



GENERAL RULES

Use these cards whenever you would roll on a table to determine which Vermin, Minion, Boss or Weird Monster you encounter. Instead of rolling, draw a card from the appropriate deck, play it and then reshuffle it into the deck. You reshuffle the card so that you may draw it again.

If a monster is described as **Unique**, you should NOT reshuffle its card into the monster deck.

If a monster is listed as **Legacy**, you should keep it out of the deck for the duration of the current mission, but put it back into the deck for the next mission, and make a note that you have encountered it already, as Legacy monsters become more and more powerful every time they are encountered.

You can combine monster decks together, expanding the variation of encounters with every new set released.

HCL (Highest Character Level)

The level of monsters and of some Saves is relative to the highest character level (HCL) in the group. For example, against a party with characters of level 7, 3 and 1, a boss with HCL+2 level is a L9 boss (7+2). This allows the encounter to remain challenging for parties of all levels. However, the greater the discrepancy between the characters' levels in the party, the harder, the lower level characters will find overcoming challenges. Give the lowest level characters priority on XP rolls to help them with being more effective. In narrative terms, this means that as your adventurers go deeper in the dungeons, they encounter more powerful versions of the basic monsters: demonic skeletons instead of human ones, fungus infested mummies, mutated ghouls, elder vampires...

Adjust monster levels only the first time you meet them. This means a given monster's level doesn't raise or lower as members of the party come and go. If you move out of a room and then re-enter it after the loss of a character, the level of its occupants will not change.

For parties whose HCL is **5 or lower**, the monsters' **maximum level is 9** with the exception of **vermin**, which will be level 4. Likewise, the maximum level for **Save rolls** at this level (except persuasion saves) is **6**.

Note that not all game effects need to scale up. In some cases, the L of a Save is indicated by a static number. In that case, it is assumed that the event becomes progressively less dangerous as the characters become more powerful. An example of this is the L of centipede poison.

TIER NUMBER

Some monsters use the Tier number as a numerical factor. Tier number is 1 for character levels 1-4, 2 for 5-9, 3 for 10-14, 4 for 15-19, and 5 for 20+.

MAGIC RESISTANCE

If a monster has Magic Resistance, any spell cast in its presence, including spells that normally require no roll like Blessing or healing and spells cast from scrolls or magic items, will fail unless the caster performs a successful spellcasting roll against the Magic resistance level.

TREASURE

The treasure on the monster cards is indicated by a simple number. For example, Treasure 2 means: roll twice on a treasure table appropriate to your party's adventuring tier. We will later produce a Treasure Deck – if you have the Treasure Deck, instead of rolling on a table in a book, you will draw **a number of Treasure Cards** equal to the Treasure of the monster. Always reshuffle treasure cards back into their deck after noting their content.

In some cases, there may be modifiers like **1-1** or **1+1**. If you are rolling on tables, the +1 and -1 are modifiers on the Treasure roll. If you are drawing treasure cards, 1 -1 means: draw 2 cards and choose the one with the lower gp value. 1+1 means: draw 2 cards and choose the one you prefer.

If the Treasure entry has the word "**Magic**", roll on an appropriate Magic Treasure table, or draw a Magic Treasure Card. If it has the word "**Special**", the treasure is something unusual that is explained in the monster's description.