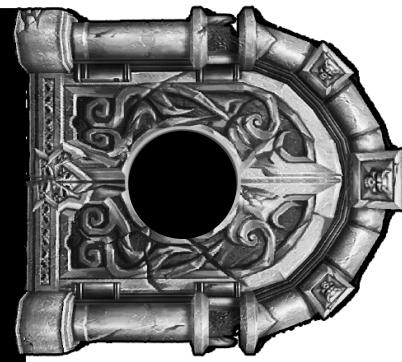
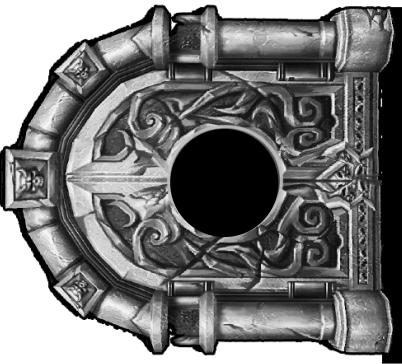
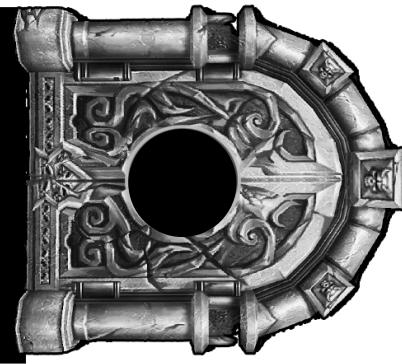
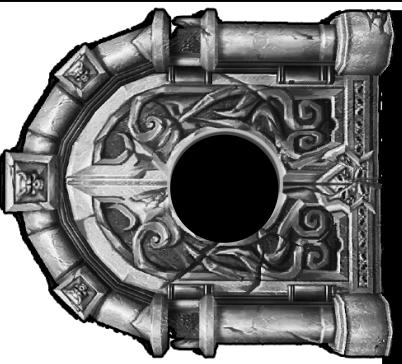
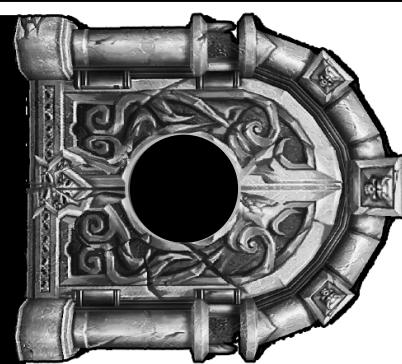
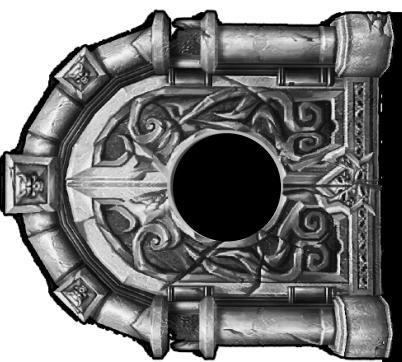
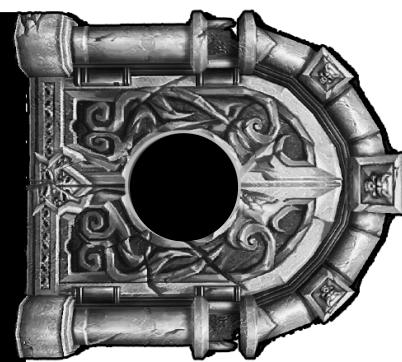


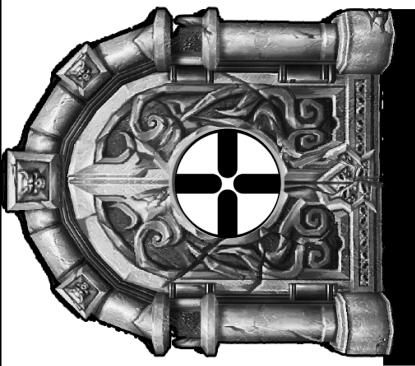
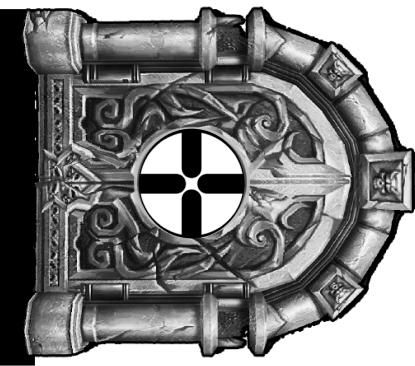
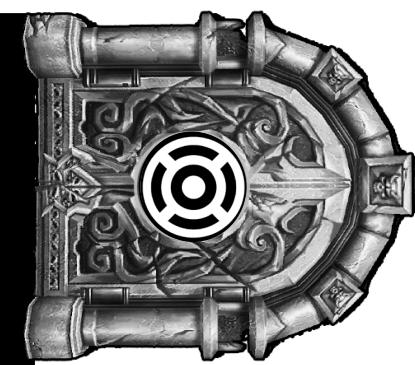
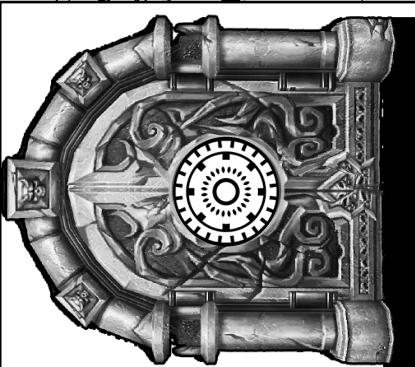
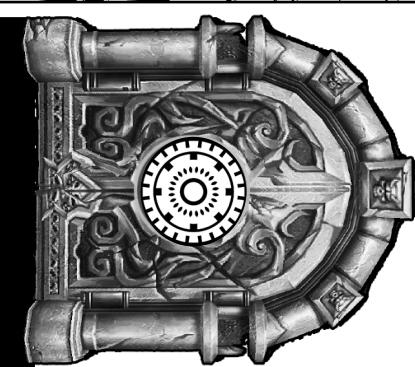
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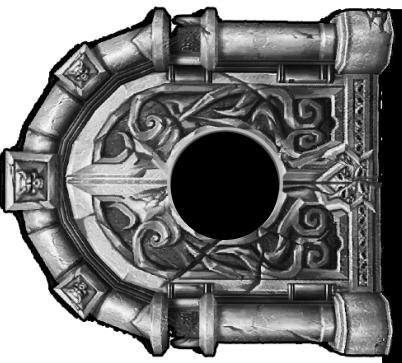
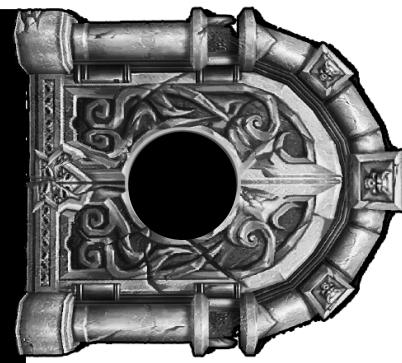
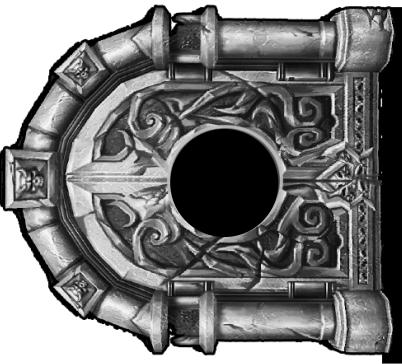
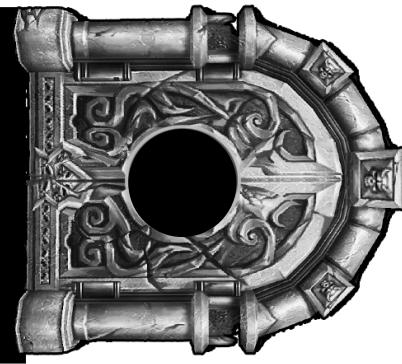
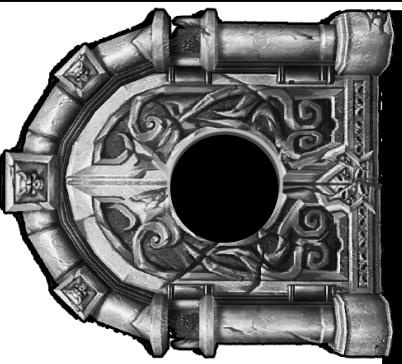
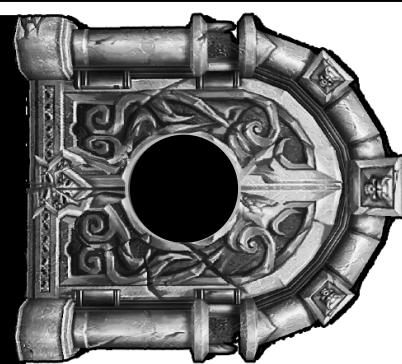
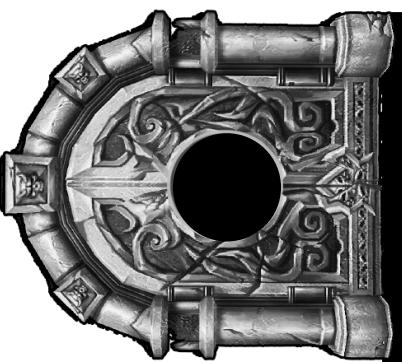
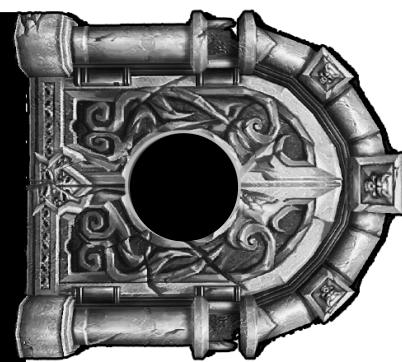














NEGUNDO v0.8

OLSIOLE SOBDI RILE JUWRO

ZINE GENERATED IN 2021 (ZINE QUEST 2)

Coded and designed by delacannon

Illustrations and icons by Dominik, game-icons.net, delacannon