

REFERENCE – ICONS

Some rules will have an 'X' value. This refers to the number in or next to the associated icon.

Icons found on weapons apply each time the weapon is used. Weapon abilities found on character boards or other types of token such as Gear apply to all attacks made by the character (regardless of weapon) while the item is in effect.



+X dice: This is usually found alongside the Channel icon. The attack may roll an additional number of dice equal to the number of pegs spent.



Ammunition: A character firing a weapon with this icon must have a Gear or Armour token of the matching type to fire it.



However, Throwing Stars are a weapon in themselves – they do not require a separate Gear token and the Weapon token itself is discarded if they run out.



Balanced: This weapon rolls +1 dice when thrown.



Bludgeoning: If this attack rolls a critical hit, the target is Fatigued, even if no damage was caused.

The target suffers one additional Fatigued counter for each damage caused.

This attack rolls one extra die when attacking terrain pieces.



Book: In the next Market Phase after obtaining this item, roll the Magic Die to see what literary secrets you've uncovered. If the token is Uncommon, add 1 to the roll. If the token is Rare or Exclusive, add 2 to the roll.

- **1-2:** The book is worthless – discard it.
- **3-5:** The book is sold for equal to the number rolled.
- **6-7:** An Adventurer of your choice gains 1 Experience. Discard the book.
- **8:** You find information on an ancient artefact. Add one random relic resource token to the token pouch and discard the book.



Burning: If this attack rolls a critical hit, the target is Burning, even if no damage was caused.

Equipment with this icon is considered a source of fire.



Camouflage: This character can only be targeted by ranged attacks from within short range.



Channel: This icon will be seen alongside other statistics or abilities. At least one Magic peg must be spent to use the statistic/activate the ability. If an ability has an X value, additional pegs may be spent to improve the effect.



Abilities with the black Forbidden Channel icon work in the same way, but the Forbidden Magic Die must be rolled instead of the regular Magic Die.



Cleave: If a melee attack with this weapon defeats an enemy, you may resolve the same attack against another eligible enemy, removing one hit from the roll. You may continue to do this until you fail to defeat an enemy or there are no eligible enemies remaining.



Crafting – Resource: This item is used as an ingredient for crafting – see page 84. The letter and colour determine the resource type. Numbered items are used to craft unique relics.



Creature: Unless stated otherwise, this character cannot Open Doors, Search, use equipment or Interact with terrain.



Cumbersome: If an attack with this weapon rolls any and is not broken, turn the token 180°. It cannot be used in this position. It requires an effortless action to ready the weapon for use again.

Cumbersome weapons cannot be thrown.



Curse: If this weapon rolls a critical hit, the target is Cursed, even if no damage was caused.



Darkness/Light: Treat this item as the appropriate counter. It will move with any character carrying it, affecting the area in short range as usual.



If the item is discarded when it resolves, place the counter in the room instead.



Defensive Re-roll: The character may force a single die to be re-rolled from any attack made against them, unless the attack ignores physical armour. Critical hits cannot be re-rolled.



Discard: When this item has been used, return it to the supply.



Effortless: This item can be used as an effortless action.



Entangling: If this attack causes one or more hits, the target is Fatigued. If this attack rolls a critical hit, the target is knocked prone. These effects apply even if no damage was caused.




Fast: When making a Move action, this character can move X additional squares. If a character has this ability from multiple sources, they use the highest value – they do not stack.



First Strike: When this character enters within melee range of an enemy (including when placed onto the gaming area or when a door opens), it gets an immediate free Melee Attack action.



Fly: This character can fly above the ground with the following benefits:

- Scramble 
- They ignore the first hit of any attack of opportunity against them.
- They cannot be knocked prone. They are still subject to any other parts of a rule that would normally make them prone.



Hawkeye: This attack ignores partial cover and can fire at engaged characters at any range without randomising the target.



Hazardous: When this item would be used, roll the blue die. If a hit is scored, the item's normal effects are applied. On a blunder, the user suffers the effects shown alongside the Hazardous icon instead (such as gaining status counters or losing pegs). On a blank, no effects are applied.



Hidden Location: Draw the Hidden Location card with the number matching this token. Return the token to its supply (the pouch for common tokens, or the separate bag otherwise).



Hit and Run: After making a melee attack, if this character is still engaged it will make a free Move directly away from the defender, ignoring attacks of opportunity, if there is space to do so. It will not engage other enemies with this Move.



Immobile: This character cannot Move or be moved unless a rule explicitly says otherwise.




Immunity: This icon will be seen alongside other abilities and statuses. This character does not suffer any counters or effects from the ability shown.



Indestructible: This item ignores any rule that would cause it to break. If you need to determine a random item to be broken, choose another if possible.



Infinite Ammo: When this token is used for a ranged attack, it ignores  results that would cause you to run out of ammunition and discard it.



Key: A character carrying this item may lock or unlock any door or terrain piece as an effortless action.



Lasting Effect: Effects granted by this item last until the end of the round. Rotate the token 180° as a reminder. If the token is discarded after use, place it on your character board instead and discard it at the end of the round.

The user may spend X Magic pegs (max 2) to add X Reminder counters to the item. In each Assessment Phase, remove a Reminder counter instead of discarding/rotating the item.



Location-Specific: Unless stated otherwise in a quest briefing, this item only works in the quest in which it was found, or the next quest if purchased in a Market Phase.



Loud: Increase the Dread by 1 when this item is used.



Lull: Reduce the Dread by the amount shown when this item is used.



Magical Armour: Spend an action and up to X Magic pegs to increase your Warded value by the number of pegs spent.

Rotate the token 180° to mark it as active. The token cannot be used in this position.



MalacYTE Enhancement: This character may cast spells with one more Magic peg than their rank allows.



MalacYTE Stability: You may discard a Magic peg to re-roll the Magic Die.



Malacytic Conduit: This character cannot contain the magical energy in their body. At the start of each of this character's turns, add a blue peg to the Dread Tracker. If on an item, the rule applies while it is being carried or worn.



Master: This icon will be seen alongside other abilities on Companions or Summoned characters. The linked ability applies to the controlling character while they are within short range of this character.



Night Sight: This character ignores all effects of Darkness (see page 61).



Otherworldly: This character originates from another dimension. The icon (found on character boards and any associated Event Cards) has no effect on its own but will interact with other rules found in Maladum expansions.



Pack: These characters arrive in groups. When they enter play, place the number of miniatures shown here instead of a single character. They still activate individually.



Parry: When the user of this item is the target of a melee attack, you may roll a combat die. Each hit scored will negate one hit from the enemy's attack as if it were physical armour. You then become Fatigued.



Piercing: Physical armour cannot negate hits from this weapon.



Plunderer: If this attack causes damage, a random item from the defending character's inventory is scattered. If the attack also scored a critical hit the attacker may take the item instead.



Poison: If this weapon rolls a critical hit, the target is Poisoned, even if no damage was caused.



Preparation: After this weapon is used, turn the token 180°. It cannot be used in this position. It requires an action to ready the weapon for use again.



Purification: When this ability is used, the character may replace their X rightmost black Health pegs with green ones.

This ability will specify when it applies, such as when Channelled, when Resting, or by spending an action or Skill.



Quickstrike: If this weapon rolls a critical hit during a melee attack, you may Dash or make another attack (with this or any other weapon) for free immediately after the initial attack is resolved.



Rank: The power level of an NPC. NPCs activate in order of rank, starting with the highest, and their rank may also be referenced by other rules and effects.



Reach: This weapon may be used to make a Melee Attack against an enemy up to X squares away, including diagonally. Unless in contact, the characters are not considered to be engaged for any other purpose, including attacks of opportunity.

When using multi-level terrain this rule applies vertically as well – the marks on the ruler can be used to determine how many squares a target is from their attacker when measuring up or down at an angle. Measure from ground level.

NPCs with this rule will make Attack actions as soon as their weapon is in range of their target – they will not Move closer if they do not need to. Characters with First Strike may also choose to stop and attack once they are within their weapon's range.



Reactive: Once per turn, if another character starts their turn or enters a square within range of this character's attacks (intentionally or otherwise), this character immediately makes a free attack against them. This interrupts any movement, and the moving character can continue their action/turn after the attack if they survive.



Regeneration (peg type): Restore X pegs of the type shown in the Assessment Phase. If a character has this ability from multiple sources, they are cumulative.



Relentless: A character attacked multiple times in a single round by characters with this rule will have their physical armour reduced by 1 for each attack after the first, to a minimum of zero.

For example, the first attack by a character with Relentless will use the defender's standard armour value. The second will reduce it by 1; the third will reduce it by 2, and so on.



Re-roll: If on a weapon, the character may re-roll a single combat die each time the weapon is used to attack or parry.

If on a character board or any other type of token, for each roll made, the character may re-roll a single die of any type used for any action or effect on their behalf.



Rest: This icon will be seen alongside other abilities and is only used during a Rest action. This character may discard the token to apply the abilities shown.



Restoration: These icons are found on potions and other remedies. When used they restore X pegs or grant X additional actions (based on the icon shown) to the user or another Adventurer in contact. Actions must be used in the character's turn in the current round.



Retaliation: If this item/character blocks at least one hit from a melee attack that rolls any skull, resolve an attack against the attacker with one die for each skull rolled.



Rope: This character may spend an action to place this token in contact with them. While the token is in position, any character may Climb up or down from that location at a cost of one action for each level (height of a wall) climbed.

If placed in contact with a gap, characters may Jump across the gap from its location, adding 2 to their safe distance.



Rough Ground: This area follows the rules for Rough Ground on page 58, using the value shown. Characters or items may have this icon with a negative value, reducing the effect of any area of Rough Ground they are in accordingly.



Scramble: The top number is the maximum height or width in squares/inches of objects/characters that the character can move up or over as part of a normal Move action – they do not need to Climb them or spend any actions, just like a regular character climbing stairs.

The bottom number is the character's safe distance for Jumping down or across.



Sharp: If this weapon rolls a critical hit the target is Wounded, even if no damage was caused.



Shield Block: This character may spend an action to raise the shield, taking this token from their inventory and placing it on their miniature to gain the effects shown inside the shield icon. The token is placed back into the inventory again as soon as the user does any of the following:

- Takes any action other than Move or Dash.
- Suffers damage.
- Becomes Stunned.

The character may also raise the shield when the character is attacked outside of their own turn, before dice are rolled. After the attack the character will become Fatigued.

Only one Shield can be raised at a time.



Size: This character is smaller or larger than an average human and additional rules apply, most commonly used for LoS (page 10), Knock Backs (page 29) and Moving Objects (page 60).



Skill: The Skill shown here can be used by the character at up to the level shown, exactly as if they were on the character's Class board.



Stash: This item may be instantly discarded when found to add its value to your Stash – it does not have to be placed into an Adventurer's inventory.



Terrifying: If this character rolls a critical hit when attacking, the target is Terrified.

If an enemy character ends their turn within short range of this character, roll the Magic Die. On a 1 that character becomes Terrified.



Trap: This item is a trap that can be set by an Adventurer. They may make an Interact action to set it and place it in an adjacent square.

NPCs are unaware of the trap and will not adjust their route to avoid it. The trap is triggered immediately when an enemy enters a square containing or adjacent to it and its effects are resolved against that enemy. Then flip the token face down – it will not resolve again this round. Flip it face up again in the Assessment Phase. Each time the trap is resolved, roll a die. On a skull, discard the token.

Adventurers may pick the item up.



Unarmed Combat: This value will be found on a character's board (including their armour slot). They may use this value to make melee attacks even if they do not have a weapon.



Unreliable: If an attack with this weapon rolls a single skull, it has jammed. Turn the token 180°. It cannot be used in this position. It requires an action to ready the weapon for use again. If it rolls two or more skulls it has broken.



Unsanctioned: This character follows the rules for Unsanctioned Maladaar on page 39.



Vampiric (peg type): If this attack rolls a critical hit the target loses a peg of the type shown if possible, in addition to any damage caused. If multiple types are listed, the target loses whichever they have the most of (attacker's choice if equal). If a peg was lost, the attacker restores a peg of same type if possible. If they cannot, they become Blessed if possible.



Vicious: skull results on the blue die on attacks made with this weapon are critical hits.

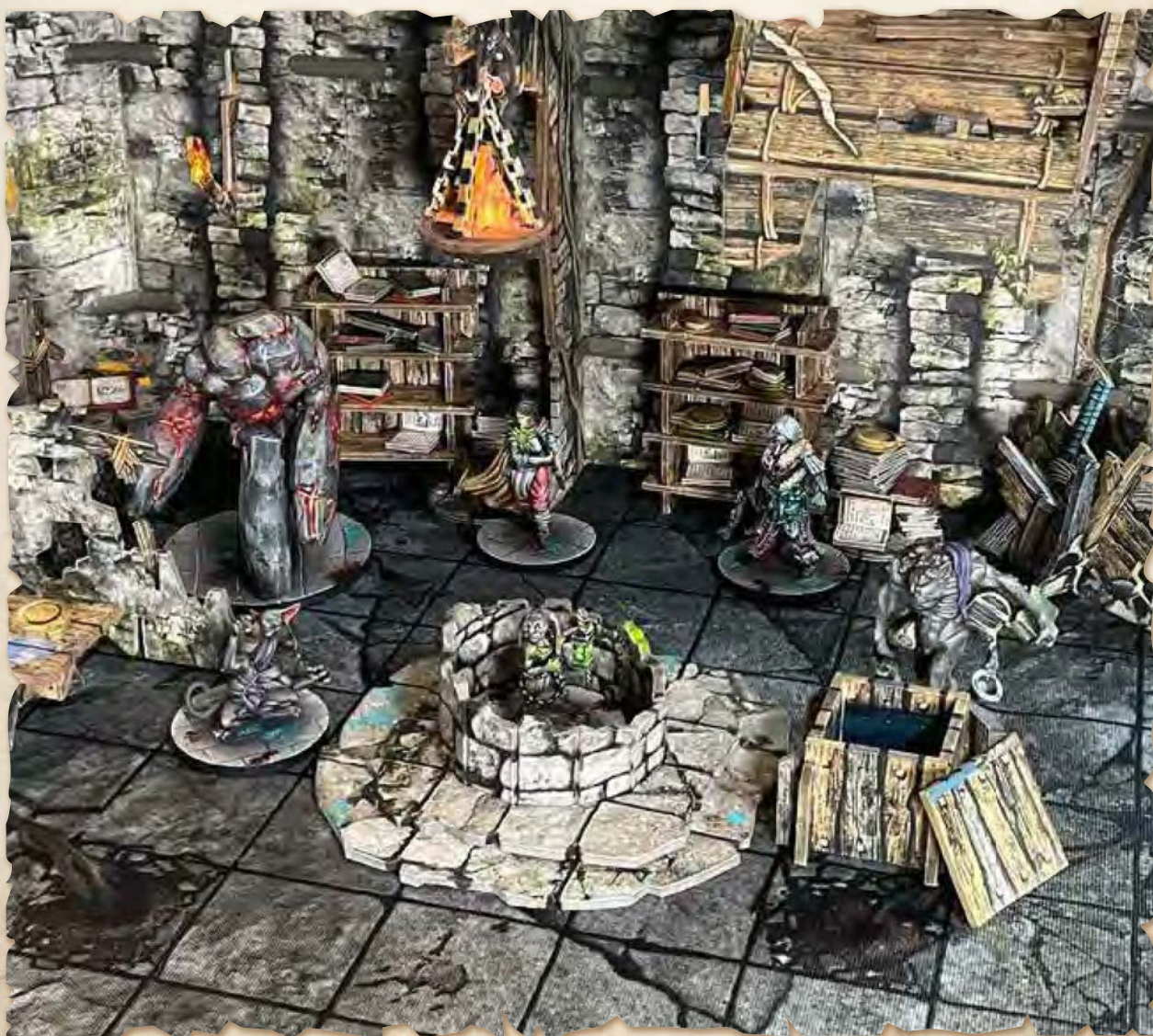


Volatile: If this attack rolls a skull on the blue die, the user takes one damage. Then, all adjacent characters suffer an attack with a number of dice matching the original attack and the Burning flame rule.





Worthy Opponent: If an Adventurer defeats this character, their party gains one Renown. The character must be defeated with a direct attack or effect – death from delayed effects such as being Poisoned or Wounded do not grant Renown.

This character can only appear once per quest. Once it has arrived, any further rules that cause another to enter play are ignored, even after it has been defeated.



ITEM NOTES

Some equipment requires more specific rules than can be covered by the standard icons and statistics. These items will be marked  – if you see this on an item you should check the rulebook for full details.

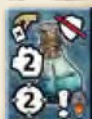
POTIONS: Some rules refer to “Potions”. These are all items marked  on the back.



Healing Knowledge: This is not an equipment token. When granted to an Adventurer this is placed into either side of the armour slot on their character board, and is treated as part of their board for all purposes.



Adamantine Elixir: While in effect, this potion grants Immunity to the following effects: Bludgeoning, Burning, Entangling, Poison, Sharp, Terrifying, as well as increasing the user's physical armour by 2. This armour increase does not hinder magic use.



Blessed Water: This item can only be used to attack Revenants.



Camping Gear: The party may re-roll all Wilderness rolls in the rest phase.



Cordial of Cognisance: When this item is used, the character gains three Experience and may immediately assign it to their Class Board. Skills and Spells chosen may be used this round. We suggest marking the gains in a different colour as they are temporary.

When the token is discarded the character loses two of the gained Experience and Skills/Spells.

Note that characters only Level Up in the Advancement Phase.



Daemon Mantle: This item may be used to cast the Rearrange Cells spell with $X = 5$. No pegs are spent and the Magic Die is not rolled. Rotate the token 180° - it cannot be used for the rest of the game.



Doorbuster: This item adds three dice to a character's unarmed combat value against terrain pieces only.



Gas Trap: This is resolved as a Ranged Attack with Blast against the character that triggered it. It does not cause damage. Instead each target suffers one Fatigue counter per hit.



Maladaar's Almanac: Characters must have a spell track on their Class board to use this item. The user marks spaces on it equal to their rank (marking a new space when they reach a new rank). For each space marked, the user may learn a new spell as if XP had been spent. Mark these with an X on the Maladaar reference card.

If after any quest a different character carries this item, erase any filled spaces here and erase the corresponding spaces on the character's reference card.



Mystic Grimoire: The character holding this item may learn spells one level higher than their rank. Learned spells are retained if the character no longer holds the item.



Oblivion's Echo: This device channels the Crucible of Resurrection. The user may Interact with the item as if they were Interacting with a Crucible. All the same rules apply. See page 53.



Sceptre of Dominion: The character with this item can Persuade any character to do anything (except Adventurers from other parties will not join you). NPCs with no Persuade value use their rank instead.



Sledge of Burden: This character is considered to be one size larger for the purposes of moving objects.



Tome of Revenance: This item allows the user to re-roll attacks and effects against Revenants only.

