

# Room Cards

## Cards

Rooms receive 3 cards - a Type card, a Level card and a Special card.

### • Type

#### ◦ Fiendish Creation

- Swarm — Number: 4 (if doubled, 8) — Notes: No special abilities —

Level	Agi	Dex	Tou	Str	Hlt	Mov
Low	0	2	1	3	2	3
Medium	1	2	0	3	3	5
High	2	3	1	4	2	4

- Mob — Number: 2 (if doubled, 4) — Notes: [Characteristic Specialisation](#) —

Level	Agi	Dex	Tou	Str	Hlt	Mov
Low	1	3	1	3	3	4
Medium	1	3	2	4	4	5
High	2	4	2	4	4	3

- Giant — Number: 1 (if doubled, 2) — Notes: [Special Power](#) —

Level	Agi	Dex	Tou	Str	Hlt	Mov
Low	1	3	1	3	6	3
Medium	2	4	2	4	10	2
High	2	3	2	5	8	3

#### ◦ Trap (Event)

- STR - Something falls on you or tries to crush you. Lose 1 Health if STR is less than 1/2/3
- DEX - Something fast rushes at you. Lose 1 Health if DEX is less than 1/2/3
- WP - The room is blocked with a magical psychic aura. Can only move in this room if WP is higher than 0/1/2
- SKL - The room is a puzzle trap. Can only move in this room if SKL is higher than 0/1/2

#### ◦ Spook (Event)

- Something creepy and unnatural. Everyone that has one or more villagers within line of sight an open door into this room loses 1/2/3 morale through fear.
- Strange violent wind. Every villager within line of sight an open door into this room that has STR less than 1/2/3 is pushed away from the room until they hit an object where they take 1 Health damage.

### • Level

#### ◦ Low

- Low
- Double Low - FC: twice as many, S & T: occurs twice

#### ◦ Medium

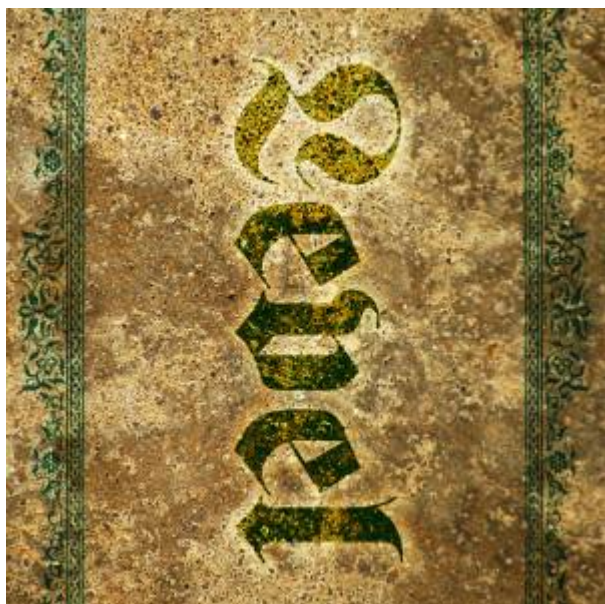
- Medium
- Double Medium - FC: twice as many, S & T: occurs twice

- High
  - High
  - Double High - FC: twice as many, S & T: occurs twice
- **Special**
  - Clue — The value of the clue is 1/2/3.
  - Unstoppable — If a fiendish creation, their move is now 1 and they can't be damaged except with a magic weapon. If a trap or spook, it effects everyone (except those with the correct special power), not just those in line of sight.
  - Fast — +1 Move (FC) Check is at -1 (T) Double damage (S)
  - Slow — -1 Move (FC) Check is at +1 (T) Only effects every second character (S)
  - Item
    - Magic weapon: Does an additional +1 damage in combat for the next 2/4/6 hits
    - Armour: Increases Toughness by 1 for the next 2/4/6 hits before being destroyed
    - Heavy Armour: Increases Toughness by 2 for the next 2/4/6 hits before being destroyed, reduces DEX and Move by 1. May only be carried or used by characters with a DEX and Move higher than 0.
    - Herbs: Heal all the health of 1/2/3 characters. Discard after use.

## Deck Building

For each player, take-

- 1 swarm, 1 mob and 1 giant fiendish creation card
- 1 random event
- 4 random level cards
- 1 random item card
- 1 clue card
- 2 random other special cards



Curufin

the

FIONNISH  
CREATION

Giant

Agility	1	2	2
Dexterity	3	4	3
Tough	1	2	2
Strength	3	4	5
Health	6	10	8
Mov	3	2	3

# Item Armour

Increases  
Toughness by 1 for  
the next 2/4/6  
hits before being  
destroyed

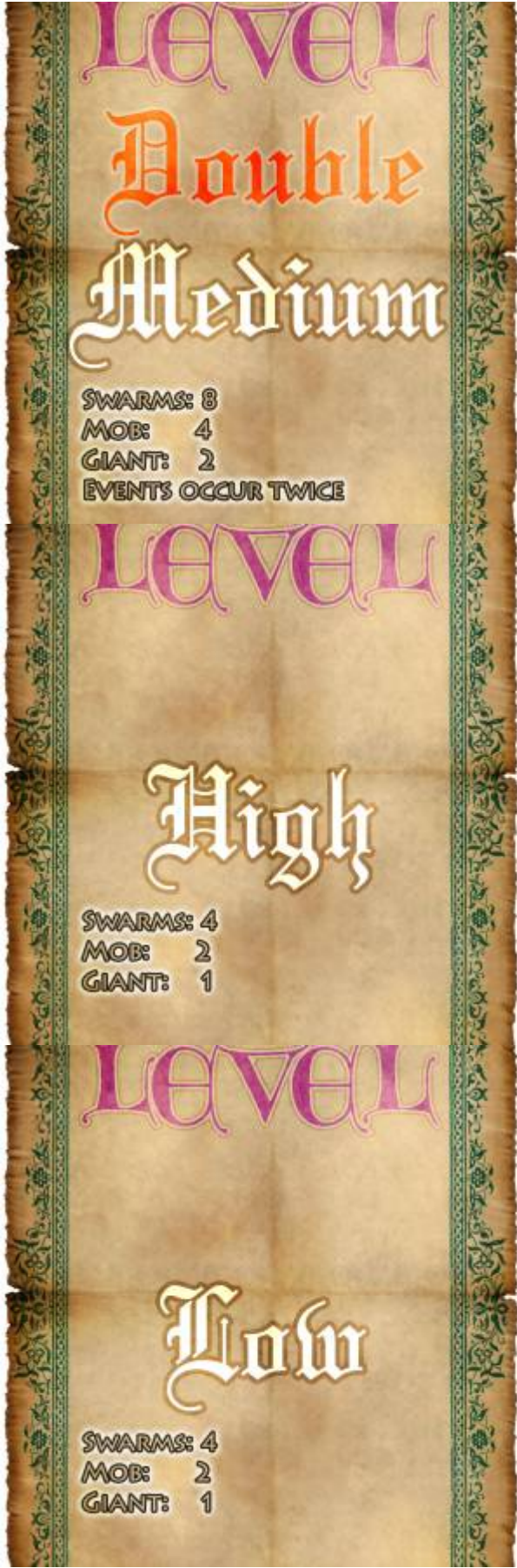
# Item Heavy Armour

Increases Toughness by 2  
for the next 2/4/6 hits  
before being destroyed,  
reduces DEX and Move  
by 1. May only be  
carried or used by  
characters with a DEX  
and Move higher than 0

# Item Herb

Heal all the  
health of 1/2/3  
characters.  
Discard after use.







# fast

+1 Move for  
Fiendish Creations

Check is at -1 for  
Traps

Double damage  
for Spooks

# slow

-1 Move for  
Fiendish Creations

Check is at +1 for  
Traps

Only effects every  
second character  
for Spooks

# inert

If a fiendish  
creation, their  
move is now 1  
and they can't  
be damaged  
except with a  
magic weapon.

If a trap or  
spook, it  
effects  
everyone  
(except those  
with the  
correct special  
power), not just  
those in line of

# EVENT

## Spook

SOMETHING CREEPY AND  
UNNATURAL

Everyone that has one  
or more villagers  
within line of sight of  
an open door into this  
room room loses 1/2/3

# EVENT

## Spook

STRANGE VIOLENT WIND

Every villager within line  
of sight an open door into  
this room that has **Strength**  
less than 1/2/3 is pushed  
away from the room until  
they hit an object where  
they take 1 Health damage.

# FIONNISH CREATION

## Swarm

Agility		1	2
Dexterity	2	2	3
Tough	1		1
Strength	3	3	4
Health	2	3	2
Move	3	5	4

# EVENT

## Trap

### - Dexterity -

Something fast rushes at you. Lose 1 Health if Dexterity is less than 1/2/3

# EVENT

## Trap

### - Skill -

The room is a puzzle trap. Can only move in this room if Skill is higher than 0/1/2

# EVENT

## Trap

### - Strength -

Something falls on you or tries to crush you. Lose 1 Health if Strength is less than 1/2/3



[n/a: Access denied]

From:

<https://curufea.com/> - Curufea's Homepage

Permanent link:

<https://curufea.com/doku.php?id=games:board:stcroom>

Last update: 2013/03/24 15:37

