

HEROES ATTACK

## ENEMIES ATTACK

## ATTACK

*Heroes take a primary action to attack.*

- Roll Attack stat + bonuses
- Exceed enemy level
- Roll natural 6 for a surge, and a natural 1 for a blunder

## DEFEND

*Enemies attack a random hero.*

- Roll Defense stat + bonuses
- Exceed enemy level
- Roll natural 6 for a surge, and a natural 1 for a blunder

## SURGE

- Use Class Ability, Lunite Shard, Guild Perk, or bank as a Surge Charge
- While dual-wielding, only 1 Surge may be used/banked

## BLUNDER

- Activate the blunder effect in addition to dealing damage (if applicable)
- While dual-wielding, if any die is a 1, the blunder effect must be activated
- Status effects are inflicted after the attack is finished

HORDE

- Roll for type, then roll for quantity
- Ambushes the party with 4 preemptive attacks
- Have 1 Health and deal 1 DMG
- Rewards listed on Rooms table

## FORSAKEN

- Roll for type, then roll for quantity
- Heroes go first
- Have 1 Health and deal 1 DMG
- Rewards listed on Rooms table

## BEHEMOTHS

- Roll for type. Always encounter 1.
- Heroes go first
- Has high Health and deals 1 DMG per attack
- Attacks multiple times per round
- Rewards listed in Behemoth description

## MASTER BEHEMOTH

- Encounter by rolling high on an Altar
- Reference Master Behemoth's page
- Can be encountered once per dungeon
- Heroes go first
- Has high Health and deals 1 DMG per attack
- Attacks multiple times per round
- Rewards listed in Behemoth description
- Can be killed once per campaign

## STATUS EFFECTS

- Status effects last until combat is completed and all enemies are killed
- Fleeing does not remove status effects
- Multiple status effects can be applied to a single hero/enemy
- If multiple status effects of the same kind are applied, (i.e. ATK down), only the highest one remains. Except...
- A "Stacking" status effect increases without replacing existing effects