

SHADOW CALL

An unofficial fan-made campaign for:

RELICBLADE

ADVENTURE BATTLE GAME

by Metal King Studio and Sean Sutter

DESIGN, TEXT, LAYOUT, & GRAPHICS

Joe Kopena

PLAYTESTING

Redcap's Corner Monday Night Relicblade

Philly Indie Tabletop

SPECIAL THANKS

Jacob Cook

Matt Lechtenberg

Tom Wambold

ICONS

Delapouite, Lorc

ILLUSTRATIONS

a-ravlik, brgfx, iobard, klyaksun, Rexard, Riptaid, Warm_Tail

FONTS

James Grieshaber, Kimberly Geswein, Sideshow, VinType Studio

Materials produced using open source tools on Linux, esp. Inkscape, GIMP, WeasyPrint, Firefox, xsltproc, sass, pdfjam, make, and emacs.

Licensed under CC BY-NC-SA 4.0 



CAMPAIGN STRUCTURE

Shadow Call has a simple linear structure. Players begin by recruiting initial warbands. The story then develops over four campaign rounds.

PHASES

Each of the four campaign rounds is comprised of three phases:

(1) PRE-GAME. Buying upgrades and progressing characters.

(2) EPISODE. A specific game scenario to play per round—

- Episode 1: Signs & Portents
- Episode 2: The Scryer
- Episode 3: Shadow Call
- Episode 4: Showdown

(3) POST-GAME. Assigning renown and recording serious injuries.

THREAT LEVEL

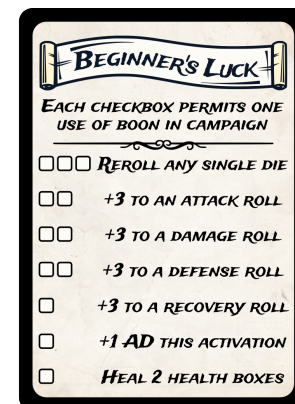
The episodes are designed for play at 100 threat but are flexible. A campaign could, e.g., start with a smaller 75pt game and end on a 125pt finale. A standard 2ft by 2ft table should be used regardless.

OUTCOMES

The first three episodes each award an intervention card (🎴). These are associated with the warband and not any particular character. They do not have to be used in the directly subsequent match.

BEGINNER'S LUCK

If one player has a good bit less Relicblade experience than the other they can take the Beginner's Luck card at the outset of the campaign. It provides a set of boons to use in aid of their warband. The card is kept for the campaign's duration. A checkbox is marked each time the associated boon is used. Only boons with unmarked checkboxes are available.



Beginner's Luck.

WARBANDS

Before the campaign begins each player must establish their warband, the makeup and progress of which is recorded on roster sheets.

ALLEGIANCE

First and foremost, swear your allegiance for the campaign to either the Adversary or the Advocate. There can be no equivocating and no standing on the sidelines in this struggle.

ROSTER

Next choose an initial roster of characters for your warband to a total of at most 125 threat. Upgrades are not included in this total, and are purchased in the Pre-Game phase before each episode.

Rosters must always adhere to the following rules:

- Only characters of your allegiance or Neutral may be selected.
- Named characters (Lady Aurelia, Griksek Kreskek, Hellebore of Thog, etc.) cannot be duplicated within your warband.
- At most one Legend character may be included.

Summoned characters (e.g., Spirit Weapon), dependent peripherals (e.g., Eye of Augaroth), and other characters that do not have threat values and/or have no upgrade slots do not get an independent roster entry and do not earn renown, suffer wounds, or otherwise progress.

LIFEPATHS

Then choose the lifepath your warband took to reach this campaign:

GENTRY. Starts with 8 gold and all characters 0 renown.

JOURNEYMEN. Starts with 6 gold and you may grant 1 renown.

VETERANS. Starts with 2 gold and you may grant 2 renown to one character and 1 renown to another.

N.B.: In this campaign tactics upgrades may not be purchased using gold. They are instead acquired using renown as detailed later.

TEAMS

This campaign somewhat alters the rostering and gameplay of Teams. Character cards with the Team ability are to be considered as representing multiple identical characters. In other words, a team is defined by one card but is associated with multiple entries on your warband roster, typically two, progressing separately in the campaign.

As they are separate characters, upgrades may and must be purchased separately for each member of a team.

Teams may only be fielded in their entirety, at the threat value on the team's character card. If a member becomes dead then a new replacement must be recruited for the team to be played in a game. When necessary, the threat value of an individual character in a team is calculated as the threat value given on the team's character card divided by the number of members (usually two), rounding up.

The gameplay rules of teams are otherwise unchanged:

- Team members activate together, regardless of distance or sight.
- Each team member generates its own pool of action dice.
- Actions may be performed by team members in any order.
- All team members have Non-Heroic Recovery.

TRACKING RENOWN

Characters' renown is tracked on their roster entries. It is important to record how much a character has earned throughout the campaign as well as how much has been used. A

character's total earned renown affects how renown is awarded after games. But once a point of renown is used it is spent and cannot be used again. To track both these, fill in boxes on the character's renown track as it is earned, capturing their campaign total. When renown is used cross off the appropriate number of boxes. The remaining filled uncrossed boxes are available for further use.

Character Name:	Capt Riptooth
Renown:	XXXXXX
	True Grit

Captain Riptooth has earned 3 renown and used 2 to acquire the tactic True Grit.

PRE-GAME

Warbands progress in the Pre-Game phase conducted before each campaign episode. This can be done before meeting for a match.

MARKET

Upgrades and treasure may be bought, sold, & swapped in Pre-Game.

BUYING

You may spend (reduce) the gold held by your warband to purchase weapon, item, potion, and spell upgrades for characters. Tactics may not be purchased using gold. Remember that each member of a team is a separate character which may and must be equipped individually.

SELLING

Weapon, item, and potion upgrades may be sold (discarded) to gain their cost in gold. Tactics and spells may not be sold. Treasures, loot, and relics may be sold to gain gold and renown as listed on their card—the values at the lower right in respectively the square and diamond. Renown earned in this way may be divided and assigned to one or more characters as desired.

SWAPPING

Weapons, items, potions, treasures, loot, and relics may be moved among characters in your warband between games. Recipients must have the appropriate upgrade slots and keywords as usual. Tactics and spells may not be transferred.

RECRUITMENT

Players that cannot field the specified threat for an episode draft new members to their roster at no cost until they can.

Additional characters may otherwise also be voluntarily recruited, at the cost of half their threat value in gold (rounding up). There is no limit on the sum total threat or number of characters comprising a



The Rune Bracelet may be sold to gain 2 gold and 1 renown.

warband, but remember matches are limited to a given threat. Other roster restrictions do apply, e.g., on named characters.

Teams may be recruited at half their character card threat (round up). Dead members may be replaced for half that again (round up).

RENOWN

Renown may be used to advance characters or gain resources.

CHARACTER LEVELING

Characters may use their own personal renown in several ways:

- Purchase tactic upgrades, by consuming the cost of the tactic (the value in the square at the bottom right of the card) in renown. A tactic upgrade slot must be available to do so.
- Purchase additional tactic, weapon, item, potion, or spell upgrade slots. The character need not start with a slot of that type. For each type of upgrade slot, the first purchased costs 1 renown, the second 2 renown, and the third & final 3 renown.
- Heal (remove) a wound. The first healing costs 1 renown, the second costs 2 renown, and the third & final costs 3. Any wound can be healed, in any order, any number of times, including Dead.

WARBAND FUNDRAISING

Warbands may also trade on their renown to fundraise gold. This may be done as many times per campaign round as the current campaign round number (i.e., once before Episode 1, twice before Episode 2, thrice before Episode 3, etc.). There are three exchange rates:

- Up to 3 times per campaign, 1 renown used yields 2 gold;
- Up to 2 times per campaign, 3 renown used yields 4 gold;
- Once per campaign, 5 renown used yields 6 gold;

Any combination of characters may contribute renown to fundraising. Renown used from dead characters is double value, i.e., 1 renown used from a dead character counts as 2 renown for fundraising. Such characters are thereafter ineligible to have their Dead wound removed.

POST-GAME

Renown is gained and wounds triaged in the Post-Game after each episode. This is partly interactive & best done directly at game end.

RENOWN

Any character that disabled one or more characters with at least as much renown as their own in the game is awarded one renown.

The victor awards one renown to a character of their opponent's. They in turn award one renown to a character of the victor's. Both players award one renown to a character of their own. They may choose the same character their opponent did. Renown may only go to fielded characters, but may go to those disabled or removed from play.

WOUNDS

Roll against the Injuries chart for each character disabled or removed from play. Characters removed from play suffer a -1 penalty.

INJURIES	D6 OUTCOME EFFECT		
	6	Heroism	Gain one renown
	5	Endurance	No lasting effects
	4	Destroyed Gear	Lose a random upgrade; if none equipped roll a wound w/ +1 modifier
	3	Wounded	Roll a wound
	2	Wounded	Roll a wound
	1	Damaged	Roll a wound with -1 modifier

Then roll against the Wounds chart below as/if directed. Ignore any modifier if it would shift the result off the table. If the character has already suffered an outcome, decrease (worsen) the result by 1.

WOUNDS	D6 OUTCOME EFFECT		
	6	Hardened Resolve	No penalty
	5	Torn Knee	-1 to disengage rolls (either role)
	4	Crushed Hand	-1 damage for melee+natural attacks
	3	Spinal Injury	-1 health (cannot be healed in-game)
	2	Broken Spirit	Non-Heroic Recovery
	1	Dead	Character no longer available

EPISODE MECHANICS

The episodes share a simple framework and a few scenario mechanics.

WARBAND SELECTION

Whatever threat level is set for the episode, after configuring terrain but before rolling for deployment, the players choose characters to field from their roster summing to at most that threat (upgrades and renown are not included). Dead characters cannot be chosen.

DRAWN GAMES

Matches tied on victory points are awarded to the player with greater total threat across remaining able characters. Failing this neither wins.

TREASURES, LOOT, AND RELICS

Treasures are upgrades acquired in play rather than purchased. They are not associated with any basic upgrade type (tactics, etc.) and do not require an open upgrade slot to carry or use. Beast, construct, summoned, and dependent peripheral characters may not pick up or otherwise equip treasures unless able to perform scenario actions.

There are three forms of treasure available in this campaign:

 **TREASURE.** Lost prizes up for grabs on the battlefields, placed as stated by the episode rules and drawn randomly from the deck of Treasures when first picked up. Cards should not be replaced in this deck, so there are no repeats through the campaign.

 **LOOT.** Particular goods dropped by monsters when they are first disabled, as specified in the episode writeups.

 **RELICS.** Artifacts of great might and consequence, fought over directly or dropped by monsters. Each episode includes rules on which are available and how, as well as any effect on scoring.

All three of these types are treasures and unless noted otherwise follow the same rules for picking up, selling, and other mechanics.

SCATTER

Several episodes use a Scatter mechanic to select random game elements, e.g., table quadrants, with a better distribution than rolling.

Scatter employs a deck of cards numbered 1-8 plus a title card. At game start the title card is used to mark one of the game elements for the duration of the game. The numbered cards are shuffled and kept face down.



Scatter 7.

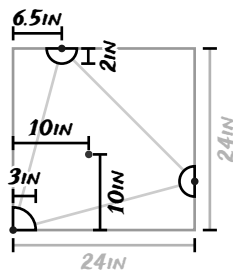
When Scatter is used, a numbered card is drawn and the selection made by counting its value clockwise over the game elements starting from the title card. The drawn card is discarded and the deck only restocked and reshuffled (face down) if there are no cards remaining.

MULTIPLAYER

The episodes are written for two players but work well with three or four. These games should be played on 2ft by 2ft tables as usual. Larger boards engender less dynamic games even with 3 or 4 players. In four player games each should take a table corner aaand... fight!

Three player games should be adjusted as follows:

- Roll for deployment and choose table corners.
- Each outer player's deployment locus is shifted 6.5in toward the empty corner, deploying within 2in of that point or as close as possible.
- The middle player deploys within 3in of their table corner or as close as possible.
- Table center is taken to be 10in by 10in from the middle corner.



3-player deployment.

This configuration approximates the largest equilateral triangle possible within a 24in square, spacing players evenly to each other and any central objective(s). Each pair of deployment loci here is ~25in apart. In contrast, if three players simply deploy in table corners then the middle player is 24in from players on both sides, but those players in turn are separated from each other by ~34in. That disparity puts considerable pressure on the middle player and grossly distorts games.

EPISODE 1: SIGNS & PORTENTS

Chaos and beauty entwined fill the skies as a strange meteorite shower bursts over your warband's heads!

Investigating, some feel filled with cosmic knowledge, while others only a twisting pain deep within their minds.

SETUP

Determine initiative and choose table corners in that order. Place a Meteorite Crystal Relic at table center and shift it D6 inches toward a randomly selected non-player corner. Then alternate by initiative, each placing two Treasures outside your chosen table quadrant and at least 6in from other Treasures and the Meteorite Crystal Relic.

Warbands are then deployed wholly within 4in of players' table corners.

PLAY

In the Monster Phase of each game round except the last, D3 new Meteorites fall to the ground. For each new Meteorite use Scatter to determine a table quadrant and place the Meteorite 2D6 by 2D6 inches along the table edge axes from that quadrant's table corner.

Characters within 1in of a Meteorite landing suffer a +4 Stun hit and are pushed 1in directly away. Dodge tokens and other abilities apply.

Characters within 0.5in of a Meteorite may Examine it, provided they are not a Beast, a Construct, or a summoned character (unless explicitly able to perform scenario actions); they are not engaged by an enemy; and the Meteorite is not engaged by an enemy.

EXAMINE



**SUCCESS: GAIN 1VP AND REMOVE THE METEORITE;
FAIL: +0 DIRE POISON HIT**

ENDGAME

The game ends following the 5th game round (after recovery rolls).

The player with the most accumulated VP wins the match and earns the Call to Arms intervention. Both players receive 1 gold.

EPISODE 2: THE SCRYER

Your warband's minds reel from the visions given by the meteorites. To decipher what they've seen and what's to come, they go to consult a nearby numbers runner with a talent for scrying and their petty gang of scofflaws.

SETUP

Place the Scryer at table center and roll for initiative. The winner chooses a table corner, their opponent takes the opposite, and alternate each placing:

- A Relic 1in from the Scryer;
- A Treasure in your opponent's table quadrant at least 6in from the Scryer and 8in from their corner;
- A Treasure in a table quadrant that does not have a Treasure and at least 6in from the Scryer;
- A Scofflaw within 1in of a Treasure that does not have one yet.

Warbands are then deployed wholly within 4in of players' table corners.

RELICS

The two Relics, determined randomly when first picked up, are:

- Faithless Diviners of Capricious Fate
- Undying Eye of Jüg

PLAY

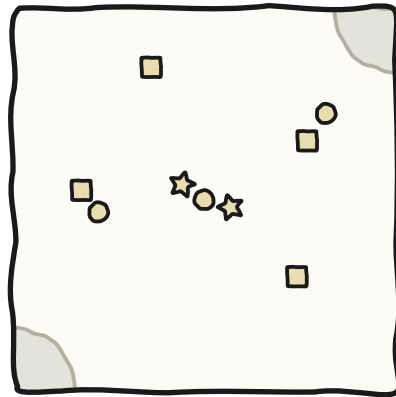
SCOFFLAWS

Guarding the Treasures are Scofflaws, monsters that target in order:

- Characters whom they are engaging or are engaged with them;
- The closest character that attacked them this game round;
- The closest character carrying or within 4in of a Treasure.

Scofflaws with no eligible targets move toward the closest Treasure.

One Scofflaw drops a Lucky Button when first disabled and the other a Turkey Leg. They award renown as characters with 0 renown.



THE SCRYER

The Scryer is a monster that cannot be damaged—everyone needs them alive—and continually tries to escape the warbands' attentions.

CONSULT

Characters within 0.5in of the Scryer may Consult them, provided the character is not a Beast, a Construct, or a summoned character (unless explicitly able to perform scenario actions); they are not engaged by an enemy; and the Scryer is not engaged by an enemy.

CONSULT



**ON SUCCESS GAIN 1VP;
SCRYER ALWAYS FLEES**

Whether the Consult succeeds or not, the opposing player then places the Scryer anywhere 5in from its current position.

ESCAPE ROUTE

In the Monster Phase the Scryer acts before the Scofflaws activate, under the control of the player whose closest character is furthest away. They place the Scryer at least 3in and up to 5in from its current position. It must be placed closer to the Scryer's Escape Route though it need not be placed as close as possible.

The Scryer's Escape Route is an initially unknown table edge midpoint, determined using Scatter when first needed. Any time the Scryer acts within 5in of their current Escape Route they find it sadly blocked and a new one is determined using Scatter.

ENDGAME

The game ends following the 5th game round (after recovery rolls).

The player with the most accumulated VP wins the match and earns a Useful Intel intervention. Both players receive 2 gold.

EPISODE 3: SHADOW CALL

The Scryer tells of many cults born and reborn in the light of the strange meteorite storms. One in particular they prophesy as the center of a great darkness billowing over the land. Your warband rushes forth, finding them amid a ritual to be disrupted or coopted...

SETUP

Four Graven Meteorite scenario objectives are placed, each 6in toward table center from a table edge midpoint. The square made by the Graven Meteorites is the Ritual Area.

The Book of Shadows, a Relic known to the players, is placed at table center with four Cultists adjacent.

Roll initiative, choose table corners, and alternate each placing:

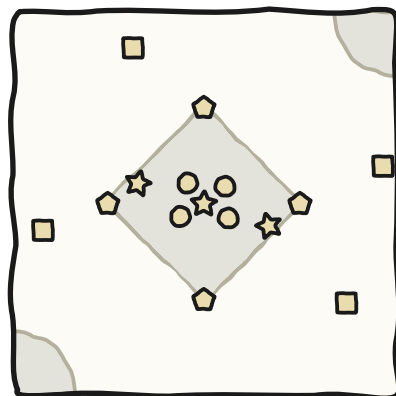
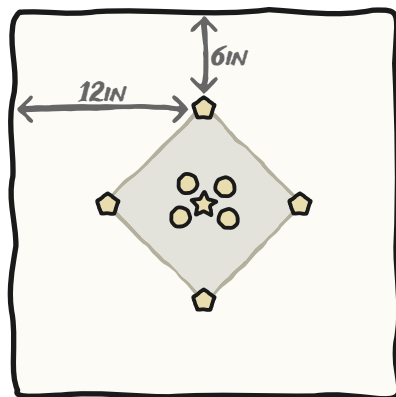
- One Relic outside both players' table quadrants but at least partially inside the Ritual Area;
- One Treasure in your opponent's table quadrant, at least 4in from other Treasures and Relics;
- One Treasure in a remaining quadrant with no Treasure, at least 4in from other Treasures and Relics.

Players then deploy their warbands wholly within 4in of their corners.

RELICS

The two unknown Relics, determined randomly when first acquired, are:

- Gideon
- Gutrippa



PLAY

THE BOOK OF SHADOWS

Picking up The Book of Shadows always requires a 4+ difficulty test.

GRAVEN METEORITES

Characters within 0.5in of a Graven Meteorite may Deface it, provided neither they nor it are engaged by an enemy. Beasts, Constructs, and summoned characters may perform this action.



Graven Meteorites remain marked in a player's favor until Defaced by their opponent. They can be Defaced back and forth in a game round.

CULTISTS

The Cultists performing the ritual are monsters that target in order:

- Any character carrying or within 3in of The Book of Shadows;
- The closest character inside the Ritual Area to which no other Cultist is closer (i.e., only one Cultist will target such a character);
- Characters whom they are engaging or are engaged with them;
- The closest character that attacked them this game round.

Cultists with no eligible targets move toward The Book of Shadows.

The Cultists are collectively carrying an Annoying Bat, an Angry Lil' Spider, a Big Ugly Vegetable, and a Cult Gathering Souvenir Tote Bag. When a Cultist first becomes disabled determine randomly which of those four items it had and drops (i.e., there are no duplicates). Cultists award renown as characters with 0 renown.

ENDGAME

The game ends following the 5th game round (after recovery rolls).

Holding The Book of Shadows yields 2 VP and each Graven Meteorite marked in your favor 1 VP. The player with the most VP wins and earns a Shadow Warrior intervention. Both players receive 3 gold.

EPISODE 4: SHOWDOWN

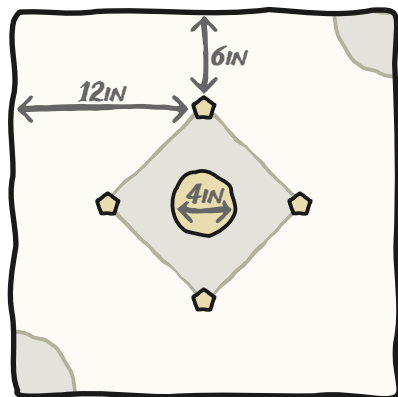
The ritual completes. Ill winds, discordant sounds, and malevolent lights swirl about the regrouping warbands. Reality cracks. A portal opens. Someone comes.

SETUP

Four Graven Meteorite scenario elements are placed, each 6in toward table center from a table edge midpoint, forming a square Ritual Area.

An interdimensional Portal is placed at table center, a circle with 4in diameter.

Roll initiative, choose table corners, and deploy warbands within 4in of them.



PLAY

SHADOWYR

The following appear in the Monster Phases and act in the same order:

ROUND	QUANTITY	MONSTERS
1	3	Soul Wisp
2	2	Shadow Knight
3	1	Shadow Queen

All of these monsters are Shadowyr, to which the following apply:

- Whenever they would be moved, Shadowyr are instead placed. This means they freely disengage and ignore terrain when maneuvering.
- After rolling to hit against a Shadowyr with a non-magical attack, change any die result greater than 1 to one less than that rolled.
- Shadowyr never perform Dodge actions and ignore falling damage.
- Shadowyr are destroyed and removed from the game when they would otherwise become disabled, caveat the Queen's abilities below.
- The Shadow Queen and Knights pick up relics as characters would.

SOUL WISPS

Each Soul Wisp spawns at a different table edge midpoint or corner determined via Scatter.

Each activation, Soul Wisps are first placed 7in from their current location as close as possible to a random table corner or table edge midpoint determined using Scatter. They then make a Howl attack on the closest character. If there are no eligible targets they are placed again, 7in toward the closest Graven Meteorite.

Soul Wisps do not drop any items upon being destroyed but they do award renown as characters with 1 renown.



Soul Wisp character card.

SHADOW KNIGHTS

The two Shadow Knights spawn inside the Ritual Area, one adjacent to the Graven Meteorite with a character closest to it and the other the Graven Meteorite opposite it across the Ritual Area. Characters within 1in are pushed 1in further away and take a +1 hit.

Shadow Knights apply the following logic in order:

- If the Shadow Queen is destroyed and the Shadow Crown has not been picked up they act to claim it at all cost.
- If the Shadow Queen has been engaged or attacked by multiple characters, or suffered damage, they act to protect her.
- If any of the relics Letter from a Lover Never Opened Nor Forgotten, Unwaning Candle of a Reader Long Blind, or a Book of Shadows is within 8in of table center, whether held by a character or on the table, they act to reclaim the closest one.
- Otherwise they act to defend the Portal and then the Ritual Area.

Upon being destroyed, one Shadow Knight drops the relic Letter from a Lover Never Opened Nor Forgotten and the other Unwaning Candle of a Reader Long Blind, determined randomly when first needed. They additionally award renown as characters with 3 renown.

SHADOW QUEEN

The Shadow Queen spawns at table center. Characters within 2in are pushed 2in further away and take a +2 hit.

The Shadow Queen applies the following logic in order:

- If any of the relics Letter from a Lover Never Opened Nor Forgotten, Unwaning Candle of a Reader Long Blind, or Book of Shadows is within 8in of table center, whether held by a character or on the table, she acts to reclaim the closest one.
- Otherwise she acts to defend the Portal and then the Ritual Area.

In either case, if engaged by multiple enemies, the Shadow Queen will always use her last AD to move away and break contact with them.

Upon losing her last health point while any Soul Wisps remain, the Shadow Queen immediately consumes all the remaining health points of the closest Soul Wisp, healing her that much and destroying it.

Upon being destroyed, the Shadow Queen drops the Shadow Crown and awards renown as a character of 5 renown.

PORTAL

At the end of each game round the Portal is controlled by whichever of the players or the Shadowyr has the most characters with a base at least partially within its area, earning 1 VP.

ENDGAME

The game ends following the 5th game round (after recovery rolls).

In addition to the VP awarded for controlling the Portal:

- Holding the Shadow Crown at game end yields 3 VP.
- The relics Letter from a Lover Never Opened Nor Forgotten, Eternal Candle of a Reader Long Blind, and Book of Shadows each award 1 VP if held at game end.

Shadowyr not destroyed are considered to hold their respective relics.

Whichever of the players or the Shadowyr has the most VP among those with at least one character still active wins the game.

GAMEPLAY TWEAKS

The following are optional tweaks and clarifications to core gameplay.

RESPITE

The player who wins initiative in each game round may yield the initiative to the next player to make an immediate recovery roll for a single disabled character. If the disabled character is protected by at least one friend then a +1 bonus is granted to the roll.

INVOLUNTARY MOVEMENT

Abilities to move, push, or place other characters may be used to shift them off terrain and cause a fall. They cannot be placed in mid-air higher than their current height above the table surface.

TERRAIN

The following stipulates cover rules and adds a few terrain mechanics.

COVER

Characters gain +1 armor against ranged attacks ☒ when within 0.5in of terrain or other able characters (allied or not) that obstruct the attacker's view to more than half their base. This often means targets positioned higher than the attacker have cover.

Area cover is a small, well defined, agreed upon section of terrain in which characters could hide. Characters with more than half their base in area cover receive a +1 armor bonus against ranged attacks.

WATER

Water is a well defined, agreed upon area of terrain with two types:

SHALLOW. E.g., a creek. Incurs a 1in total penalty to movement.

DEEP & FAST. E.g., a river. Every 1in traveled consumes 2in of movement and imposes a difficulty test equal to the distance consumed. Upon failure characters are swept 3in downstream or toward a random table corner if there is no obvious directionality. If the failed roll was all 1s they additionally lose a health point.

ROPES AND LADDERS

Ropes and Ladders are agreed upon terrain elements on which characters move vertically more easily. Beside the obvious they might be modeled as chains, vines, grates, nailed planks, or other features. Both apply the basic climbing rules (must test, fall on failure, cannot end an activation climbing, etc.) but change the associated difficulty:

ROPES. Difficulty of half the inches climbed (rounding down).

LADDERS. Difficulty 1 regardless of distance climbed.

DOORS

Doors are agreed upon pieces of terrain that characters may open and close. Enacting this physically may or may not be possible. Closed doors block movement and line of sight while open doors do neither.

Doors are opened or closed by expending 2in of movement while a character is within 0.5in of the door during a move. If a character has sufficient movement available a door may be opened and closed, or vice versa, within the same move action.

Open doors may not be closed if a character is in the doorway.

One or more enemy characters on the opposite side of a closed door from a character intending to open it may choose to attempt preventing them doing so. In this case the active player rolls a D6 with a +1 bonus for each character within 0.5in of the door whose player opts for it to be opened. An opposing player then rolls a D6 with a +1 bonus for each character within 0.5in of the door whose player opts for it to remain closed. If the active player's roll is equal to or higher than the opposition roll, the door is opened.

TREASURE AND UPGRADES

Characters manipulate treasure and upgrades using the actions here.

Note that consumable upgrades, e.g., Single Use items or potions, are discarded once fully spent and no longer occupy an upgrade slot.

PICKING UP

Characters may Pick Up a treasure within 0.5in, provided they are not a beast, construct, summoned character, or dependent peripheral unless explicitly able to perform scenario actions; they are not engaged by an enemy; and the treasure is not engaged by an enemy.

PICK UP



**EQUIP TREASURE;
REMOVE MARKER**

DROPPING

Characters drop any treasure they are carrying upon becoming disabled. They may also Drop treasure as a free action. In either case their player places a treasure marker within 0.5in of the character.

DROP

**UNEQUIP TREASURE;
PLACE MARKER**

TRADING

Characters within 0.5in of a friendly character, including disabled allies, may Trade with them to give or take an item, potion, or treasure. The receiver must have a suitable open upgrade slot. Beasts, constructs, summoned characters, and dependent peripherals may not receive treasure unless explicitly able to perform scenario actions.

TRADE



**GIVE OR TAKE AN ITEM,
POTION, OR TREASURE
TO OR FROM AN ALLY**

LOOTING

Unengaged characters within 0.5in of a disabled enemy not protected by a friend may Loot at a 5+ difficulty to take a weapon, item, or potion from them. The looter must have a suitable open upgrade slot.

LOOT



**TAKE WEAPON, ITEM,
OR POTION FROM
DISABLED ENEMY**