

# ELDFALL CHRONICLES NORTHERN WIND

A Skirmish-Crawling RPG Experience



Created by Freecompany d.o.o.

# INTRODUCTION

WELCOME TO ELDFALL CHRONICLES: NORTHERN WIND!

Northern Wind is a quest-driven skirmish campaign. This rulebook contains the core mechanics for Eldfall Chronicles' dungeon-crawl gameplay, including in-depth explanations, examples, and a comprehensive reference for abilities and additional rules.

This modular, tile-based tactical RPG supports up to four players, offering an immersive cooperative experience within the world of Eldfall Chronicles. Northern Wind is a standalone expansion introducing fast-paced mechanics, branching campaign storylines, and countless quest combinations, ensuring each playthrough is unique.

Step into the role of a rising hero, facing trials that will test your courage, strength, and wit as you navigate the treacherous slopes of Mt. Byōdō. As your journey unfolds, your hero will level up, unlock powerful synergies, and acquire legendary items to overcome the challenges ahead. Through their eyes, you will battle malevolent forces, striving to vanquish the darkness threatening the Empire. Time is running out – before the rise of the Blood Moon, you must act, or risk facing something far worse than the Oni.

Northern Wind is a standalone game but fully cross-compatible with the Eldfall Chronicles skirmish wargame. Whether playing cooperatively, competitively, or solo, all miniatures and mechanics seamlessly transition between game modes, offering a unified experience.

Prepare for an adventure that will test your tactics, wits, and resolve. Will you reach the summit of Mt. Byōdō in time to save the Empire, or will the mountain become your tomb?

IMMERSE INTO THE FIRST OF MANY CHRONICLES.

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# COMPONENTS



STATE/OTHER  
TOKENS



ENVIRONMENT  
TOKENS

FATE TOKENS



CHAOS CARDS



ENCOUNTER/INTRIGUE  
TOKENS



EVENT CARDS



MODEL PROFILE CARDS



UPGRADE CARDS



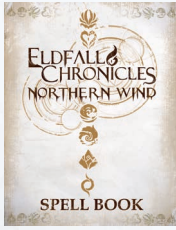
MOON DIAL



SYNERGY CARDS



BEHAVIOR (AI) CARDS



SPELL BOOK



QUEST LOG



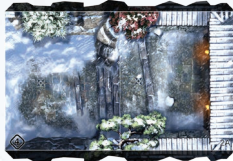
QUICK REFERENCE



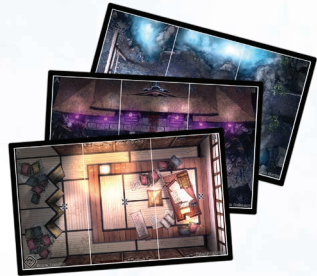
CAMPAIGN MAP



CROSSROADS



STRAIGHT TILE



SECRET LOCATION CARDS

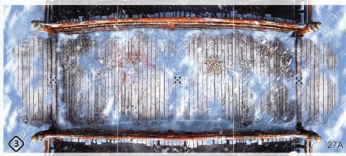


LARGE TILE

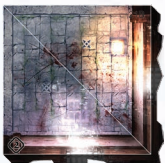


D20 DICE

MINIATURES



BRIDGE TILE



CORNER TILE



SAVE GAME ENVELOPE

# GAME OVERVIEW

The Northern Wind campaign unfolds across the treacherous landscape of the Mt. Byodo mountain region, as represented by the Campaign Map. The heroes of the party, known as Northern Wind, must traverse this terrain, completing consecutive Quests.

## CAMPAIGN STRUCTURE

The Northern Wind campaign spans a series of consecutive Quests and Journey stages. During Quests, players in the role of heroes face intense combat and various challenges. In the Journey stage, they encounter Events, manage resources, and may rest.

Time is a critical factor, creating a race against the clock as heroes work to complete their objectives. Time progression is tracked on the Moon Dial, advancing with each stage. Campaign gameplay occurs in the following sequence, starting as directed in the Quest Log.

### Campaign Sequence:

Quest > Journey > Quest  
(combat) (Events/Rest) (combat)

## CAMPAIGN MAP

The Campaign Map visually represents the heroes' travel to the summit of Mt. Byodo, striving to prevent catastrophe. **Quest locations** are named and marked with icons, while the dots on the map indicate **Event locations** and the distance along the path.

## MOON DIAL

Throughout the campaign, heroes race against time to prevent the calamity. The **Moon Dial** tracks time, divided into **Days** and **Time Periods: Midnight, Dawn, Daylight, and Dusk**.

Players start with the Day counter on **Day 1** and the time counter at

**Midnight**. Time begins progressing when specified in the **Quest Log**.

Whenever instructed to advance time, move the Time Period cursor **clockwise** (as shown on p. 9). When it completes a full circle and **returns to Midnight**, advance the **Day counter by 1**.

Advance time by **1 Time Period** with the completion of **each Event and each Quest**.



*Figure 1 (p. 9) illustrates how the Moon Dial is used to progress time. Move the small handle to indicate the correct day. Move the large handle clockwise to reflect the current Time Period.*

Figure 1



Certain game features may **alter the passage of time, either advancing or reversing it.**

The heroes have **13 days** to reach the final Quest.  
If the Northern Wind party fails to do so, the calamity occurs, and further instructions will be provided to the heroes by the Quest Log.

## JOURNEY

The Journey (stage) begins as specified in the Quest Log and represents travel between locations on the Campaign Map.

Players move along the route of the Campaign Map. They move from one location to the next or backtrack to the previous location on the Campaign Map.

Upon reaching an Event (dot), **draw and resolve an Event card.** For multiple consecutive Events, resolve an Event card for each. Upon reaching a Quest (marked with a picture), **play the corresponding Quest** detailed in the Quest Log. (Do not forget to advance time by 1 Time Period for each Event and each Quest.)

## REST

During the Journey stage, the party may **Rest** (after or before each Quest and Event):

**Advance time by 1 Time Period for each Rest taken.**



Each hero may select one of the following options:

- **Fully restore HP and remove all States.**
- **Remove 1 Weak Point.**

The party may Rest as many times as desired. However, **time is a critical resource**, so use it wisely.

## EVENTS

Event cards present a variety of situations, riddles, and challenges for heroes to overcome during their travel.

Events occur in between Quests and are represented by **Event cards**. Resolve a random Event when the party moves to an **Event location** (marked by dots) on the Campaign Map by drawing a card from the **Event Deck**. Each card is assigned a unique **Event number**.

The **Quest Log** will specify when to begin drawing Event cards and how the Event Deck is constructed. Not all Event cards are used consistently. In some instances, players can **bypass** an Event by paying the designated **cancellation condition** specified on the card.



The cancellation is indicated by the symbol on the left.

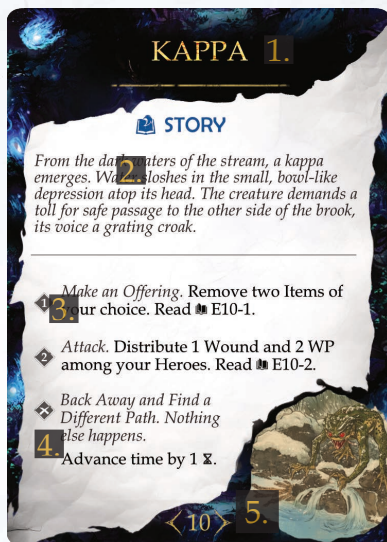
Events often present players with **multiple choices**. After reading the description, players must select one **resolution** from the choices/effects section of the card, if available.

If none are provided, **apply the instructions or effects** stated on the Event card. Some Event cards may specify **additional conditions for the next Quest** or **start a new Quest** entirely.



The **(Quest Log)** icon indicates that players must refer to the relevant Event resolution in the Secret Log, using the Event number and the chosen resolution as references (e.g., E10-1). If the resolution on the card includes this icon, players must make their choice first and then read the corresponding Secret Log entry.

Once resolved, the Event card is discarded into the Event discard pile and removed from play unless stated otherwise.



### Event Card Features:

1. **Name of the Event Card**
2. **Lore/Description**
3. **Choices/Effects/Instructions**
4. **Cancellation Condition**
5. **Event Number**

### EVENT TYPES

Event cards may include Story Events or Location Events. Story Event cards are blue, while Location Event cards are purple or green.

- **Story Events** are typically shorter and do not include combat on the field.
- **Location Events**, on the other hand, may introduce additional objectives or conditions for the next Quest or thrust the party into sudden combat scenarios. Purple Location cards

specifically represent ritual locations encountered along the path to Mt. Byodo. Resolving these Events will influence the campaign's ending and can make the final battles easier.

## FATE

Throughout the campaign, players may encounter situations where their decisions influence a series of outcomes. Depending on the choices made during Quests, Events, and other scenarios, players will gain or receive **Fates** as outlined in the Quest Log. These Fates can alter Quests, affect the heroes, impact Events, and ultimately shape the campaign's ending.

## FATE TOKENS

Fate is represented by **Fate tokens**, each marked alphabetically and by color. Unless specified otherwise, players retain these tokens until the end of the campaign. Whenever a hero comes into contact with a Fate token during the campaign, the hero gains that token. For example, if a Fate token is attached to a Hostile, the hero who defeats that Hostile receives the token. To streamline gameplay, it is recommended that all collected Fate tokens be placed into the Fate bag.

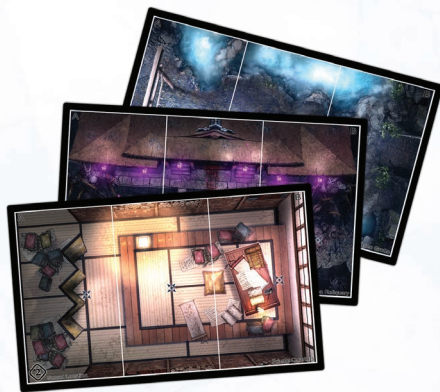


## FATE CHECK

Certain Quests, Encounters, or Events may prompt players to check which Fate tokens they possess. This is known as a **Fate Check**.

## SECRET LOCATIONS

**Secret Locations** are special areas (tiles) introduced during gameplay through Events or the Secret Logs of Quests. These areas are represented by **Secret Location cards** and are typically not directly connected to the main path on the Quest field layout but are added to a Quest. Access to Secret Locations is granted through various methods, as specified in Events or the Secret Log. Each Secret Location card has its own name. Locate the correct card and place it as specified in the text.



## CAMPAIGN END

The ending of the Northern Wind campaign will vary based on players' decisions, path, Moon Dial progression, and other factors. There are multiple possible endings, and the ones you reach will be specified in the final Arc of the campaign.

## QUEST LOG

Throughout the Northern Wind campaign, players will embark on a series of Quests. The Quest Log is a comprehensive book that provides narrative, campaign details, instructions, resolutions, secrets, and more.

### QUESTS

Each Quest presents battles and scenarios for players to tackle with their party of chosen heroes. Every Quest features unique gameplay, including objectives, playing fields, twists, conditions, lore, and other factors. Quests directly impact the progression of the campaign and the development of the narrative. Many will present decisions that influence the campaign's outcome, as well as the growth of the heroes and other characters.

### FIELD MAP

Each Quest has a unique map for the playing field—the field layout. The map details which **tiles** to use to construct the field and how to arrange them. It typically specifies the positions of the **Entrance** and the first **Encounter**, as well as **Environment tokens** and **numbered markers/tokens** that may apply specific conditions later in the Quest. The map may also indicate the **position and orientation** of any known **Hostiles**,

**Loot**, **Intrigues**, and other elements. Additionally, the Map provides **narrative descriptions** (names) of certain areas of the field.

The Map also includes a **compass**, displaying the **cardinal directions—North, South, East, West**. These directions are often used as a reference for positioning new elements on the field in relation to the Map orientation displayed in the Quest Log.

### TILES

In the dungeon-crawl, the field is constructed with tiles, each representing a part of the Quest's environment. Tiles are divided into spaces separated by thin white lines. For more details on tiles and their mechanics, refer to the Distances & Measurement section (*see p. 38*).

### ENTRANCE & EXIT

Each Quest includes an **Entrance** and at least one **Exit**. At the start of a Quest, heroes are typically positioned

Example of a Field Map.



on the space marked as the Entrance. If multiple spaces are marked as Entrances, heroes may begin on any of them. Similarly, Exits can be hidden or marked on the Quest map, allowing heroes to leave the field through these spaces.

## WEATHER CHECK

At the start of the Quest, reveal the **top 4 cards** of the **Chaos Deck**.



If a **Weather** card is revealed, apply its effects immediately (if multiple Weather cards are revealed, select one to apply). Shuffle the remaining cards back into the Chaos Deck. See more on Chaos Deck on p. 17.

## LORE

Lore appears at the beginnings of storylines, Quests, Encounters, Intrigues, Secret Logs, Endings and more. It is typically written in the color of the storyline and, in some cases, in italics when serving as a contextual supplement to a Quest Rule.

In certain situations, heroes provide their input. This is displayed in colored brackets [ ] alongside the hero's name. For the best immersion, we recommend reading these only when the mentioned hero is in your party.



## SETUP

Setup specifies which elements are placed onto the field and their positions, either at the **start of the Quest** or **during Encounters, Intrigues, or Secret Logs**.

Unless stated otherwise, **Hostiles are placed onto the field facing a hero, prioritizing the one who triggered the Encounter or Intrigue**.

## QUEST RULES

Quest Rules are special conditions specific to a particular Quest. These rules **take precedence** over standard rules and apply **throughout the Quest**, including all its parts. They may be introduced at the beginning of the Quest or during Encounters, Intrigues, Secret Logs, or Event cards.

## HOSTILE MODIFICATION

Some Quest Rules modify the profiles of specific Hostiles, often enhancing their abilities or designating them as **Boss** enemies for the Quest. Carefully follow the instructions outlined in the Quest Rules section. The modification is stated in parentheses () next to the profile name of the Hostile. The **Boss Hostile modification** is indicated by the symbol below.



## RESULTS

Results refer to the **outcomes** or **consequences** of completing specific objectives in a Quest, Encounter, Intrigue, or Secret Log. These outcomes can influence the situation on the field, grant rewards, alter Hostiles and terrain, or trigger additional Encounters and Secret Logs. Players may read Results **in advance** but must **resolve them immediately upon completing** the corresponding objectives.

## ENCOUNTERS

When heroes progress through a Quest, they will face unknown situations, enemies, and objectives. Encounters are the **primary narrative and challenge** of a Quest. For an immersive experience, refrain from reading them in advance - only read them when triggered. After triggering an Encounter, place that Encounter token on the hero's profile who triggered it.

An **Encounter** is **triggered** as soon as a hero enters or moves across a space containing the corresponding Encounter token. Read the narrative text, follow the Setup instructions, and resolve the Encounter.

If an Encounter token is placed on a **line between spaces**, it is triggered when a hero enters any of the affected spaces. If the token is placed **next to a tile**, the Encounter triggers when a hero enters that tile.



Most Quests feature multiple Encounters, marked with Roman numerals. While not all Encounters

need to be resolved in order, the progression will often make this unavoidable. If multiple Encounter markers are present on the field, heroes are not required to trigger them all unless specified or unavoidable.

*Note: If a hero triggers an Encounter during their Movement Step, they may still perform their Action Step, and Hostiles may react accordingly.*

## TWIST

Twists are indicated with the symbol on the left or an exclamation mark (!). Unless stated otherwise, resolve them **immediately after the Setup**, upon triggering an Encounter, Intrigue, or Secret Log. These represent sudden situations or opportunities that arise when players enter a new area and are typically integral to an Encounter or Intrigue.

## INTRIGUES

**Intrigues** are optional challenges or side objectives within a Quest that heroes can choose to engage with or investigate. Unlike Encounters, they are **not triggered automatically** upon entering or crossing a space with an Intrigue token.

An Intrigue is triggered when a hero performs an **Interact** Action in the same space (even if targeting something else) or uses a **Perceive** Action directed at the space with the Intrigue token.

After triggering an Intrigue, place that Intrigue token on the hero's profile who triggered it.

While you may read Intrigue descriptions in advance, avoid reading ahead to any referenced Secret Logs for a more immersive experience.



## QUEST END

The Quest End section specifies the conditions under which the Quest will end, typically when the heroes leave the field through an Exit. This section is usually presented early in the Quest.

After fulfilling the Quest End conditions, proceed to read the **Ending**.

## ENDING

In the Ending section, you will find the narrative conclusion of the Quest you just completed. Depending on the events of the Quest, the Ending may grant **rewards** or impose **penalties**, and may also include **instructions** for the next Journey stage or future Quests.

Once finished, conclude the Quest and begin the Journey to your next available Quest.

## SAVE GAME

Players can “save” their campaign progress by recording the Moon Dial (Day and Time counters) and their last location.

Place each Hero's Profile—along with all accumulated Upgrades, Wounds, Weak Points, and other relevant details—into their respective envelope. Store accumulated Fates in a separate envelope.



## LOOT

In their Quests and Events, heroes gather various Items (Upgrades), collectively referred to as **Loot**.

Loot is typically obtained as a reward from **Endings** and **Secret Logs**, but it can also be acquired by **Interacting** (performing the Interact Action) with Common or Superior **Loot Tokens**. In some cases, Loot stacks may be placed onto the field or next to it. In such cases, the Quest Log will provide instructions on how to obtain them.

Some Hostiles may **carry** Loot. When such a Hostile is **Incapacitated**, place the Loot token in the space where the Hostile was.

Unless the **parentheses** next to the Loot specify **exactly** what Item the model obtains from the token (e.g., *Common Loot (Medicine)*), the model **rolls** on the **corresponding** Loot Chart to determine the Item **based on the roll result**.

The **Common Loot** and **Superior Loot Charts** can be found in the Quest Log, p. 152, and the Quick Reference.



If there are no remaining Upgrade cards in your deck **corresponding** to the Loot you should have received from a roll on the **Loot Chart**, you may choose the option **above** or **below** your roll.

If there are no remaining Upgrade cards corresponding to a specific Upgrade listed as a reward in a Quest, you may perform a roll on the **Loot Chart** that corresponds to the Upgrade's **rarity**.

## ENVIRONMENT

Tiles or spaces — or occasionally the entire field — may have a designated **Environment**, represented by an Environment token. The token's position is indicated on the **field map** (field layout).

- **On a Space:** The token applies only to that space.
- **On a Line Between Spaces:** The token affects all connected spaces.
- **Next to a Tile:** The token applies to the entire tile.
- **Field-Wide:** These are specified under Quest Rules.

A model (hero or Hostile) is affected by an Environment when it occupies a space, tile, or field influenced by the Environment. Some Environments can also influence models outside their immediate space or tile (e.g., Hazy Environment prevents drawing Line of Sight (LoS) through it). Refer to p. 74 for the full list of Environments.



## CHAOS DECK

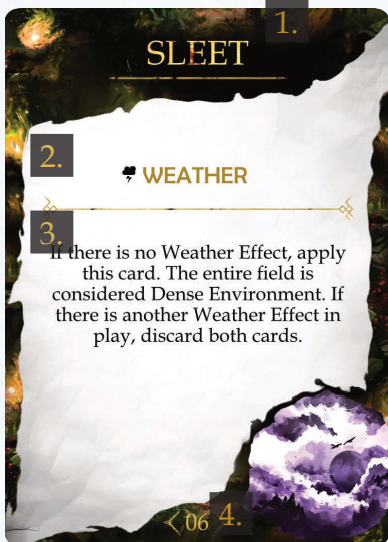
Chaos cards represent unpredictable circumstances that occur during combat in a Quest.

At the **start of each Hostile Turn**, during the Chaos Phase, draw and resolve a Chaos card unless stated otherwise.



Once resolved, discard it into the Chaos discard pile.

The **Quest Log** will specify how the Chaos Deck is constructed. Not all Chaos cards are used consistently.



### Chaos Card Features:

1. Name
2. Weather/Day/Night
3. Effect
4. Card Number

Chaos cards may have no special effects, or they may feature Weather effects or Day/Night effects. If a Weather card is drawn during the Hostile Turn, apply its effects as described on the card.

*Note: Weather cards are also drawn during Weather Check (see p. 13).*

When a Day/Night card is drawn, the effect depends on the current position of the Moon Dial. If the Moon Dial is set to **Dawn** or **Daylight**, the **Day** effect applies. If it is set to **Midnight** or **Dusk**, the **Night** effect applies.



## SECRET LOG

The Secret Log, located at the end of the Quest Log, contains the **outcomes of decisions**, Events, Encounters, Fates, and campaign endings. Each entry has its own code.

To preserve immersion and the weight of critical choices, consult it **ONLY** when instructed by the Quest Log or Event cards.

Some Secret Logs may direct you to additional entries or trigger new Encounters or similar. Always follow the instructions in the Quest Log in such cases.

## HEROES & HOSTILES

### HEROES

A hero is a named individual represented by a **model (miniature and profile)**. At the start of the campaign, each player (if there are more) selects one of the four available heroes to form the Northern Wind party.

### CHARACTER MODELS

Named heroes in the Northern Wind campaign – Na'ra, Tharos, Seigen, Anari, Chanra, and Tomoe – have unique leveling profiles and specific Items assigned to them. Follow the Quest Log for instructions on starting your first Quest and selecting heroes.

Named heroes come with backstories that can influence Quests and Events based on their presence in the party. Some also offer **Light/Dark** leveling options. The Quest Log specifies when and how characters can be switched if necessary.

For your first play-through of Northern Wind, we recommend selecting Na'ra, Tharos, Anari, and Seigen.

### LEVELING

As heroes gain experience they **level up**. In Northern Wind, heroes advance in level after completing an Arc of the campaign, replacing their existing profile with the next-level profile.

The Quest Log specifies leveling.

### NON-CHARACTER MODELS

Non-character models can be used as custom heroes. Players may choose an existing model (miniature and profile) from the Eldfall Chronicles line to create a custom hero. Customization details are provided on p. 76.

Hero profiles do not reset between Quests. Assign them the Weak Points, Wounds, and equipment (Upgrades) they had at the end of the last Quest, unless modified during the Journey stage.



### ALLIES

Allies are models that assist your heroes. Rules-wise, **allies are considered heroes** and can either be controlled by players or operate using **Behavior** mechanics.

- An ally may be summoned at **the start of a Quest by advancing Time by 1 Time Period**.
- Players can summon **one ally per Quest**, and that ally **cannot be summoned again** during the campaign unless specified otherwise.

## HOSTILES

Hostiles are **models** controlled by the game. Each Hostile has a **profile card** outlining its stats, abilities, weapons, and overall capabilities.

Additionally, each Hostile has a **Hostile Behavior card or AI card**, which defines its Actions, Movements, and Reactions using a hierarchy of patterns. These cards guide how Hostiles engage with heroes during battles. Heroes will face Hostiles in combat, with Hostiles acting and moving according to their Behavior.

Hostiles **activate** during the **Hostile Turn** and **react** during the **Hero Turn**.

## THE GAME MASTER

A player can take on the role of the **Game Master**, overseeing the Hostiles instead of actively participating as a hero. The Game Master can choose to follow the Hostile Behavior cards or manage the Hostiles manually, relying solely on their profiles to control them.

Additionally, the Game Master can act as a narrator, enhancing the storytelling by providing additional narration to complement the Quest Log.

## UPGRADES

Throughout the campaign, heroes acquire various Upgrades that allow them to customize and enhance their abilities. Each Upgrade is represented by an **Upgrade card**, which outlines the following details:

1. **Name** – The Upgrade’s title.
2. **Type** – The category of the Upgrade.
3. **Quantity and Weight** – Limits on Quantity and Weight for inventory management.
4. **Item Table** – Reference for usage, stats, effects, etc.
5. **Lore** – Background or flavor text related to the Upgrade.
6. **Limits** – Restrictions, such as specific heroes or levels required for use.

Upgrades encompass a wide range of Items and abilities, most of which are available to all heroes, though some are **exclusive to specific heroes** or their levels.

**CLAWS 1.**

6. NA' RA

2. Type: Melee, Weapon, Natural 🛡️ / 🛡️ / 3.

4. EFFECT PW/RCH/STK

Gain +1 STK when attacking a target without AP. T 🛡️ STA

5. *The Mau's retractable claws are a formidable adaptation, enhancing their exceptional fighting process. Whether employed for climbing or combat, these claws are a vital aspect of the Mau's distinctive physiology and combat style.*

### SYNERGY CARDS

Synergies are a unique type of **Upgrade** that heroes unlock by collecting **Synergy Points**. They emphasize teamwork and synchronization.

Each Synergy card has a **locked** and **unlocked** side. At the **start of a Quest**, players may select a Synergy card to unlock and place it next to the field. Each time the condition on the Locked side is met, place 1 Synergy Point on the card or as specified.

Once the required number of points is collected, the card is unlocked and **assigned to a hero**, granting access to its effect. Unless stated otherwise, Synergies cannot be traded between heroes.

### SYNERGY POINTS

Synergy Points are a shared resource that heroes earn during a Quest to unlock Synergy cards. Any unused points are discarded at the end of the Quest.



#### Synergy Card Features:

1. **Name**
2. **Unlock Cost**
3. **Unlock Condition**
4. **Upgrade type (Synergy)**
5. **Unlocked Effect**

### LOCKED SYNERGY



### UNLOCKED SYNERGY



# GAMEPLAY SEQUENCE

Once players start a **Quest**, the gameplay transitions to tactical, turn-based combat and dynamic interactions between models and the **field**.

## TURN PHASES

A cooperative dungeon-crawl game unfolds over a series of **rounds**, each divided into **two turns**: the **Hero Turn** and the **Hostile Turn**.

The heroes always make the first turn of the Quest unless stated otherwise.



During the Hero Turn, the heroes assume the **Active Role**, while Hostiles take the **Reactive Role**. In the Hostile Turn, the **Roles reverse**—Hostiles become Active, and players' models take on the Reactive Role. Once both turns are resolved, the round ends, and a new one begins.

In the **Active Role**, players spend **Activation Points (AP)** to **activate** their heroes **in any order**. A hero's AP does not need to be fully spent before another hero can activate, allowing flexibility in how Activations are managed.

Heroes can also activate **multiple times**, provided they have sufficient AP remaining. (See **Activation Sequence**, p. 23.)

Let's look at **Turn Phases** and how a single turn plays out.

### ROUND STRUCTURE:

	URNS	HEROES	HOSTILES
ROUND	1st	Active	Reactive
	2nd	Reactive	Active

### TURN STRUCTURE:

STRATEGIC PHASE	UPKEEP PHASE	CHAOS PHASE	TACTICAL PHASE	End the Turn END PHASE
Specific Abilities	Regain AP	Draw a Chaos Card <i>Only in the Hostile Turn</i>	Activation Sequences	

## ACTIVE ROLE & ACTIVE MODELS

In the **Active role**, the active models carry out 4 Phases in their turn. While all of them are important, pay special attention to the Tactical Phase, which is further explained on p. 22.

### I) STRATEGIC PHASE

During the **Strategic Phase**, Active models may declare the use of certain applicable abilities or Items in an order of their choosing. (The ability or Item will clearly state this.)

### II) UPKEEP PHASE

During the **Upkeep Phase**, allocate **Activation Points (AP)** to **all models** that can receive them (including Reactive models). Allocate a number that is equal to the relevant model's Stamina (STA) value.



### !) CHAOS PHASE

Only during the **Hostile Turn** after the Upkeep Phase!

In the Chaos Phase, draw a **Chaos Card** from the Chaos Deck and resolve it. In most cases, its effect is applied immediately.

## III) TACTICAL PHASE

During the Tactical Phase, all models – **heroes and Hostiles** – participate.

This Phase comprises **multiple Activation Sequences**, detailed further on p. 23.



During this Phase, the Active models may activate by spending their available AP and perform **Activation Sequences**. Likewise, Reactive models may **React** by spending their AP during the **Reaction Step** of each Activation Sequence. A model with no AP **cannot activate or react**. The Tactical Phase ends when there are no Active models left to activate (or in the case of a Hero Turn when the players decide they do not wish to activate any more models).

### IV) END PHASE

During the End Phase, certain applicable effects are resolved and all models on the field **discard** any unspent AP.

→ **After this, a new turn begins. The Roles switch** – the Active models become Reactive, and Reactive models become Active.

## REACTIVE ROLE & REACTIVE MODELS

Following the rules of **Reaction** and the **Activation Sequence**, Reactive models (in their Reactive Role) may react against **each Activation** of enemy models during the **Reaction Step** of each Activation Sequence (see p. 23).

## ACTIVATION SEQUENCE

An Activation Sequence occurs with every **Activation** in the **Tactical Phase**.

### 1) ACTIVATION STEP

An Active model activates by **spending an Activation Point**.

*Note: The model suffers any relevant effects it is affected by upon Activation.*

### 2) MOVEMENT STEP

The activated model may declare a **Normal** or **Special Movement** (see p. 54).

All relevant **Skills** (e.g., Dash, Climbing, Leap, Flight, Flicker) must be declared before Movement.

During this Step, the model may **enter** or **cancel** the **Crouched State** (see p. 60) at the start or end of Movement. After Movement is declared, the model is moved.

### 3) ACTION STEP

The activated model may declare either a **Normal Action** or a **Special Action**.

If the declared Action is an **Attack**, the model must specify its **targets** and the means of the Attack (e.g., Skills, Items, Combat Arts, etc.).

## 4) REACTION STEP

Reactive models may declare Reactions against the **activated model** following the rules of **Reaction**.

Each reactive model must declare its Action and, if applicable, the type of **Attack** (e.g., Ranged, Melee, Skills, Items, Combat Arts) (see p. 55 for Attack). **Multiple** reactive models can respond to a single activated model, but each Reaction must be specified.

The same rules apply to **Hostiles** in their Reactive Role, except **their Reaction Step occurs after the players' Action Step**. Hostile Behavior during this Step is dictated by their **Hostile Behavior** cards (see Hostiles, p. 26).

## REACTION

**Reaction** is performed by a **reactive model** (or rather, by a model in its Reactive Role) in the **Reaction Step**.



A Reactive model may declare a Reaction and react **against the activated model** by spending an **Activation Point**. Reactions are limited to **Normal Actions**.

Declaring a Reaction requires **Line of Sight (LoS)** to the activated model (see p. 40 for LoS).

If the activated model moves within the Reactive model's **Awareness**, the Reactive model may declare a Reaction and perform a **Dodge, even without LoS** (see p. 42 for Awareness and p. 58 for Dodge).

### ATTACK OF OPPORTUNITY (ADVANCED)

An Attack of Opportunity allows you to react **before** an activated enemy model completes its Movement, potentially preventing the enemy from leaving your Weapon or Spell **Reach (RCH)**.

If an activated enemy model's Movement **enters** RCH of a reactive model's Weapon or Spell, the reactive model may **immediately** declare a Reaction and perform an **Attack of Opportunity** at that **exact point** in the activated model's Movement. (See examples for Melee and Ranged Attacks.)

When a reactive model performs an Attack of Opportunity, it **cannot** declare any other Reaction during this Sequence, even if the Attack **fails**.

*Note 1: A reactive model may perform a Ranged Attack of Opportunity if an activated enemy model moves toward it. If the activated model subsequently declares a Melee Attack, this will trigger a Confrontation.*

*Note 2: All applicable modifiers are still applied to the reacting model's Attack.*

Figure 1 shows Tharos performing a Ranged Attack of Opportunity through a white edge.



Figure 2 shows Seigen performing a Melee Attack of Opportunity against a moving Vengeful Spirit that enters his Weapon's RCH.



### REACTION AGAINST SHROUDED OR FLYING MODELS (ADVANCED)

If a reacting model has declared **Dodge or Perceive** and has LoS towards an activated enemy model that has declared an Attack while in the Shrouded or Flying State, the reacting model may change its Dodge or Perceive declaration into an Attack declaration immediately after the activated enemy model's Action Step (explained on p. 23).

## 5.) RESOLUTION STEP

**Modifiers** are applied, and all required **rolls are performed**. If applicable, **Confrontation** rolls are resolved (see p. 47). Models that score **Hits** must perform **Damage rolls**, while affected models may sometimes perform certain corresponding rolls (T, AG, etc.) to mitigate damage or effects (see Rolls on p. 37; Strikes and Hits on p. 46).

Damage, effects, and abilities triggered during this Activation Sequence are resolved simultaneously. Models that receive **damage** from successful Damage rolls suffer the corresponding number of **Wounds**. All relevant **States** are applied.

**After this Step, the Activation Sequence concludes.**

### Example of an Activation Sequence with an Active Player:

- 1) The active player selects a hero, spends an Activation Point and activates it.
- 2) In its Movement Step, the activated hero declares and performs Walk Normal Movement, however, in the path of its Movement, a Hostile was able to draw Line of Sight toward it.
- 3) To avoid any potential incoming Attacks (of the upcoming Hostile Reaction Step), the activated hero declares Dodge in its Action Step.
- 4) As the Hostiles' Reaction Step begins, a Hostile declares Reaction: Ranged Attack with its Bow, against the activated hero.
- 5) The distance is measured, modifiers applied and the rolls are performed. The activated hero fails the Dodge, while the reacting Hostile hits! The Hostile now performs one Damage roll. The Damage roll fails; the activated hero suffers no Wound and remains unharmed, ending its Activation.

#### HERO ACTIVATION SEQUENCE:

**ACTIVATION > MOVEMENT > ACTION > REACTION > RESOLUTION**  
 (Hero activates) (Hero moves) (Hero acts) (Hostiles react) (Activation resolves)

#### HOSTILE ACTIVATION SEQUENCE:

**ACTIVATION > MOVEMENT > REACTION > ACTION > RESOLUTION**  
 (Hostile activates) (Hostile moves) (Heroes react) (Hostiles act) (Activation resolves)

## HOSTILES

Hostiles are models controlled by the game, functioning like any other model. Each Hostile has a Profile card detailing its in-game capabilities, stats, and abilities.

Each Hostile has a **Hostile Behavior** card that dictates its Movement, Actions, and Reactions during gameplay. Hostiles **activate** during the **Hostile Turn** and **react** during the **Hero Turn**.

Each Hostile has its own Tier. A model's Tier is consistent across its Profile and Behavior cards. On Behavior cards, the Tier is located at the bottom of the card and is represented in Roman numerals.

## HOSTILE BEHAVIOR

Hostile Behavior adheres to the standard game Phases.

Unlike players' models (heroes), **reactive Hostiles perform their Reaction Step after the player's Action Step** and before the Resolution Step of the Activation Sequence. (*Step 3 and 4 are reversed.*)



When a Hostile declares an **Action** targeting a model, it **must rotate to face the target directly**.

If a Hostile **suffers a Hit**, it **must turn directly toward the attacker**.

*Exception: Hostiles with the Construct or Undead I Traits only turn their facing upon suffering a Wound, not a Hit. Unless specified otherwise, Hostiles will always move via the shortest route.*

If a Hostile's **HP reaches 0** and becomes **Incapacitated** or **Dead**, its miniature is **removed** from the field at the end of the turn, unless stated otherwise.

When performing Movement, if a Hostile must move over **Elevation** or another surface that requires **Climb** or **Jump** (Special Movement) to cross, it uses that instead of **Walk** or **Run**.

Hostiles **ignore** Incapacitated, Dead, or Shrouded enemy models unless otherwise specified. For example, Hostiles will not target or consider a Shrouded token as a valid target. If a Hostile becomes **Crouched**, it will attempt to **cancel the State** during the Movement Step of its next Activation. Declaring Dodge also cancels the Crouched State. If a Hostile becomes **Immobilized**, it will attempt to cancel the State by declaring Dodge in its Action Step, provided no other Behavior listed on its card is applicable.

## SPAWNING HOSTILES

**Spawning Hostiles** refers to **placing** Hostiles onto the field. These Hostiles **immediately receive their AP**.

Most Setups, Quest Rules, or Twists reference a specific Hostile to be placed. However, if a certain **Tier** is listed and **multiple** Hostiles of that Tier are available in the Spawn Pool, the players determine which to place. When placing a Hostile, try to position it at the **center** of a space or wherever there is room. If the space is **full** (all Space Slots occupied), place the Hostile in any **adjacent space**. Align Hostiles to **face either the hero** that triggered the Encounter or the **closest hero**.

If a Hostile is required to spawn but **no more** copies of that Hostile are available in the Spawn Pool, spawn **another Hostile of the same Tier**. If no Hostiles of that Tier are available, spawn a non-character Hostile of **one Tier higher**, up to a maximum of Tier III. If all Tier I, II, and III Hostiles are already on the field, all Hostiles regain **1 HP**.

If a **Quest Rule** would apply to a Hostile you cannot place on the field, that Quest Rule **extends** to the **replacement Hostile**.



## SPAWN POOL

The **Spawn Pool** represents the **maximum** number of Hostiles that can be on the field at one time. By default, the Spawn Pool includes the number and variety of miniatures found in the Northern Wind Core Box and one copy of each Northern Wind expansion.

**Additional Hostile** miniatures can be added to the Spawn Pool, including Eldfall Chronicles miniatures from outside the Northern Wind campaign. This increases the variety and difficulty of combat, enhancing both theme and challenge.

## HOSTILE ACTIVATIONS AND REACTIONS

How to Activate and React with Hostiles:

### 1. ESTABLISH ORDER OF ACTIVATIONS

Hostiles activate in **order of their Tiers**, starting with the **lowest** (Tier I). If multiple Hostiles share the same Tier, the one with the **highest Morale** (M) activates first. If tied in both Tier and Morale, the players determine the Activation order. Hostiles of the same Tier **must exhaust all their Activation Points**, if possible, before Hostiles of a higher Tier can activate.

### 2. ACTIVATE HOSTILES

Some Hostiles possess **Special Behaviors**, or unique abilities that must be applied when possible or as dictated by the rules. When a Hostile is in its Active Role, refer to the “**ACTIVE**” section of its Behavior card for guidance.

### 3. REACT WITH HOSTILES

When a Hostile is in its Reactive role, refer to the “**REACTIVE**” section of its Behavior card for instructions.

### 4. FOLLOW THE HIERARCHY OF BEHAVIORS

Within the numbered Hierarchy of Behaviors under the **Movement Step**, **Action Step**, and **Reaction Step**, the highlighted text (before the colon (:)) states a **specific condition** related to possible enemy targets. The non-highlighted text (after the colon (:)) explains **what the Hostile will do** if that condition is met—its Behavior.

The Hostile conducts its turn based on these behavior conditions **hierarchically**. This means that when a Hostile activates or reacts, players must first check **condition 1.** listed in its hierarchy of Hostile Behaviors. If the condition is met, the Hostile carries out that Behavior. If condition 1. is not met, proceed to check condition 2., and **continue until a condition is met.**

If none of the consecutive behavior conditions are met, the Hostile **does not** Activate or React.

In the Hostile’s Active Role, if a behavior condition is met but there are **multiple possible targets** matching the condition, the Hostile targets the model that best matches its **Target Priority**. If this is hard to determine, the Hostile moves toward the **closest enemy**. In the Reactive Role, however, the target can only be the **Activated model**, as per the general rules of Reaction (see p. 23).

*Note 1: Hostile Behaviors are written from the Hostile’s perspective, with the heroes considered as enemies. Some conditions may reference the Hostile’s allied models; such conditions will clearly specify this.*

*Note 2: If the Hostile is already activated but cannot move or perform an Action, it declares Idle for its Movement Step and Nothing for its Action Step.*



## HOSTILE BEHAVIOR EXAMPLES AND EXPLANATIONS

### ACTIVE (FRONT OF THE CARD)

**Target Priority:** If multiple enemy targets fit this Hostile Behavior, the Hostile will target the closest enemy (hero).

When this Hostile is in its Active Role, its behavior follows a hierarchy: starting with behavior "1." If "1." is true, it carries out "1." If not, move to "2." If "2." is also not true, proceed to "3." and so on.

#### Movement Step:

1. If this Hostile is within 2 spaces of an enemy, it will Walk into the same space with the closest enemy.
2. If there is an enemy model in its LoS, it will Run toward that enemy.
3. In any other case, it will Walk toward the closest enemy.

#### Action Step:

1. If an enemy is within the same space, this Hostile will perform a Melee Attack (unless it performed a Special Movement - Run).  
If no enemy is within the same space, it will do Nothing.

### Reactive (Back of The Card)

**Target Priority:** According to the general rules of Reaction, the Hostile can react only against the activated model.

#### Reaction Step:

1. If the Hostile has LoS to the activated enemy and that enemy is within the same space, it will react with a Melee Attack.
2. If the Hostile becomes the target of an Attack, but the attacking enemy is outside the same space, or the Hostile does not have LoS to it (but it is within Awareness), it will attempt to perform Dodge and move toward the attacking enemy.



# COMBAT ELEMENTS

In this section, you will find everything related to models, combat, and other field interactions.

## MODELS

A **model** is an individual entity with its own **model profile**, represented by a **miniature**, token, or standee on the field. Models act as representations of fictional individuals or creatures, each with roles and stories in the world of Eldfall Chronicles.



## MODEL PROFILES

A **model profile** indicates the in-game capabilities of the model it represents, including its stats, attributes, and abilities. These details are shown on the profiles of both heroes and Hostiles. However, there are some differences between the model profiles of heroes and Hostiles.

Below is an example of a **Profile card** with the basic **attributes** explained in the next sections.

FRONT OF THE CARD

**1. aros, Cne-Eyed Wolf**  
**2. (ATCHEMIST) (ROGUE) Size: Medi**  
**4.**  
**5. TRAITS:** •Survival (Difficult)  
**6. SKILLS:** •Climbing •Snipe •Stealth II  
**8./9. COMBAT ARTS:** •Assassination III  
**10. INVENTORY (10)**  
**11. 12.**  
**3.** 2 3 3 2  
**3.** OFF 13  
 DEF 10  
 ACC 15  
 INT 13  
 AG 13  
 T 12  
 M 12  
**7.**

BACK OF THE CARD

**5.** • **Survival (X Environment):** This model is unaffected by X Environment.  
**6.** • **Climbing:** This model may perform the Climb Special Movement as a Normal Movement, ignoring movement penalties.  
 • **Snipe:** STK of an Attack using this ability is 1 and cannot be modified. This model ignores Cover and "Ranged Attack into a Space with An Engaged Ally".  
 • **Stealth II:** If this model activates or enters an enemy's Awareness, that enemy cannot declare a Reaction unless it has LoS to this model.  
 II: Deploy this model in Shrouded. If no enemy has LoS, it may re-enter Shrouded during its Strategic Phase.

**ASSASSINATION III**  
 The selected level's effect applies to Attack.

**I** **Aiming for the Vitals:** User's Attack gains +6 PW.  
**8./9.** **Cunning Precaution:** User's Attack gains Poison I.  
**III** **Overwhelming Assault:** User's Attack gains +1 STK.

## 1. NAME

The name of the model.

## 2. CLASS

Each model is assigned to at least one **Class**, which, to an extent, defines its role on the field.

## 3. ATTRIBUTES

The set parameters that display the degree of a certain model's default capabilities are referred to as **stats** (statistics). The likelihood of a dice roll success, which simulates various actions performed by the model, is primarily based on the model's attribute value.

### VITALITY ATTRIBUTES

#### STA (Stamina)

Indicates the default number of Activation Points (AP) a model receives at the beginning of its every turn and how swiftly it can wield certain Items.

#### SPD (Speed)

Indicates the default distance that a model can cross on the field when moving, specifying **how many spaces** on the field the model can move.

#### ARM (Armor)

Indicates the default amount of natural or artificial protection the model has to cope with the power of a **Hit** received.

#### HP (Health Points)

Indicates the default health of a model, or in other words, how many **Wounds** it can withstand before becoming Incapacitated (State).

### COMBAT ATTRIBUTES

#### OFF (Offense)

Indicates a model's default active melee capability used during its Active Role to conduct a **Melee Attack**.

#### DEF (Defense)

Indicates a model's default reactive melee capability used during its Reactive Role to conduct a **Melee Attack**.

#### ACC (Accuracy)

Indicates a model's default capability with ranged projectile weapons used when performing **Ranged Attacks**.

#### INT (Intellect)

Indicates a model's default mental dexterity and often its capability of casting **Spells** and perceiving its surroundings.

#### AG (Agility)

Indicates the default physical nimbleness and kinesthetic capability of a model, mainly used when avoiding incoming Attacks with **Dodge** and escaping certain dangers.

#### T (Toughness)

Indicates the default physical strength and endurance of a model.

#### M (Morale)

Indicates the default mental fortitude of a model.

## 4. SIZE

Indicates the model's **physical volume** on the field. Model sizes, from smallest to largest, are categorized based on their **base size** in the following order:

- SMALL (S) (25MM)
- MEDIUM (M) (32MM)
- LARGE (L) (40MM)
- HUGE (H) (50MM)
- GIGANTIC (G) (60MM)
- COLOSSAL (C) (80MM)
- EPIC (E) (100MM+)

## 5. TRAITS

Traits are **passive abilities** and factors. They are **automatically applied to the model**, its Actions, and its Movement at all times.

Model Traits are usually detailed on the back of the Profile card. Find the most common Traits on the Quick Reference, and the full list on p. 70.

**Traits cannot be voluntarily disregarded.**

Some Traits have multiple levels, indicated by Roman numerals next to the Trait name. The **model gains the Effects of all lower levels** of the same Trait, and these Effects stack. If no Roman numeral is present, the Trait is considered Level I.

Abilities, Items, or Spells may also list Traits under their **Effects**. Any Hits or Wounds caused by such an ability, Item, or Spell will also apply the listed Trait.

*Example 1: A model with Undead II automatically benefits from both the*

*Undead I and Undead II Effects.*

*Example 2: A model suffers a Wound inflicted by a Greatsword. Since the Greatsword has the Bleed Trait, the wounded model enters the Bleeding State.*

## 6. SKILLS

Skills are **optional abilities** that a model can use and benefit from in **specific situations**. Model Skills are usually detailed on the back of the Profile card.

Find the most common Skills on the Quick Reference, and the full list on p. 63.

**A model cannot use the same Skill more than once per Activation.**

Some Skills have multiple levels, indicated by Roman numerals next to the Skill name. The **model gains the Effects of all lower levels** of the same Skill, and these Effects stack. If no Roman numeral is present, the Skill is considered Level I.

*Example: A model with Stealth II automatically benefits from both the Stealth I and Stealth II Effects.*

## 7. LEVEL/TIER

Level or Tier of a model: heroes have Levels, while Hostiles have Tiers. Each model's Tier is consistent across their Profile and Behavior cards.

## 8. COMBAT ARTS

Combat Arts represent specialized forms of combat in which a model excels and has achieved a certain level of mastery. Some models have access to various **combat abilities** organized into Combat Art charts.

Combat Arts are **divided into levels**, and a model gains **access to all levels up to the specified level** of that Combat Art.

**If a model has access to multiple levels, it can select only one at a time.**

**Additionally, if a model has more than one Combat Art, it may only apply one level of one Combat Art to its Attack.**

*Example 1: If a model has Fencing III listed under its Combat Arts, it can add the Effect of either Level I, II, or III of the Fencing Art to its Attack.*

*Example 2: If a model has Fencing V, it can select any one of the five levels and add the corresponding Effect to its Attack.*

1) EXAMPLE COMBAT ART: FENCING III  
Selected level's effect is applied to this model's Melee Attack.

I Masterful Parry: Target's Melee Attack suffers -3 modifier.

II Harsh Riposte: Target's Melee Attack suffers -1 Strike (cannot be reduced below 1).

III Second Wind: User's Melee Attack gains +1 Strike.

IV Grapple & Thrash: User's Melee Attack gains Knockdown.

V Striking the Gaps: User's Melee Attack gains Ignore Armor.

2) EXAMPLE COMBAT ART: FENCING V  
Selected level's effect is applied to this model's Melee Attack.

I Masterful Parry: Target's Melee Attack suffers -3 modifier.

II Harsh Riposte: Target's Melee Attack suffers -1 Strike (cannot be reduced below 1).

III Second Wind: User's Melee Attack gains +1 Strike.

IV Grapple & Thrash: User's Melee Attack gains Knockdown.

V Striking the Gaps: User's Melee Attack gains Ignore Armor.

## 9. SPELLCRAFT

Some models have access to individual **Spells** or Spells organized into **Spellcraft** charts. Similar to Combat Arts, Spellcrafts are **divided into levels**, and a model gains **access to all levels up to its listed level** of that Spellcraft. However, a model **can only cast Spells of the same Element as its Affinity**.

*Example: A model has Art of Sorcery III listed in its Spellcraft section and Affinity (Fire) under its Traits. Therefore, it can cast Spells of Level III or lower from the Art of Sorcery chart, but only those of the Fire Element.*

## 10. SPECIAL

Some models have **unique abilities** displayed in this section.

## 11. INVENTORY (X)

Inventory represents the capacity a model has for carrying Items. The value (X) next to **Inventory** on the Model Profile indicates the **total number of Items** the model can carry **during a Quest**. When calculating the total Weight in the model's Inventory, **Weight is multiplied by Quantity**.

## QTY (QUANTITY)

Indicates the number of a specific Item a model has in its Inventory.

## WGT (WEIGHT)

Weight indicates how heavy or cumbersome a **single Item** is for a model to carry in its Inventory.

If an Item's **Weight is 0**, **only its Quantity contributes to the total Weight**.

If an Item has "/" listed as its Quantity and Weight, it **does not occupy any space in the model's Inventory**.

If the total Weight of a model's Inventory **exceeds its X value**, the

model becomes over-encumbered and **cannot perform any Movement or Special Action** (see p. 38, 43).

When a model activates, it may choose to **drop** any number of Items - place a token on that space, representing dropped Items.

## PRE-DETERMINED INVENTORIES

Pre-determined Inventories list the **default Items** a model possesses and their properties in a table (see Example 1). Such inventories are **common for Hostiles and non-character models**.

In the case of custom heroes, the Inventories of non-character models can be modified with Upgrades.

## HERO INVENTORIES

Hero Inventories are customizable and are not predetermined (see Example 2). Heroes may tailor their Inventory from various Upgrades (Items).

**A hero cannot receive Upgrades that are restricted to another hero or a**

EXAMPLE 1: HOSTILE PROFILE CARD WITH A PRE-DETERMINED INVENTORY

**1.** Iuren, Red Raseis **4.**

**2.** (BERSERKER) Size: Medium **3.**

**5.** TRAITS: • Affinity (Profane) • Demon  
• Duelist • Fearless • Menacing I **3.**

**6.** SKILLS: • Dash • Leap

**8./9.** COMBAT ART: • Berserk III

**10.**

OFF	16
DEF	13
ACC	13
INT	10
AG	13
T	15
M	16

**11.** INVENTORY (5)

ITEM	EFFECT	PW	RCH	STK	TYPE
12. Sacred Relic Blade	Cleave, Sweep I	T+4	1	STA	Melee Weapon

**7.**

specific level they do not meet the requirements for.

During the **Journey Phase**, heroes may access a communal **Storage**.

## STORAGE

Storage is where the Northern Wind party of heroes can collectively **store and access Items** (Upgrades) during the **Journey Phase** that they do not wish to keep in their personal Inventories.

**Before** each **Quest** and **before** drawing an Event card, heroes may access Storage to reorganize their Inventories.

## 12. ITEMS

Items grant models various capabilities. A model can equip **only one Item from each Category** at a time. Items may be equipped or unequipped **once** per Activation (or Reaction). The model equipping an Item is sometimes referred to as the **wearer** or **user**. Unless an Item has the **Two-Handed** Trait, it is considered to occupy only one hand.

## ITEM RARITY

Item Rarity indicates how difficult an Item is to obtain from **Loot** (see p. 16) or whether it has **specific limitations** or **requirements**.

### Limited Item

Limited Items are typically **restricted** to a specific **hero** or even a specific hero **level**, as indicated on the card.

### Common Item

Common Items have names written in **white** on the Upgrade card, and their Item image is marked with a **white circle**.

### Superior Item

Superior Items have names written in **bronze**, with the image featuring a **bronze circle** and **background**. These Items provide more powerful benefits and are rarer than Common Items.

### Legendary Item

Legendary Items have names written in **gold**, with the image showcasing a **gold circle** and often a gold or character-themed **background**. These Items are exceptionally powerful, rarer than both Superior and Common Items, and cannot be obtained from Loot.

EXAMPLE 2: HERO PROFILE CARD WITH A CUSTOMIZABLE INVENTORY

**1**  **2** **Anari, Light** **3**  **4** (MAGICIAN) (SENTINEL) Size: Medium **5** **TRAITS:** •Affinity (Water, Fire) •Fearless **6** **SKILLS:** •Dash **7** **COMBAT ARTS:** •Fencing II **8** **SPELLCRAFT:** •Art of Enchanting III **9** •Cryomancy III **10** **SPECIAL:** First Enchantment Spell in the turn gains STK +1. **11** **INVENTORY (5)**

OFF	15
DEF	13
ACC	11
INT	16
AG	13
T	12
M	17

**3** 

## EXAMPLE UPGRADE CARDS

COMMON



SUPERIOR



LIMITED, LEGENDARY



LIMITED, LEGENDARY



## ITEM CATEGORIES

Items are divided into four categories based on their application and Effect.

### Weapon

When equipped, Weapons grant specified Reach (**RCH**), Strike (**STK**), Power (**PW**), and Effects to an Attack.

### Shield

Shields provide a **passive** Effect when equipped. A model may choose to use an equipped Shield to perform an Attack instead of a Weapon, Spell, or another Item (see the Melee Attack section on p. 56).

### Accessories

Accessories provide a **passive** Effect when equipped.

### Consumables

After use, regardless of whether the Action is successful, the Consumable Item **must be discarded** from the model's Inventory. A model may use only one Consumable Item of the same name at a time. Other Items do not need to be unequipped to use a Consumable Item.

### PRIMARY WEAPON

If a player does not specify which Item a model has equipped and the model has multiple Items of the same Item Category in its Inventory, the default equipped Item (for each Category) is the one **listed highest** in the Inventory – the **Primary Weapon**. If a model's Inventory consists only of **Upgrades**, the Primary Weapon is the Weapon the model **last used**.

## DICE ROLLS

Eldfall Chronicles uses 20-sided dice (D20) to determine the success of certain Actions (e.g., Attack, Dodge) or checks.

### ATTRIBUTE ROLL

To perform a successful Attribute roll, the result of the dice roll must be **equal to or lower** than the modified attribute.

*Example 1: To perform a successful Agility roll (when Dodging for example) the result of the dice roll must be equal to or lower than the dodging model's modified AG attribute.*

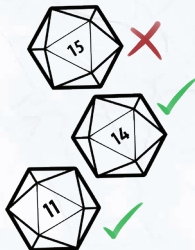
*Example 2: Tharos has AG 13 but suffers a negative modifier of -3, which makes his modified AG 10. Tharos now has to roll 10 or less to successfully Dodge. (More on modifiers on p. 52)*

### ATTACK ROLL

To perform a **successful** Attack roll, the result of the dice roll must be **equal to or lower** than the modified attacking **attribute**. Which attribute is used depends on the type of the Attack and whether it's in the Active or Reactive Role.

*Example: A model in its Active Role performs a Melee Attack. It uses its OFF (14) Attribute.*

*Roll results marked with ✓ are equal to or below 14 and thus they Hit. Rolls marked with X are higher than 14, thus they miss.*



### REROLL

After rolling the dice, the player may sometimes reroll a certain number of dice (as determined by the ability or situation), **completely negating** their **previous roll results**.

Unless stated otherwise, a die can be rerolled **only once**.

Rerolls are granted by specific abilities or other circumstances.

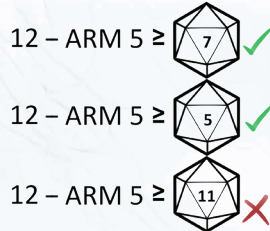
### DAMAGE ROLL

To perform a Damage (DMG) roll, roll **a die for each Hit** scored. For every result that is **equal to or lower** than the Power (PW) of the **Weapon** that caused the Hit, **minus** the target's Armor (ARM) value, the target suffers **one Wound**.

*Example:*

*A Damage roll is performed against a target with an ARM of 5. The Hit's PW is 12.*

*Roll results marked with ✓ are equal to or below PW 12 - ARM 5 and thus cause one Wound each. Rolls marked with X are higher than PW 12 - ARM 5 and thus do not cause Wounds.*



## DISTANCES & MEASUREMENT

❖ In Northern Wind, the field is constructed with **tiles**, which are further divided into **spaces**, marked with ❖ symbol.

They are separated by thin **white lines**. Adjacent spaces on different tiles are also considered divided by thin white lines.

Space distances are **crucial** for **Movement** and **combat**, particularly concerning a model's **Reach** (RCH, see p. 43).

**Distance is measured in spaces (X❖), starting from the space adjacent to the model and including the target space** (e.g., where the model wants to move, Attack, or Perceive). Distances are measured by counting spaces along **horizontal** and **vertical paths** from the starting space to the target space. **Diagonal counting (through corners) is not allowed**; only directly adjacent spaces can be counted.

*Example: If a model has SPD 1 or RCH 1❖, the correct measurement is shown in Figure 1. Figure 2 illustrates an incorrect measurement.*

Figure 1



Figure 2



## SAME SPACE (❖)

❖ The space occupied by the model in question is marked with ❖ and referred to as the “**same space**”. For example, “within ❖” means within the space the model is currently occupying (*Example below*).



An adjacent space is any space that **shares a common side** with another space. This includes spaces **directly next to each other** horizontally or vertically, but **excludes diagonal spaces**.

## MOVEMENT

Movements determine **how models traverse spaces**. A model may declare one of **two types** of Movement: **Normal Movement** or **Special Movement**. Refer to the list of Normal and Special Movements on p. 54. Unless stated otherwise, a model that declares a **Special Movement** during its Activation cannot perform any Normal Action or Special Action (*other than Nothing*) within the same Activation Sequence.

**Speed (SPD)** represents the **number of spaces a model can move**. For example, “1❖” indicates that a model can move one space (from its current space to an adjacent space). Movement of “2❖” is demonstrated in Figure 3 (p. 39).

## GENERAL RULES OF MOVEMENT

A model can move **up to** a number of spaces **equal to its modified SPD** and can move freely within each space. While moving, a model **has Line of Sight (LoS)** in all directions around itself.

A model **cannot end its Movement** in a space where all Slots are occupied by other models. It **may move through allied models** but **cannot move through enemy models** unless they are in the Incapacitated or Dead States.

When moving **Hostiles**, attempt to position them so they condense around a **LoS Marker** in that space. Otherwise, move them to where there is room.

*Note: If a model's base is too large to fit entirely within a space, position it so its position is clearly identifiable.*

Figure 3 illustrates SPD 2❖.



## SPACE SLOTS

Each tile contains a number of **Space Slots**, which determine **how many models can fit into a single space** on the tile. If all the Slots in a space are occupied, the space is considered **fully occupied**, and a model cannot move into that space. Models in the **Incapacitated** or **Dead** States do not take up Slots.

If a space is full but contains an ally, your model may move through it but cannot end its Movement in that space.

*Note: When a model enters a crowded space, you may adjust the positions of the other models slightly, but they should retain their facing as much as possible.*

## SIZE & SLOTS

Different model **Sizes** occupy a **different number of Slots**. The Sizes of models and the corresponding Slots they occupy are as follows:

- **1 SLOT:** SMALL, MEDIUM, LARGE;
- **2 SLOTS:** HUGE;
- **3 SLOTS:** GIGANTIC;
- **4 SLOTS:** COLOSSAL, EPIC.

Figure 4 illustrates a fully occupied space.



## LINE OF SIGHT (LOS)

Line of Sight (LoS) is essential for determining whether a model can see another model or object and declare an Action against it.

While moving, a model **has Line of Sight (LoS)** in all directions around itself.

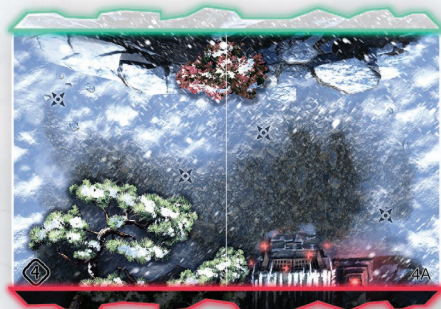
When a model moves into a space, it gains LoS to **all models** within that space at the end of the Activation Sequence.



## TILE BORDERS

The **black tile border** on the edge of a tile signifies an impassable wall, through which **LoS cannot be drawn**. In contrast, the **white border** signifies an open edge, through which **LoS can be drawn**.

Figure 1 illustrates a white border edge above (green) and black border below (red).



If a tile connects to a space on a **Large Tile** that has a black border, LoS cannot be drawn through that border, but a model can move through it.

If an **Exit** is placed on a space with a black border, a model may leave the field through that border regardless.

## LINE OF SIGHT MODES

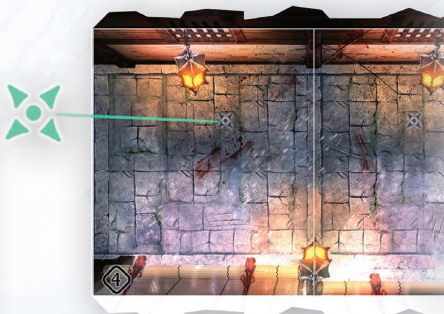
During play, players can choose between **True Line of Sight** (True LoS) and **Assisted Line of Sight** (Assisted LoS). True LoS mimics more realistic combat scenarios, while Assisted LoS simplifies LoS objectively for Actions occurring **outside the activated model's space**.

### ASSISTED LINE OF SIGHT

In **Assisted LoS** mode, if a model is performing Actions (e.g., **Ranged Attack**) targeting other models **outside same space**, the following rule applies:

If the model can draw **LoS** from its **own LoS Marker** to the **LoS Marker in another space**, it can **target any model** located in that space.

Figure 2 illustrates the Assisted LoS Marker.



## TRUE LINE OF SIGHT

In **True LoS** mode, a model's base is divided into the **front** and **back** sections, each representing a 180° arc. **LoS can only be drawn from the front section.**

To determine LoS, draw an imaginary **straight line** from **any point** on your model's **front** section to **any point** on the other model's **base**. If the line is **uninterrupted**, your model has LoS.

Players may check LoS **at any time**, and a model **always has LoS to itself**.

*Figure 3 illustrates the True LoS of the bottom-left model, Tharos.*

*Figure 4 illustrates the Assisted LoS of the same model.*

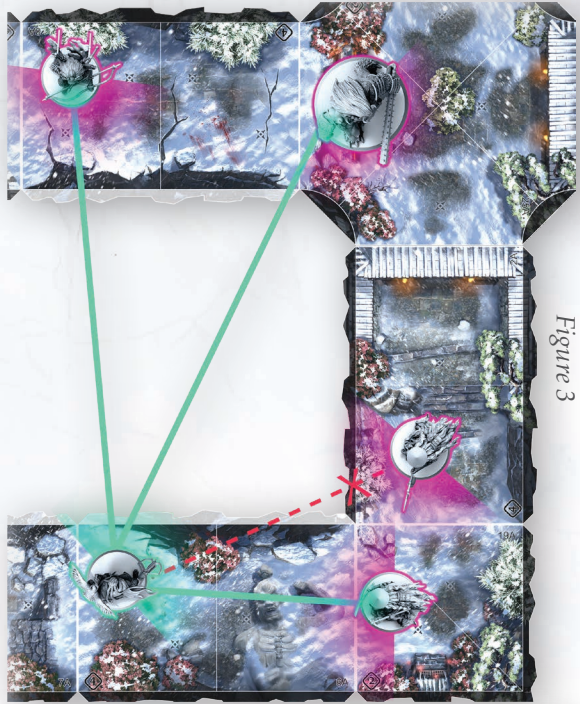



Figure 3



Figure 4

## AWARENESS

Awareness represents a model's perception of its surroundings and its ability to sense objects or other models **without relying on LoS**. It is a **3**  **area surrounding the model** in all directions.

## STATES

A State represents **specific conditions affecting a model**. When a model enters a particular State, a token representing that State may be placed next to the model's miniature or on the model's Profile card for the player's convenience.



## ACTIVATION POINTS (AP)

Activation Points (AP) are derived from a model's **Stamina (STA)**. Players use AP to perform **Activations** or **Reactions**. AP replenishes at the start of **every** turn.



## ACTIVE AND REACTIVE ROLES

During the **Hero Turn**, heroes assume their **Active Roles**, performing **Activations** (activating), moving, and taking **Actions**. **Hostiles**, on the other hand, assume their **Reactive Roles**, reacting to the heroes' Activations.

Once players complete their heroes' Activations, it becomes the Hostiles' Turn. **The Roles reverse**—Hostiles perform Activations, while heroes may perform Reactions. For a detailed explanation, refer to the Gameplay Sequence section, p. 21.

The heroes' Activations and Reactions are player-driven, while the Hostiles' Activations and Reactions follow their Hostile Behaviors or the Game Master's guidance.

*The tables below illustrate the difference between the Active Role and the Reactive Role.*

### ACTIVE ROLE

Normal Movement + Normal Action

Idle + Special Action

Special Movement + Nothing

### REACTIVE ROLE

Normal Action

## ACTIONS

Models can declare **Normal Actions** or **Special Actions**. To perform a Special Action, a model must remain **Idle** (not move) during its Movement Step. During a **Reaction**, only **Normal Actions** are allowed.



Although the term Action might suggest that a model must be in its Active Role, this is not the case. Models can perform Actions during their own turn as part of an **Activation** or during their opponent's turn as **Reactions**.

## REACH (RCH)

**Reach** refers to the **distance at which an Item, ability, or Spell can be used**. It is measured by counting the number of spaces to the space where the target is located, **starting from your model's adjacent space**. A model is **always within RCH of itself**.

**RCH cannot be measured diagonally** through intersecting lines.

Models in the same space automatically become **Engaged (State)** with one another at the end of the Activation Sequence.



Figure 1 illustrates the correct measurement of RCH 1❖.

Figure 2 illustrates the incorrect measurement of RCH 1❖. (If it were RCH 2❖, then it would be correct.)

**Examples:**

**RCH 1❖:** The target can be any model within the same space or in an adjacent space.

**RCH 2❖:** The target can be any model within the same space and up to two spaces away.

**RCH ❖:** The target can only be a model within the same space.

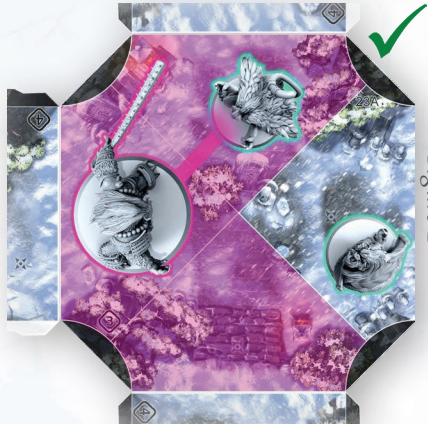


Figure 1



Figure 2

## RCH ❖ AND FULLY OCCUPIED SPACES

If a model with RCH ❖ cannot move into a fully occupied space because all Slots are taken, it may still attack the two closest enemies in that space by being in contact with the white line separating the two spaces.

## RANGED ATTACK REACH

Ranged Attacks can have **different types of Reach**, depending on the Weapon or ability used.

**Ranged Weapons** may have a **single RCH value**, **two values (x/y)**, or a **value based on an attribute**.

### SINGLE REACH VALUE

Weapons with a **single RCH value** indicate the maximum distance of a space they can target.

### TWO REACH VALUES

For Ranged Weapons with **two RCH values**, the Weapon has **infinite RCH**.

The **values specify modifiers** applied to the attacking model's attribute used for the Attack.

The **first value (x)** applies if the target is **within 10**, while the **second value (y)** applies if the target is **more than 10 away**.

*Example: Crossbow has RCH +3/-3. This means the user gains +3 ACC if the target is within 10 and -3 ACC if the target is more than 10 away.*

### VALUE BASED ON AN ATTRIBUTE

If an **attribute is listed as RCH**, the distance is equal to **half the attribute's value, rounded up**.

*For example, if a model's T (Toughness) Attribute is listed as its RCH, and the T value is 13, its RCH would be 7.*

**Spells** typically have a **single RCH value**. However, some Spells may instead use

**Casting Aura** or **Area of Effect (AoE)** as their RCH. For more details, refer to the sections on Casting Aura and AoE on p. 45.

## RANGED COMBAT ON TILES WITH OPEN EDGES

Certain tiles have one or more **open edges (white edges)**. When two open edges face each other and no walls obstruct Line of Sight (LoS) between the tiles, a model **can declare a Ranged Attack across the gap**. In such cases, RCH is **measured as the shortest Movement distance** from the section of the outgoing Ranged Attack to the target, **ignoring corner tiles**.

*Figure 1 illustrates the correct measurement of Ranged RCH if the model has RCH of 8. (Note: Corner Tiles (spaces marked in red) are ignored when counting spaces for distance.)*

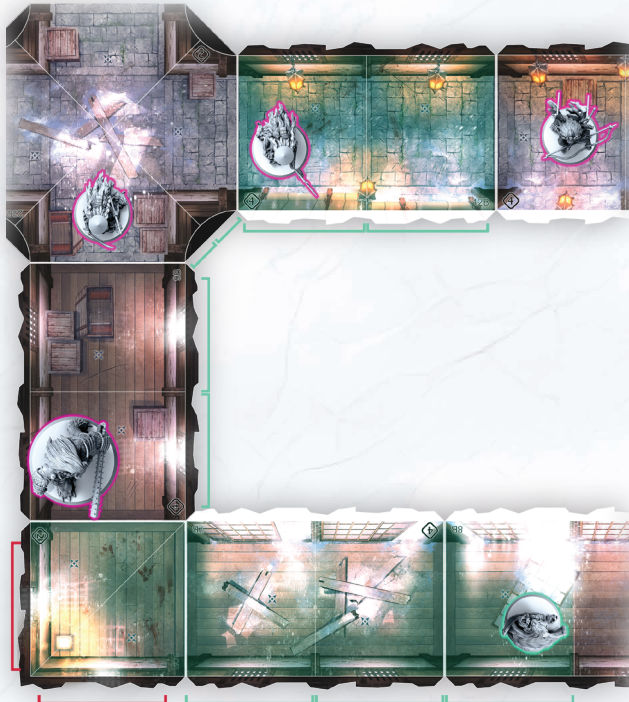


Figure 1

## CASTING AURA

Some Spells can only be cast near the caster (the model performing the Spell). **Casting Aura** is a type of RCH that represents an area around the caster, **equal in size to the caster's Awareness** (3♣).

Spells with **Casting Aura** RCH can only **target** models **within this area**.

When in the **Active Role**, the caster can target models within the Casting Aura, even **without LoS**. In such cases, the caster's **casting attribute is halved**.

Targets of an Attack with this RCH **cannot benefit from Cover**.

## AREA OF EFFECT (AOE)

Some Abilities, Spells, or Items have an **Area of Effect (AoE)**, a type of Reach where the Action affects an **entire space or multiple spaces**, including **all models within** those spaces.

If a model is affected by **multiple AoEs simultaneously**, it suffers the Effects of each AoE **separately**.

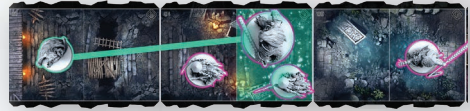
A model can avoid AoE Effects with a **successful Dodge** Action.

If the **target of an Attack** Action with AoE **wins a Confrontation**, the Attack is **fully nullified** and will not affect other models in the space.

## TYPES OF AoE

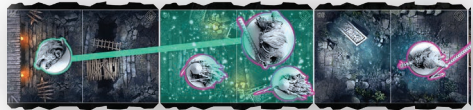
### Blast S

Affects all models **within the target's space**.



### Blast L

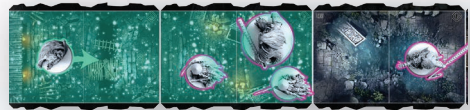
Affects all models **within the target's space and one adjacent space**, chosen by the attacker.



*Example: The Firecracker Spell has a Reach equal to the attacker's T attribute, meaning it can be placed up to T/2 spaces away from the attacker. Once placed, it affects an AoE: Blast L, targeting all models within the chosen space and one adjacent space of the attacker's choosing.*

### Spray S

Affects all models **within 3♣** in a **straight line** from the attacker's front, including the space the attacker occupies.



### Spray L

Affects all models **within 5♣** in a **straight line** from the attacker's front, including the space the attacker occupies.





COMBAT ELEMENTS

## STRIKES & HITS

### STRIKE (STK)

**Strike (STK)** specifies the **number of dice rolled** when performing an **Action** at a target. STK values are listed in the **tables** of Items (Weapons, Accessories, etc.), Spells, and in the **descriptions** of abilities or other sources.

While commonly used for **Attack Actions (Attack rolls)**, STK is also applied in **Healing** and **Assisting Actions**.

Certain Abilities, Traits, Skills, Classes, and Combat Arts **can modify a model's STK**. Higher STK often provides a combat advantage, but models may choose to roll fewer dice than their STK value.

When performing an Action in the **Active Role**, a model with STK **greater than 1** can target **multiple targets, up to its STK value**.

*For example, a model with STK 2 can strike two different targets once each or one target twice.*

In the **Reactive Role**, a model's default **STK value is 1** unless otherwise stated. **STK cannot drop below 1.**

*Example: Model A (with STK 2) moves toward enemy models B and C. Model B reacts with an Attack, while Model C reacts with Dodge. Model A can choose to attack one enemy twice or each enemy once. If Model A attacks both models, it rolls for each Attack separately. Model A and Model B resolve Confrontation rolls, while Model C rolls for Dodge against Model A's Attack separately. If Model C fails the roll, it will receive all successful Attack rolls directed at it.*

## STRIKES & AoE

If a model uses an ability with **AoE** and has **STK greater than 1**, the AoE can be **applied a number of times equal to the model's STK**, distributing the effects among **one or more targets**.

## HITS

Actions targeting another model can cause that model to **suffer one or more Hits**. Each **successfully rolled Strike** delivers a **Hit**.

For **Attacks**, each successful **Attack roll** delivers a Hit to the target. Each Hit allows the attacker to perform a **Damage roll**, and if successful, it inflicts a Wound on the target, causing it to lose 1 HP, unless otherwise specified.

When hitting an ally with an **Assist** Action, the ally typically benefits from the **effect** of the used Item or Spell rather than suffering damage.

**Models that suffer a Hit may adjust their LoS.**

## CRITICAL HIT

A roll result of **1** during an **Attack** is a **Critical Hit**, which reduces the target's **ARM to 0** for that Hit and **beats all opponent Confrontation roll results** (see Confrontation).



In a Confrontation, if multiple models score a Critical Hit, all Critical Hits are applied. The models suffer the corresponding Hits, along with all additional Effects.

*Note: Some Items, Spells, and Skills trigger specific Effects upon a Critical Hit or modify the likelihood of scoring one.*

*Official Eldfall Chronicles dice feature iconic logos on the number 1, making the moment of scoring a Critical Hit even more satisfying.*

## CONFRONTATION

*During a Confrontation, each model attempts to block incoming Strikes while delivering successful Strikes to its adversary.*

A **Confrontation** occurs when **two** (or more) opposing models declare an **Attack Action against each other**. (This is the only instance when a Confrontation occurs!)



## CONFRONTATION ROLL

*Confrontation rolls represent parrying, blocking, counter-attacking, and the speed of strikes.*

These rolls are performed by models **attacking one another** during a Confrontation.

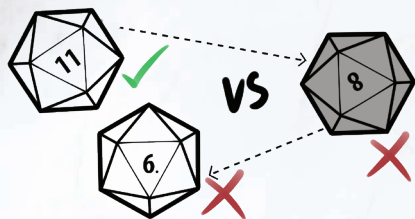
Only the model with **one or more successful** Confrontation rolls **wins the Confrontation**, dealing damage and **successfully performing its Attack**.

The losing model(s) have their Attack **nullified**, even if their rolls were otherwise within the parameters for success.

A Confrontation roll is considered successful if:

1. The roll result is **equal to or lower** than the model's used **modified attribute**.
2. The roll result is **higher than the enemy model's successful rolls**.

Each successful Confrontation roll negates all enemy rolls with equal or lower results.



*Example: Model A moves into Model B's LoS. Model B reacts with an Attack, and Model A also declares an Attack. Model B has STK 1 with a modified DEF of 12 and rolls an 8. Model A has STK 2 with a modified OFF of 13 and rolls 6 and 11. Model B's roll of 8 negates Model A's roll of 6. However, Model A's roll of 11 is higher than Model B's roll of 8 and within its attribute (13), making it a successful Confrontation roll. As a result, Model A deals 1 Hit to Model B, and Model B's Attack is nullified.*

## DAMAGE & WOUNDS

When a model's Action or ability delivers a Hit that can cause damage, it performs a Damage roll for each successful Hit. Unless stated otherwise, each successful Damage roll inflicts a Wound, causing the target to lose 1 HP per Wound.

A model reduced to 0 HP becomes **Incapacitated** (State) at the end of the Resolution Step of the Activation Sequence.

**An Incapacitated hero cannot become Dead.**



## WEAK POINTS (WP)

When a model lands a Hit with an Attack but fails to inflict a Wound as a result of an unsuccessful Damage roll, the hit model suffers a Weak Point (WP).

Moreover, when a hero performs a successful Attack Roll that does not result in a Damage Roll (e.g., due to a lost Confrontation or a successful Dodge), they may apply a Weak Point to the enemy.

**Weak Points stack.**



In a single Activation Sequence, a model can receive only **1 Weak Point per attacker.**

Weak Points on heroes **persist** until removed, even after Quests. They can be removed by **Rest** or through certain Effects.



## EXPLOITING WEAK POINTS

Heroes and Hostiles **exploit Weak Points** in different ways. They can be exploited immediately after performing **Attack Rolls** and before resolving **Confrontation**.

### HEROES

Heroes can **exploit WP** when the number of WP counters on a Hostile **equals or exceeds** the Hostile's **Tier**. To exploit a Weak Point, the hero must **remove the corresponding number of counters** from the target Hostile. This turns **one of the hero's Strikes** against the target into a **Critical Hit**.

If the Hostile is the same size, smaller, or up to two sizes larger than the hero and is in a space with an **open edge**, the Hostile can be **pushed off the path** into the abyss. No roll is required in such cases, and the Hostile is considered **Dead** and **removed from the field**. Any loot carried by the Hostile is lost.

**Boss Hostiles cannot** be pushed into the abyss.

**Optional:** A hero may remove only **1 WP** from the Hostile so that the hero's Attack gains **Knockback (1)**.

### HOSTILES

**Only certain Hostiles** have the ability to exploit Weak Points. Details on how these Hostiles exploit Weak Points are provided in the **Quest Rules** section of a Quest.



## SPELLS & MAGIC

*Spells are focused manifestations of magic or arcana. Practitioners of magic harness raw mana from elements or Items and shape it into distinct forms known as Spells.*

The act of using Spells is called **casting**, and the individual who performs the Spell is referred to as the **caster**.

Find Spells in the Spell Book.

Unless otherwise specified, the caster uses the **Intellect (INT)** attribute when casting Spells.

To cast Spells of a specific **Element**, the caster must possess an **Affinity corresponding** to that Element. For instance, an **Affinity (Fire)** is required to cast **Fire Element Spells**.

**A model can only cast one Spell at a time.**

A model cannot cast Spells if both hands are occupied. For example, a model equipped with both a Shield and a Weapon/two Weapons/Two-Handed Weapon cannot cast Spells.

## MANA COUNTERS

**Mana Counters (Mana)** represent the **mana/energy** required for casting Spells. These counters can be expended to cover the **cost** of Conjunction-type Spells or other powerful Spells.

While in the **Active Role**, a **Mage (Class)** can convert any number of **Activation Points (AP)** into an **equivalent** amount of **Mana Counters** and add them to their personal pool.

Mana Counters accumulate and do not disappear at the end of the turn.



## THE 5 TYPES OF SPELLS

Spells are categorized based on their application and function.

### SORCERY

**Sorceries** are Spells that primarily have **short-lasting, destructive** Effects. Unless specified otherwise, the Effect of a Sorcery-Type Spell **lasts until the end of the Activation Sequence** and is applied to the target or affected models.

### HEALING

**Healing** Spells have **short-lasting, restorative** Effects. Unless specified otherwise, the Effect of a Healing Spell **lasts until the end of the Activation Sequence**.

Healing Spells can only be cast in the caster's **Active Role**.

### ENCHANTMENT

**Enchantments** are Spells that **bolster** or **weaken** their target. Unless specified otherwise, the Effect of an Enchantment Spell **lasts until the caster's next Strategic Phase**. They can only be cast in the caster's **Active Role**.

If an Enchantment Spell is cast successfully, its **target receives the Spell's Effect**.

If the Enchantment Spell has the ☆ **symbol** for its **PW**, the enchanted model's Attacks are considered to have the **Spell Type** for the duration of the Enchantment.

A model can be enchanted by **only one Enchantment of the same name at a time**. Effects of Enchantment Spells **cannot be prevented** by a successful **Dodge**.



## TRANSMUTATION

**Transmutations** are Spells that have **permanent** Effects and **influence the Environment**. Transmutation Spells remain on the field until they are removed or destroyed.

If a Transmutation Spell has an **ARM** value in its Effect, it **can be targeted** with Attacks and **destroyed** with a successful Damage roll.

When cast successfully, Transmutation Spells are placed **next to the caster**.

## CONJURATION (Advanced)

**Conjuration** Spells allow the caster to **summon a creature** to the field and bind it under their command. These Spells can only be cast in the caster's **Active Role** by declaring a **Ritual** (Special Action).

A successfully cast Conjuration Spell **summons the corresponding creature** to the field, which can then be used as one of the models under the **player's command**. The summoned creature immediately **receives AP equal to its STA**.

If the **caster** of a Conjuration Spell becomes **Incapacitated or Dead** (States), the creatures it summoned are **removed from the field** at the end of the Activation Sequence.

Creatures summoned by a Conjuration Spell are treated as both **models** and **Conjuration-Type Spells**. Conjuration Spells have a **Mana Cost of 1 or more**.

## MANA COST (X)

To cast a Spell with this Trait, the caster must spend an **amount of Mana Counters equal to the X value**.

## SUMMONING LIMIT

Creatures summoned to the field by Conjuration Spells have a

**Summoning Limit**, which is **equal** to the creature's **Tier** (as listed on the creature's profile).

A caster cannot cast additional Conjuration Spells if the combined Summoning Limit of creatures they have **summoned** and that are **currently present** on the field **equals or exceeds** the caster's modified STA.

If the combined Summoning Limit of a caster's summoned creatures is **below** their STA value, they **may summon more creatures**, even if doing so temporarily **exceeds** the STA.

During the **Strategic Phase**, a caster can **voluntarily dismiss** one of their summoned creatures, instantly **removing** it from the field.

*Hint: Look for abilities or Effects that reduce the Summoning Limit, as these can allow you to summon more creatures than usual.*



# RULES IN GENERAL EFFECT

Certain rules remain in effect throughout the game and apply to all Quests, unless explicitly stated otherwise. This section outlines the rules applicable across the entire campaign.

## PRIORITY OVER THE CORE RULES

The Quest Log, Events, Abilities, Effects, Upgrades, Class-specific abilities, and similar elements take **priority over the core rules** and may override or bypass certain restrictions.

## MODIFIERS

**Modifiers** are either **numbers**, or certain **other features** that **modify** the default state of specific models, Items, Tokens, parts of a Quest, etc. Most common modifiers are **attribute** and **Special Modifiers**.

## ATTRIBUTE MODIFIERS

Attribute modifiers adjust a model's **attributes**, influencing the **outcomes of dice rolls**. Modifiers are numerical values **added to** or **subtracted** from the model's **default attribute**.

- Attribute modifiers are applied **after the Action is declared** but **before dice rolls** are performed.
- If modifiers reduce an attribute to 0, the **Action automatically fails** (except for Damage rolls). An attribute cannot be reduced below 0 (it cannot be negative).
- If an attribute is increased **above 20**, a roll result of 20 also counts as a **Critical Hit**.
- For **halving** or **doubling** modifiers, first apply any **additions** or **subtractions**, then **halve** or **double** the modified attribute, **rounding up**.

*Example: A model with AG of 12 and a -3 AG Modifier will perform successful AG rolls on a result of 9 or less.*

## SPECIAL MODIFIERS

Special modifiers are typically specified in Quest **Setups**. If a modifier is shown in **parentheses** next to a model, Item, or other element, it applies a **specific State or Attribute**, or **overrides its default circumstances**.

*Example 1: If the Quest Setup states, "Place Oni Marauder (Distracted)," this means the Oni Marauder is placed on the field in the Distracted State.*

*Example 2: If the Quest Setup states, "Place Common Loot (Medicine)," the placed Common Loot token always represents the Medicine Item. Normally, without this modifier, the hero would roll on the Common Loot Table to determine the Item obtained.*

## QUEST FAILURE

The Quest immediately ends if all heroes are in the Incapacitated State, regardless of any other Quest End conditions specified. Players may restart the Quest as many times as they wish - You may fully restore the **HP** of heroes and remove **WP** from them.

## MULTIPLE RESOLUTIONS

When a situation arises with multiple tied applicable resolutions that are not clearly outlined by the rules, the players may choose which resolution to apply.

*Example: If there are multiple eligible targets for a Hostile's Attack, the players may decide which eligible model will be targeted by the Hostile.*

## FRIENDLY FIRE

If a hero delivers a **Hit** that could deal **damage to an ally**, the hit ally must perform a **Morale roll**. If the roll **fails**, the **ally becomes Panicked (State)** until their **next Strategic Phase** (see p. 57 for “Shooting Into Melee”).

*Example 1: A hero declares an Attack with an AoE that can cause Wounds. Incidentally, an ally is caught in the AoE and suffers a Hit from the Attack. To avoid becoming Panicked, the hit ally must perform a successful Morale roll.*

*Example 2: A hero declares a Ranged Attack targeting a Hostile in the same space as an engaged ally. If the ally is hit, they must perform a successful Morale roll to avoid becoming Panicked.*

## EXITING THE FIELD

To exit the field through an Exit, a hero must perform a Movement Action that takes them through the Exit space, leading them off the playing tiles.

## NEWER EDITIONS OF THE RULES

Any changes to the rules, profiles, abilities, or other documents will appear on our webpage: <https://eldfall-chronicles.com/> under the “Resources” section and will be featured in newer versions of the game. These updates are not required for casual play, but for participation in organized events, the most recent documents take priority over any previous versions.



# LIST OF MOVEMENT

## NORMAL MOVEMENT

### WALK

This is the most common type of Movement. A model may move a number of spaces up to its **SPD** value.

### IDLE

The model does not move and remains stationary. However, it may rotate to adjust its facing.

## SPECIAL MOVEMENT

*Note: If a model declares a **Special Movement**, it may only declare “Nothing” during its Action Step!*

### RUN

Run is the most common Special Movement. A model may move a distance of up to **twice its SPD** value.

### CLIMB

Climb allows a model to move over **Elevated Ground** (Environment).

### JUMP

A model may perform a Jump to **move over a space, bypassing the space** and avoiding any associated Environment, movement penalties or damage, excluding Profane Miasma (Environment).



# LIST OF ACTIONS

## NORMAL ACTIONS

### ASSIST

*Some models can assist their allies using their own Items or Abilities. Most commonly, Assist is used to cast support Spells (e.g., Enchantments, Heal, Ward, etc.) on allies.*

**Assist** is an Action that an **activated model** can declare by **targeting itself or one or more allied models**. When declared as a Reaction, a model may target other allied models or itself. During the declaration of the Assist Action, the player must specify which Skills, Items, or Spells the assisting model will use to perform the Action.

Unless specified otherwise, **LoS is required** when an activated model targets allied models with Assist.

If the assisting model has **STK greater than 1**, it may target a number of models **up to its STK**. In the **Reactive Role**, the **default STK is 1**.

To perform Assist, the requirements of the chosen Skills, Spells, or Items (e.g., *RCH, additional Effects, etc.*) must be met.

### ATTACK

**Attack** is the most common Normal Action that an **activated or reacting model** may declare by **targeting one or more enemy models**. Unless specified otherwise, **LoS to the target is required**.

If the attacking model has **STK greater than 1**, it may target a number of enemy models **up to its STK**. In the **Reactive Role**, the **default STK is 1**.

To perform a **successful Attack**, the result of a **dice roll** must be **equal to or lower** than the used **modified attribute** (OFF, DEF, ACC, INT, etc.). (Refer to p. 37 for dice rolls.)

If **Confrontation** occurs, the Attack is **successful only** if a roll meets the conditions above and is **higher** than the enemy model's successful rolls. (refer to p. 47 for Confrontation.)

If the Strikes are **distributed among multiple enemies**, Confrontation rolls are resolved **separately** for each targeted enemy model.

When declaring an Attack, the player must **declare**:

- The Skill(s) and Combat Art that the model will use.
- The Item or Spell the model will use to perform the Attack. Unless otherwise stated, a model may select only **1 Item** or **1 Spell** to attack with.

An Attack can be **Ranged** or **Melee**, depending on the chosen Item, Spell, or Skill. To perform an Attack with a specific Skill, Spell, or Item, all requirements (e.g., *RCH, additional Effects, etc.*) must be met.

## MELEE ATTACK

A **Melee Attack** is performed using an Item or Spell of the **Melee Type**.

When performing a Melee Attack with an **Item**, a model uses the **OFF** attribute in its **Active Role** and the **DEF** attribute in its **Reactive Role**. When performing a Melee Attack with a **Spell**, the model uses the **INT** attribute, unless stated otherwise.

### Unarmed Attack:

A model may always choose to perform a Melee Attack unarmed instead of using other Melee Weapons.

Name	Effect	PW	RCH	STK	Type
Unarmed Attack	Unkeen	T or AG-3	❖	STA	Melee, Neutral

### Shield Bash:

If a model has a Shield equipped, it may choose to perform a Melee Attack with Shield Bash instead of using other Melee Weapons.

Name	Effect	PW	RCH	STK	Type
Shield Bash	Knockback (1), Unkeen	T	❖	1	Melee

## ENGAGED IN MELEE

If a model's miniature ends within **RCH** of an enemy's **Melee Weapon** during the **Resolution Step** of the Activation Sequence or at the **end of a Phase**, the model is considered **Engaged** (State).

While Engaged, the model **cannot** use **Ranged Attacks** or **Assists** and **cannot voluntarily move away**, except by performing a Dodge.

Figure 1 shows an engaged Seigen, as the RCH of the Marauder's Weapon is 1❖, while Seigen has RCH ❖.



Figure 2 shows both models engaged, as Seigen has now moved closer and can reach the enemy.



## RANGED ATTACK

A **Ranged Attack** is performed using an Item or a Spell of the **Ranged Type**.

When performing a Ranged Attack with an **Item**, a model uses the **ACC** attribute.

When casting Spells, the model uses the **INT** attribute, unless stated otherwise.

During the **Attack of Opportunity (Reaction)**, when a reacting model declares a Ranged Attack, it must specify the space along the activated model's Movement path (within the LoS) where the activated model will be targeted.

Figure 3 shows Tharos performing a Ranged Attack of Opportunity.



### SHOOTING INTO MELEE

Shooting into melee combat, where models are close together, can be risky as there is a chance of hitting allied models.

This rule applies when performing a **Ranged Attack without AoE**, targeting an enemy model in the same space as an allied model (of the shooter).

When performing a Ranged Attack at models in the same space:

- The attacker suffers a **-4 stackable modifier** for each **allied model** in the same space as the targeted enemy.
- A **roll result of 17, 18, 19, or 20 hits one of the allied models** in the same space (the attacker chooses which allied model is hit).

*Note: If an ally is hit, Friendly Fire rules apply (p. 53).*



## DEATHBLOW

**Deathblow** or “*Coup de Grace*” is an Action that transitions an **Incapacitated** enemy model into the Dead State. To declare this Action, the model must be in **same space** with the target Incapacitated model.

Once the Action is declared, the target is automatically rendered Dead – no roll is required. Does not work against Boss Hostiles.

*Note: Heroes cannot become Dead.*

## DODGE

To avoid a potential or incoming Attack, a model may attempt to perform a Dodge.

To avoid damage, the model must perform a **successful AG roll** using **one die**. On success, the model avoids suffering non-critical Hits.

To declare Dodge in the **Reactive Role**, the model must meet **one** of the following conditions:

- LoS to the activated enemy.
- The activated enemy in **Awareness**.

If the reacting model lacks LoS to the enemy model, the Dodge must be performed with a **halved AG**.

At the **end of the Resolution Step**, even if the **AG roll is unsuccessful**, a model that declares Dodge can:

- Move up to **half its SPD**.
- **Enter** or **cancel** the Crouched State.

When both the **Reacting** and **Activated** models declare Dodge, the Reacting model **must move first**.

*Note 1: A successful Dodge roll can cancel all States that require a successful Dodge for their removal.*

*Note 2: Declaring Dodge does not require a target; the target is always the model itself.*

## DISENGAGE

When an **Engaged** (State) model declares a Dodge and moves during the Resolution Step, it may move out of the enemy model’s Melee RCH, **canceling** the Engaged State.

## DODGE AGAINST MULTIPLE ENEMY ATTACKS

A model declaring Dodge, upon becoming the Attack target of **multiple enemy models**, must perform an AG roll **against each enemy Attack separately**, in order to avoid receiving Hits. On a failed roll, the model suffers **only the Hits** from the **corresponding** Attack.

## INTERACT

To declare Interact, a model must be in the **same space** as the target model, token, or object.

Additionally, a model may Interact with an **Incapacitated hero**, either **picking them up** and carrying them or **dropping them**. While carrying an Incapacitated hero, the model’s **SPD is halved**, and the hero’s miniature moves together with the carrying model. The hero is automatically dropped when they cease being Incapacitated.

*Note: When specified, a model must perform a roll to successfully complete the Interact Action.*

## NOTHING

The model does **nothing**.

## PERCEIVE

*Some models, Items, or Spells have abilities that obscure their true nature, preventing other players from clearly identifying them.*

Perceive allows a model to **target** and **reveal a token** (e.g., Intrigue, Shrouded, etc.). To perform Perceive, the model **must have LoS** to the token, unless otherwise specified. Additionally, the token must be **within the model's Awareness**.

By passing an **INT roll**, the model successfully **reveals the token**. When revealed, the corresponding model, Spell, or Item token is revealed and placed onto the field.

## TRADE

A model performing the Trade Action can **exchange** any number of Items from its Inventory with an **allied model**, provided they are in the **same space**.

A **non-hero** model may only exchange acquired Items.

## SPECIAL ACTIONS

To declare a Special Action, a model must first declare **"Idle"** during its Movement Step!



## RITUAL

By declaring **Ritual**, a model can immediately cast one or more **Conjuration Spells** (without requiring a roll) or other Spells that can only be cast using the Ritual Action.

In addition, certain Quest **objectives** may **require** the Ritual Action for their completion.

When summoning a creature, the player pays the **Mana Cost** and then places the corresponding miniature and profile card of the **summoned creature** onto the field. The miniature is placed in the **same space** as the caster.



# STATES

## BLEEDING

A model in the **Bleeding** State must perform a **T roll** during its every Strategic Phase. On a failed roll, the model suffers a **Wound**.



## BLINDED

A model in the **Blinded** State has **no LoS** (except to itself) and cannot perform any Actions other than Assist, Dodge, or Nothing.



## CONFUSED

A model in the **Confused** State has its OFF, DEF, ACC, INT, AG, and M **halved**.



## CRIPPLED

A model in the **Crippled** State has its SPD and AG halved.



## CROUCHED

Enemies **outside 3** of a **Crouched** model of the **same size or smaller do not have LoS** to the Crouched model, unless the model **attacks (Action)**.

While in the **Crouched** State:

- The model's **SPD** and **ARM** are halved.

- Its **Attack STK** is reduced to **1**. Crouched models **cannot cause** other models to become **Engaged (State)**. During the Movement Step, a model in the Crouched State may only declare **Normal Movement**.

In the Active Role, this State may be **voluntarily canceled or entered** at the start of the model's Movement Step. If canceled, the model may declare Special Movements. This State may also be canceled with a **Dodge**, even in the Reactive Role.



## DEAD

A **Dead** model cannot receive AP and cannot perform Activations or Reactions. Unless stated otherwise, it cannot use or benefit from any Skills, Traits, or other Abilities.



## DISTRACTED

**Distracted** Hostiles do not follow their **Hostile Behavior**. They **stop** being Distracted if they are **attacked** or if they **share a space** with an enemy model at the end of the Activation Sequence.



## ENGAGED

During the Movement Step, an **activated model** in the **Engaged** State may only declare **Idle** or **Walk**. If it declares Walk, it can only move

**directly toward the enemy** model causing the Engaged State (if more than one enemy model is causing the State, the player chooses which).

While Engaged, a model may **only declare** the following Actions:

- **Melee Attack**,
- **Assist** (targeting itself),
- **Dodge**.

A model **ceases** to be Engaged under any of the following conditions:

- It moves out of the **Melee Weapon RCH** of the enemy model.
- It moves away with a **Dodge**.
- The enemy model is rendered **Incapacitated, Petrified, Crouched, or Dead**.

While a model is Engaged, it automatically has **LoS** to **all** enemy models causing the Engaged State, but it **cannot react** against models outside of its **Awareness**.



## FATIGUED

A model in the **Fatigued** State **cannot regain AP** during the Upkeep Phase. This State is **anceled** at the start of the model's next Strategic Phase.



## FLYING

While in the **Flying** State, a model has **doubled SPD** and a **Melee Attack with STK of 1**. The model doesn't take **Space Slots** and may **move over** spaces, Environment, Obstacles, and other models, and may end its movement above them. A model in the **Flying** State **cannot**:

- Benefit from **Cover**,
- Become **Engaged**,
- Voluntarily become **Crouched**,
- Be targeted by **Melee Attacks**, except by models that are also in the **Flying** State.

If a model in this State declares a **Melee Attack** against a model that is not in the **Flying** State, the attacked model may declare a **Melee Attack** in return.

The **Flying** State is **automatically canceled** if the model becomes **Incapacitated, Dead, Immobilized, Petrified, or Crouched**.

*Note: All Attack and Movement distances are measured as if the miniature were placed on the field.*



## IMMOBILIZED

A model in the **Immobilized** State cannot perform **Movement, Special Movement, or Special Actions**. This State can be **anceled** with a successful **Dodge roll**, which may be performed using either **AG** or **T**. When declaring **Dodge**, the model **cannot move** or enter/cancel the **Crouched** State unless the **Dodge roll** is **successful**.



## INCAPACITATED

When a model's **HP reaches 0**, it enters the **Incapacitated** State. While in this State, the model **cannot** receive **Activation Points** and **cannot** perform **Activations** or **Reactions**.

*Note: If the model had remaining AP when it became Incapacitated, it retains them until the End Phase of that turn.* This State is **anceled** if the model

regains at least 1 HP. If the model is Incapacitated but has **more than 0 HP**, the Incapacitated State is **canceled** during the model's next **Strategic Phase**.

Upon **cancellation**, the model may voluntarily enter the **Crouched State**. An Incapacitated model (excluding heroes) that suffers another Wound automatically becomes Dead.



### PANICKED

A model in the **Panicked State** must perform a **M roll** at the beginning of **every Activation or Reaction**. If the model fails the roll in its Active Role, it must perform an entire **Run Movement** toward the **nearest Exit or Entrance**, whichever is closer. If the model's Movement ends outside the field, the model is removed from play and counts as a loss.

If the model fails the roll in its Reactive Role, it can only declare **Dodge** (moving toward the **nearest Exit or Entrance**) or **Idle** as its Reaction.



### POISONED

A model in the **Poisoned State** must perform a **T-6 roll** during every Strategic Phase. On a failed roll, the model suffers a **Wound**.



### SHROUDED

While a model is in the **Shrouded State**, it is represented on the field by a **Shrouded Token**. A model in this State **cannot be the target** of any Actions other than Perceive.

The Shrouded State is **automatically canceled** if the model declares any Action other than Nothing. If the model performs an **Attack** while in this State, it is revealed but gains the **Surprise Attack** (Trait) for its Attack.



### SLOWED

A model in this State has its **SPD halved**.



### WEAKENED

A model in this State has its **T halved** and suffers a **-1 STK** penalty.



# SKILLS

## BACKSTAB

During an Attack Action against a target lacking LoS to this model, one Strike automatically becomes a Hit, ignored in Confrontation rolls; resolve other Strikes normally. This model's Hits gain +3 PW for this Attack.

## CHAIN ATTACK

Once per Activation Sequence, if an allied model scores a Hit against an enemy within this model's LoS, this model may perform an unmodified STK 1 Attack against that enemy (before DMG rolls). If there are multiple targets, choose one. This Skill is not an Activation or Reaction and does not consume AP. It ignores "Shooting Into Melee".

## CHARM

**I:** An enemy declaring Reaction against this model must first perform an INT roll. On a failed roll, it may only declare Nothing (Action) until the end of the Activation Sequence.  
**II:** On a failed INT roll, it must also Walk toward this model for its full SPD (if able).

## CLAIRVOYANCE

In the Reactive Role, this model may declare a Reaction and target enemies within its Awareness without requiring LoS. It can cast Spells with Casting Aura RCH without LoS and ignores the Blinded (State) and Surprise Attack (Trait) of enemies within Awareness. In the Active Role, the caster with this Skill does not suffer penalties when casting without LoS.

## CLIMBING

This model may perform the Climb Special Movement as a Normal Movement, ignoring movement penalties.

## DASH

When performing a Run Special Movement, this model may declare an unmodified STK 1 Attack in its Action Step.

## DUAL WIELD

A model with this Skill may replace a Shield with a second (Melee) Weapon, as long as both Weapons have same space RCH and lack the Two-Handed Trait. The model may reroll one Melee Attack Roll and must choose which Weapon's PW and STK values apply during an Attack Action

## FINISHING STRIKE

When this model causes Wounds to a target, it may immediately make an unmodified STK 1 Attack against the same target, using the same Item or Skill. If there are multiple targets, choose one.

## FLICKER

When declaring Movement, this model may move in any direction ignoring Obstacles and other models. Enemies can react only if they have LoS or Awareness of this model's start or end point of Movement.

**FLIGHT**

The user may enter or cancel the Flying State during its Movement Step. In addition, it cannot be pushed off the White Edge. A model cannot enter Flying (State) if it is Engaged (State).

**FOLLOW-UP**

If an enemy disengages from this model, it may move up to half its SPD toward the disengaged model.

**FORESIGHT**

When this model is targeted in the Reactive Role, it may postpone its Reaction Step until after the attacker's Action Step.

A model with this Skill may also declare Assist, targeting itself, and advance Time by 3 Time Periods. You may then revert the Encounter, placing the heroes on an adjacent space in front of the Encounter. Their HP is fully restored, but they retain their Weak Points (WP).

**HIT AND RETREAT**

During its Movement Step, this model may cancel its Engaged (State). If it declares an Attack in its Activation, it may perform Walk at the end of the Resolution Step.

**IMPEDE**

When this model declares an Attack of Opportunity against a non-Engaged model, that model's Movement ends at the point of the Attack. If the Attack was Melee, the target also becomes Engaged immediately.

## **INFILTRATION**

During the Deployment Phase:

**I:** Deploy this model up to 8 spaces from your Entrance.

**II:** Deploy this model anywhere outside the opponent's Deployment Zone or Exit space.

## **LEAP**

This model may perform the Jump Special Movement as a Normal Movement, ignoring movement penalties.

## **PROTECTOR**

When an ally within 1/2 SPD is targeted by an Attack during this model's Reactive Role, this model may spend 1 AP to move to the ally's space and become the new target of the Attack.

## **REGENERATION**

During its Strategic Phase, this model may regain 1 HP per Skill level and can cancel Bleeding, Weakened, and Crippled (States).

## **SHOTS**

STK of an Attack using this ability is 1 and cannot be modified. This model ignores Cover and "Shooting Into Melee".

## **STEALTH**

**I:** If this model activates or enters an enemy's Awareness, that enemy cannot declare a Reaction unless it has LoS to this model.

**II:** Deploy this model in Shrouded (State). If no enemy has LoS, it may re-enter Shrouded during its Strategic Phase.

## **TAUNT**

This Skill can only be used during Movement. All enemy models with LoS to or with this model in their Awareness must perform an INT roll. On a failed roll, the enemy model must declare a Reaction against this model if possible.

## **TRACKING**

This model gains +3 to Perceive Actions. It does may reroll one roll when performing Perceive.

## **UNSTABLE**

When performing an Attack with this Trait, on a roll of 20, the user suffer the Hits and corresponding effects.

## **VAMPIRISM**

Whenever this model deals a Wound to a model without the Undead, Construct, or Elemental (Trait), it regains 1 HP per Wound caused.

# COMBAT ARTS

## ASSASSINATION

Selected level's effect is applied to this model's Attack.

- I Aiming for the Vitals: User's Attack gains +6 Power.
- II Cunning Precaution: User's Attack gains Poison I Trait.
- III Overwhelming Assault: User's Attack gains +1 Strike.
- IV Decisive Blow: In the Active Role, User's successful Attack rolls become Critical Hits.
- V Deadly Precision: if a model suffers a Wound by this ability, it automatically dies.

## FENCING

Selected level's effect is applied to this model's Melee Attack.

- I Masterful Parry: Target's Melee Attack suffers -3 Modifier.
- II Harsh Riposte: Target's Melee Attack suffers -1 Strike (cannot be reduced below 1).
- III Second Wind: User's Melee Attack gains +1 Strike.
- IV Grapple & Thrash: User's Melee Attack gains Knockdown.
- V Striking the Gaps: User's Melee Attack gains Ignore Armor.

## BERSERK

Selected level's effect is applied to this model's Melee Attack.

- I Grapple & Thrash: User's Melee Attack gains Knockdown.
- II Onslaught: User's Melee Attack gains Sweep.
- III Limb Fracture: User's Melee Attack gains Crippling.
- IV Mortal Wound: User's Melee Attack gains Cleave.

## ARCHERY

Selected level's effect is applied to this model's Melee Attack.

- I Overdraw: The first Reach (for closer targets) interval of the used Ranged Weapon is increased by 3 ♠.
- II Impeding Momentum: If hit, the target becomes Slowed (State) until the end of the turn.
- III Staggering Precision: User's Ranged Attack gains Stagger.



# CLASSES

## ALCHEMIST

Alchemists do not have to discard used non-Arcane Consumable Items and can replenish one of their used Consumables during their Strategic Phase.

Alchemists may reroll up to 1 failed Transmutation-type Spell roll.

## ARMSMASTER

In the Active Role, Armsmasters may gain +1 STK when performing a Melee Attack.

## ARTIFICER

During their Strategic Phase, Artificers may select an Enchantment Spell available to them and apply its Effect to themselves until their next Strategic Phase without performing a roll.

## ASSASSIN

Assassins score a Critical Hit on roll results of 1, 2, or 3.

## BERSERKER

Once per turn, if Berserkers suffer one or more Wounds as a consequence of DMG rolls, they may perform a T roll for every W. If successful, the corresponding DMG (Wound) is prevented.

## CREATURE

Creatures have no particular abilities connected to their Class. Some Quests may have rules that add a specific Effect to the Creature Class.

## ENCHANTER

Enchanters may cast Enchantment-type Spells on allied models without performing a roll.

## MAGE

When casting a Spell, a Mage may spend an unspent AP to reroll any number of dice. When in the Active Role, a Mage can convert any number of their AP into the corresponding number of Mana Counters (replace AP with Mana Counters) and place them in their personal pool. Mana counters are cumulative and do not disappear at the end of the turn!

## MARKSMAN

If a Marksman declares Idle during their Movement Step, they gain +4 ACC until the end of the Activation Sequence.

## MYSTIC

Mystics must use the M attribute instead of INT when casting Spells.

## RANGER

In the End Phase of the Active Role, Rangers may perform a Normal Movement (*note: this does not provoke Reaction*).

## ROGUE

Once per Activation, a Rogue may perform an AG roll when they make at least one successful Hit against the target. If the AG roll is successful, the Rogue's Hit gains Knockdown.

## SENTINEL

In their Reactive Role, Sentinels may gain +1 STK when performing an Attack.

## SOLIDER

Soldiers receive +1 OFF, +1 DEF, +1 ACC, +1 INT, and +1 M for each other Soldier in their Awareness from the same party, not in the Incapacitated or Dead (State).

## SORCERER

In their Active Role, when casting a Sorcery-type Spell, a Sorcerer may reroll up to one failed roll.

## SUMMONER

A Summoner can begin the game with a Tier II or lower summoned creature in their Awareness. This creature can be brought to the field using one of the Summoner's Conjunction Spells without requiring a roll or AP. Additionally, a Summoner may share their pool of Mana Counters with other Summoners in the party. If the Summoner becomes Incapacitated, their accumulated Mana Counters are discarded.

## VITALIST

Vitalists can cast Healing-type Spells on allied models that are not in the Incapacitated or Dead State without having to perform a roll.

## WARRIOR

During their Strategic Phase, a Warrior may shift to a **Defensive Stance**; the player indicates this by placing a Defensive Stance token next to the model or profile. A Warrior in Defensive Stance has a **STK of 1** in its Active Role and retains the **default STK in its Reactive Role** (the same as if in Active Role). The Defensive Stance lasts until the Warrior's next Strategic Phase unless specified otherwise.



## WIZARD

When casting a Spell of the Elder Element, a Wizard may reroll up to one failed roll.



# TRAITS

## ACUTE SENSES

This model may perform Perceive Actions using AG instead of INT. Its Awareness increases by 1 space. When Dodging without LoS, its AG is not halved.

## ADVANTAGE (X)

Once per Activation Sequence, this model may reroll any number of dice (once) during an Attack Action against a target with the (X) characteristic (Size, Class, Trait, etc.).

## AFFINITY (ELEMENT)

This model can cast (Element) Spells. (For example: Element = Fire, Water, Profane, etc.)

## ARMOR-PIERCING

When making a DMG roll for a Hit with this Trait, add only half the target's ARM value.

## BEAST

This Trait has no particular effect.

## BLEED

If a model suffers a Wound with this Trait, it enters Bleeding (State).

## BRUTE

This model gains +1 STK when using Items with the Two-Handed (Trait) and ignores Two-Handed restrictions.

## BURN (X)

If a model suffers a Wound with this Trait, the attacker may perform X DMG rolls with ARM value 0. Each successful roll causes a Wound. If this Wound causes the model to become Dead (State), it is removed from the field.

## CLEAVE

If a model suffers a Wound with this Trait, it suffers an additional Wound. (Berserkers can perform a T roll for each Wound to negate it.)

## CONSTRUCT

This model is unaffected by Surprise Attack, Stagger, Vampirism, Mindgame, and Burn. It is immune to Charm and Toxic Environment. It cannot become Panicked, Bleeding, Poisoned, Weakened, or Confused. Abilities allowing attackers to regain HP after dealing a Wound do not affect it. It cannot regain HP from Spells or Skills without the Earth Element. If its HP reaches 0, it is removed from the field.

## CONTINUOUS

An effect with this Trait remains in play until the end of the Quest or until removed with a certain other effect, regardless of other imposed time durations (Sorcery, Enchantment, etc.).

## CRIPPLING

If a model suffers a Wound with this Trait, it must perform a T roll. A failed roll causes it to become Crippled (State).

## DEMON

When this model deals a Wound, the target must perform an M roll. A failed roll causes the target to become Panicked (State) until the end of the turn. A Critical Hit automatically Panics the target until the end of the turn. This model's Attack receives a +4 modifier against a Panicked target. This Trait does not affect models with the Demon Trait.

## DUELIST

The target of this model's Attack cannot use Combat Arts of level III or lower.

## ELEMENTAL

This model is unaffected by the Stagger, Vampirism, and Mindgame Traits, the Charm Skill, and Toxic Environment. It cannot enter Bleeding, Poisoned, or Weakened (States). If its HP reaches 0, it is removed from the field.

## ELEMENTAL ESSENCE (ELEMENT)

This model is unaffected by Effects from (Element) Attacks (it still suffers damage as normal). It deals (Element) Magical damage with Melee Attacks using Natural Weapons.

## FAMILIAR

When a creature with this Trait is summoned by a Conjunction Spell, the caster gains additional Abilities and Stat Modifiers listed on the creature's profile. If the caster would take damage and suffer Wounds, the familiar may be removed instead (if multiple, the player chooses which). Creatures with this Trait have no Summoning Limit, but the caster may control only one of each named creature. Note: Familiars are not considered full models, but their miniatures may be used as visual elements. Some familiars have individual miniatures, while others are attached to the caster's. The caster gains the familiar's Abilities and modifiers only if the familiar is summoned, regardless of attached miniatures.

## FEARLESS

This model cannot become Panicked (State).

## FOCUS

Spells or Items with this Trait do not require a target when declaring an Attack or Assist. Instead, the caster or user becomes the center of the effect, and models within the caster's Casting Aura are affected by the Spell or Item.

## FROSTBITE

If a model suffers a Wound with this Trait, it must perform a single Toughness roll, regardless of the number of Hits. On a failed roll, the model suffers an additional Wound.

## IGNORE ARMOR

A Hit with this Trait reduces the target's ARM to 0 for the DMG roll duration.

## IGNORE SHIELD

Attacks with this Trait ignore the effects of Shields.

## INCORPOREAL

The PW of a Hit without the Spell Type or Burn (Trait) against this model is halved. This model ignores Environment rules, Movement penalties, and cannot become Engaged (State).

## INSPIRING I

Other allied models within this model's Awareness and with the same Affiliation gain +6 M.

## INTIMIDATING

Models in the Panicked (State) with LoS towards this model suffer -6 M.

## KNOCKBACK (X)

During the Resolution Step, a model Hit with this Trait is moved for X spaces away from the attacker. The direction is the attacker's choice. This Trait does not affect models two or more Sizes larger than the attacker.

### **KNOCKDOWN**

A model that suffers a Hit with this Trait becomes Crouched (State). It does not affect models two or more Sizes larger than the attacker.

### **MANA COST (X)**

To cast a Spell with this Trait, the caster must spend Mana Counters equal to the X value.

### **MENACING**

Models with LoS to this model suffer a -2 M modifier for every level of this ability.

### **MINDGAME**

A Dodge against an Attack with this Trait must use INT instead of AG. If a model suffers a Hit, it must perform an INT roll instead of the attacker making a DMG roll. A failed roll applies the Attack's Effects and deals damage.

### **OBSTACLE (X)**

Models cannot move or draw LoS through this scenery. An obstacle can be removed if condition (X) is resolved. If (X) includes HP and ARM, it can be targeted and Attacked, with ARM and HP working as for any other model.

### **POISON**

**I: Weak Poison;** If a model suffers a Wound with this Trait, it becomes Weakened (State) until its next Strategic Phase.

**II: Strong Poison;** The model also becomes Poisoned (State).

### **RESISTANCE (X)**

**I:** The PW of a Hit with (X) Type or Trait against this model is halved.

**II:** Hits and Effects from an Attack with (X) Type or Trait are negated.

### **RESOURCEFUL**

This model may receive 1 additional Upgrade for each level of this Trait.

### **RICOCET (X)**

When a model is hit by an Attack with this Trait, the nearest enemy model within 2 spaces is also hit by the same Attack. This effect can repeat up to X times per Activation Sequence but cannot target the same model more than once. If multiple enemies are equidistant from the hit model, they all suffer this Effect.

### **SPELLBOUND (X)**

A model or Item with this Trait is enchanted by the Enchantment Spell listed in brackets. The Spell remains active for the entire game.

### **STAGGER**

A model that suffers a Hit with this Trait loses 1 AP (until the end of the turn). This Trait does not affect models two or more Sizes larger than the attacker.

### **STUN**

A model that suffers a Wound with this Trait must perform a T roll. If failed, the model loses all AP (until the end of the turn).

### **SURPRISE ATTACK**

An Attack with this Trait halves the target model's OFF, DEF, ACC, AG, and INT until the end of the Activation Sequence.

### **SURVIVAL (X ENVIRONMENT)**

This model is unaffected by X Environment.

## **SWEEP**

**I:** On a successful Attack roll, all models within the same space and adjacent spaces within LoS and Melee Weapon RCH suffer a Hit.

**II:** On a successful Attack roll, all models within the same space and adjacent spaces within Melee Weapon RCH suffer a Hit.

## **TACTICIAN**

The Deployment Zone of the party in which this model is present is extended for 2 spaces (towards the middle of the field).

## **TARGETLESS**

In the Active Role, an Attack with this Trait does not require a model as a target and can target a space instead. When targeting a space with a Spell with Casting Aura and AoE: Blast L, both spaces must be within the Casting Aura.

## **THROWING**

An Item with this Trait enables a Ranged Attack with RCH equal to the user's halved T. STK can be up to the Item's QTY. Upon use, the Item is removed, even if the Attack is unsuccessful. If the Attack incapacitates or kills the target, the Item can be recovered by moving to the same space as the target.

## **TRAMPLE**

When this model declares Run, it can move through any model of smaller Size. Each model it moves through or touches suffers a Hit with Knockdown (Trait) and PW equal to this model's T. (Note: The Reacting model can avoid the Hit with a successful Dodge.)

## **UNDEAD**

**I: Lesser;** This model cannot be affected by Poisoned, Weakened, Bleeding, or Panicked. Spells with Mindgame cannot target or affect it. Healing-type Spells of the Divine Element do not restore any HP but instead, deal 15 PW damage to it. If this model's HP reaches 0, it becomes Dead.

**II: Greater;** It may voluntarily pass or fail M rolls (except in the case of a Confrontation). If a Leader with this Trait becomes Incapacitated or Dead, it can still use its Stratagems.

## **UNKEEN**

If a model would suffer a Wound with this Trait, it must first perform a T roll. A failed roll causes the Wound, while a successful roll negates it.

## **UNSTOPPABLE**

If the target of an Attack Action is smaller, Confrontation does not occur. Successful Attack rolls from either model do not block the other.

## **UNWIELDY**

When used by a Size: Medium or a smaller model, STK of this Item can never exceed 1. When performing an Attack with this Item while not Mounted, the model may reroll 1 Attack roll once.

## **VIGILANCE**

This model is immune to the Surprise Attack Trait and has LoS in all directions (has no Back arc).

## **WATCHFUL**

This model receives double AP in its Reactive Role.

## **WEAKENING**

If this model suffers a Wound with this Trait, it becomes Weakened (State).

# ENVIRONMENTS

## AQUATIC

When suffering a Hit from Spells, Items, and Abilities with “Lightning,” “Thunder,” “Electrification,” and/or “Electric” in the name, the PW of the Hit becomes **doubled** in any Aquatic Environment. Model’s **SPD** and **AG** values become **halved**. Burn I Trait is **negated**. Burn II is **reduced** to Burn I, and Burn III is **reduced** to Burn II, and so on.



## COVER

*An Environment can provide Cover to a model from Ranged Attacks.*

A Small, Medium, or Large model has Cover **against Ranged Attacks** if it is within a space that grants Cover. Cover can be **Heavy** or **Light**, depending on the marking of the section.

**HEAVY:** Causes a **-4 Modifier** to the Attacker’s Ranged Attack.



**LIGHT:** Causes a **-2 Modifier** to the Attacker’s Ranged Attack. Regardless of the Environment, a model has Light Cover if it is in the Crouched State.



## CREVICE

To cross this Environment models must perform a Jump.



## DENSE

Melee Attacks with a default **RCH 1** or more suffer **-1 STK**. Ranged Attacks targeting a model within or through this Environment suffer **-1 STK**. Models while Mounted or in the Flying State cannot enter this Environment (nor be in this State in this Environment).



## DIFFICULT

A model’s **SPD** becomes **halved**. This Environment does not affect models in the Flying state or using the Flicker ability.



## DARK

Models have **LoS** only within their **Awareness** and suffer a **-3 Modifier** when targeting another model **outside** their current space.



## ELEVATION

Tiles with the Elevation Environment indicate abrupt changes in terrain height, with icons **between spaces** showing **Lower Ground** and **Higher Ground**.

To move onto or down from Higher Ground, a model must perform a **Climb** or **Jump** movement.

A model on Higher Ground **cannot** be Engaged from **below** and vice versa. Melee Attacks from below with RCH 1♣ or more can **only target** models on adjacent Higher Ground spaces. Models on Higher Ground automatically gain **Light Cover** against Ranged Attacks from the Lower Ground.



*Higher Ground*

*Lower Ground*

## HAZY

Ranged Attacks **cannot target** models **through** this Environment. Ranged Attacks from **within** the Hazy Environment or **against** a target within it suffer a **halved Attack modifier**, while Melee Attacks suffer a **-3 attacking modifier**.



## PROFANE MIASMA

Ranged Attacks **cannot target** models through this Environment. Ranged Attacks from **within** this Environment or **against** a target within it suffer a **halved Attack modifier**, while Melee Attacks suffer a **-3 Attacking modifier**. If a model moves through this environment, it suffers a **Weak Point**. If a model is within this environment at the end of the Activation Sequence, it suffers a **Hit with PW 10, Ignore Armor, and Weakening Traits**. Models with Affinity (Profane) or Elemental Essence (Profane) are immune to this effect.



## TOXIC

During its Strategic Phase, a model in this Environment must perform a **T roll**. If failed, the model suffers **1 Wound**.



# ADVANCED RULES

If you are an experienced Eldfall Chronicles player or seeking additional challenges and customization options, this section is for you. The Advanced Rules are optional rules you can add to your games to spice up the experience.

## ALTERNATIVE PROFILES & BEHAVIORS

When spawning Hostiles with alternative Profiles or Behaviors, **randomly select** a Profile and Behavior for that Hostile and assign it to the miniature. If one alteration is already present on the field, **assign the remaining** Profile and Behavior to the newly spawned Hostile.

## ALTERNATIVE HOSTILE MODELS

You can use any Eldfall Chronicles model as an alternative Hostile in the dungeon crawl. When the Quest Log refers to a specific Hostile by name, you can check its Tier and replace it with a model of the same Tier; especially if your Spawn Pool “runs dry”.

Keep in mind that this may significantly impact immersion and render some cross-effects of the Quest Log obsolete. However, feel free to home-rule the Traits of the alternative models to better fit the Quest.

## CAMPAIGN WITH FEWER THAN 4 HEROES

When starting the campaign with **fewer** than four heroes:

- Each hero gains **+1 HP** for every missing hero.
- Objective requirements that require multiple heroes are **reduced by 1**.

## CUSTOM HEROES

Players may play with almost any model **instead** of the canonical heroes of the campaign.

After Quest 4, to start a campaign with a **Custom Hero**, first select a model that can be recruited by any Eldfall Chronicles faction. You may then spend **4 additional points** on **Upgrades** or a **Mount** if the model is a Rider.

In the narrative campaign, the model is **not restricted** in terms of what or how many Upgrades it can receive. If its Recruitment Cost is **16 or less**, you gain an **additional 3 points** for purchasing Upgrades.

## LEVELING

When Custom Heroes level up, they gain **additional points** to spend as follows:

- **Level 2:** Gain 5 points.
- **Level 3:** Gain 6 points.

These points can be spent on the following options:

- **Additional Upgrades.**
- **Spend 3 points:** Increase one Combat
- Attribute (OFF, DEF, ACC, INT, M) by 2, or two attributes by 1 each.
- **Spend 5 points:** Increase one Vitality Attribute (AG, T, HP, ARM).

## DIFFICULTY ADJUSTMENTS

The default difficulty of Northern Wind is **Standard**. The following adjustments can make the game harder or easier:

### EASY DIFFICULTY:

- HP of heroes is **doubled**.
- Ignore **Demon** Trait of Hostiles.

### HARD DIFFICULTY (*choose any or all*):

- **Night:** During the **Midnight** and **Dusk** Time Periods, apply the **Dark Environment**.
- A hero **cannot regain HP** if their number of **WP** **exceeds** their HP value. When they would regain HP, **remove WP instead**. A hero cannot remove WP if at full HP.
- Shorten the **Day Count** of the campaign by 3.
- Add **more Hostiles** to the **Spawn Pool**.

## CHANGING PATHS

In **Arc II**, when Journeying to **another** Path (*due to going backward or similar circumstances*), first consult the **setup page of that Path** to **rearrange** the Event and Chaos Decks, then proceed to the relevant Quest in the Quest Log.

## PVP

You can find the rules for a competitive PvP dungeon-crawl online, on our website: <https://eldfall-chronicles.com/>

## FUTURE UPDATES

For any additional documents and future updates, please refer to our website: <https://eldfall-chronicles.com/>

## TRUE SOLO MODE

For the true solo mode, please refer to our website: <https://eldfall-chronicles.com/>

## SKIRMISH UPGRADES IN DUNGEON-CRAWL

Upgrades and Items from Skirmish can be used in Dungeon-crawl, with their Reach (RCH) adjusted as follows:

- **AoE: Circular** becomes **AoE: Blast**.
- **Ranged Weapons with intervals for RCH:** The first interval becomes 10 ⚔, and the second interval becomes infinite, with the same modifiers applied.
- **Weapons with an Attribute for RCH:** The number of ⚔ is equal to half the Attribute, rounded up.
- **Other RCH** is converted using the following formula:

SKIRMISH	DUNGEON-CRAWL
0-1"	⚔
2-3"	1 ⚔
4-5"	2 ⚔
6-7"	3 ⚔
Etc."	Etc.

(*Formula: Divide by 2, round up.*)

## SKIRMISH ON TILES

You can find the rules for a Campaign using Skirmish Rules online, on our website: <https://eldfall-chronicles.com/> These rules add greater challenge and a more realistic tactical depth for players who want to experience the tiles with gameplay similar to that of an open field.

# WHAT'S NEXT

Visit the Eldfall Chronicles webpage and social media to learn more!

**ELDFALL-CHRONICLES.COM**

Join the NEWSLETTER through the page to receive important news and special offers.

## WEBPAGE

The webpage is an extension of the game. Find online resources, the store, articles, lore, the gallery, and more! We will keep you posted about live events or in-game events that

you can participate in globally via the webpage, other media, and email!

You'll also find videos that can help you get to know the game in a more engaging way, or links to our live streams, where we talk about many topics and play the game. To find more Quests, extra resources, or the latest versions of documents, head to "Resources" on the webpage. Access print-ready files for better accessibility. Future translations, new documents, and errata will also appear here.



## SOCIAL MEDIA

Follow us to keep up to date on events and special posts containing lore, art, and various topics that might not show up elsewhere. We invite you to join our Discord server, where you can discuss the game and everything about it! Meet other players, find your local players, and even arrange an online game. We have a Tabletop Simulator mod that you can freely use to try out the game online. You might even find us there!

### FACEBOOK

<https://www.facebook.com/eldfallchronicles>

### Instagram

[https://www.instagram.com/eldfall\\_chronicles/](https://www.instagram.com/eldfall_chronicles/)

### DISCORD COMMUNITY COMMUNITY

<https://discord.gg/4mtYFtYhsc>  
(direct invite link)

### EMAIL US AT

[info@eldfall-chronicles.com](mailto:info@eldfall-chronicles.com)

## EXPANSIONS

### New Releases

Explore both small and large seasonal releases, introducing fresh dimensions to the world and gameplay. Stay tuned for an array of new playable models for your favorite factions and expansions, along with a variety of new monsters to challenge your skills. Discover supplementary rules for these new releases, conveniently available online. Visit our webpage for more details.

### Cross-Compatibility

What makes Eldfall Chronicles truly exceptional is its seamless cross-compatibility between both gameplay styles. Whether you're engaging in the strategic skirmish game or the narrative-driven dungeon-crawl, the miniatures can be used in both systems, and the rules are so akin that transitioning between the two is effortless. This allows players to effortlessly switch from one system to the other, tailoring their gaming experience to their preferences with ease or using the miniatures from one system in the other.



# GLOSSARY

## A

**ABILITY:** An umbrella term for Class, Skill, Trait, Combat Art, Spellcraft, Special).

**ACTIVATE:** A player spends an Activation Point to activate a model.

**ACTIVE MODEL:** A model in its Active Role.

**ACTIVATED MODEL:** A model that declared Activation.

**ALLY:** A non-opposing model to the model in question; any model that is not considered an enemy.

## C

**CONSUME:** To use a Consumable Item.

**CRITICAL DAMAGE:** Wounds caused by a Critical Hit.

## D

**DAMAGE (DMG):** Wounds dealt to a model.

**DEFEATED:** A model that has been killed, lost, rendered Dead.

**DAMAGE (NON-CRITICAL):** Wounds dealt to a model by a non-Critical Hit.

## E

**ENEMY:** A model opposing the model in question.

From the perspective of the heroes, all Hostile models are enemies.  
From the perspective of Hostiles, all heroes and their allies are enemies.

## F

**FIELD:** The tiles and Secret Location Cards currently in play (on the table).

**FIRST HERO:** The hero furthest from the Entrance or the first to cross unexplored tiles.

## H

**HIT:** A successful Attack roll is considered as delivering a Hit to the targeted model.

**HP (HEALTH POINTS)/WOUND:**  
**HP:** The health of a model.  
**Wound:** Damage taken from a Hit, causing the model to lose HP.

## L

**LAST HERO:** The hero closest to the Entrance or the last hero to cross the same tiles as their companions.

## P

**PARTY:** The group of models/heroes a player controls.

**PASSIVE EFFECT:** An effect that cannot be disregarded.

**PLAYER:** A person playing the game.

**PROFILE DOES NOT RESET:** The

model retains all Wounds, WP, Items, etc., from its previous use, except for alterations made during Rest or as otherwise stated.

## R

**REACT:** To spend an Activation Point and declare a Reaction against an activated model.

**REACTIVE MODEL:** A model in its Reactive Role.

**REACTING MODEL:** A model that declared Reaction.

**RESTORE/REGAIN:** To gain up to the default or modified default value. Modified default values can only be achieved by effects clearly stating that the default value is modified.

**REROLL A SUCCESSFUL ROLL ONCE:** When a model rolls a successful roll, it must reroll it. A roll is successful only if the reroll is also successful.

**ROLL (ATTRIBUTE):** To make an Attribute roll using a D20 die.

## S

**SPELLCASTING:** Another term for casting Spells.

**TARGET:** The model that is being targeted by the model in question.

## T

**TO DECLARE:** To irrevocably commit or decide something. For example, to declare an Attack means the model will perform the Attack, no matter what, unless explicitly

permitted otherwise.

## X

(X): A variable found in some abilities and effects. X is substituted with a word (e.g., a number, Trait, Size, Type) specified in the brackets of the ability on the model's profile.

## NOTES

### DIRECTIONAL TERMS

(Based on the Quest Log's compass rotation)

- East: Right.
- North: Up.
- South: Down.
- West: Left.

Key Words may sometimes appear uncapitalized, either due to editing errors or because they are verbified. For example:  
wounded = a model with a Wound.  
enchanted = a model with an Enchantment.

### COMMON ABBREVIATIONS

ACC: Accuracy	mod: Modifier
AG: Agility	M: Morale
AP: Activation Point	OFF: Offense
AoE: Area of Effect	PW: Power
ARM: Armor	QTY: Quantity
DEF: Defense	RCH: Reach
DMG: Damage	SPD: Speed
HP: Health Points	STA: Stamina
INT: Intellect	STK: Strike
LoS: Line of Sight	T: Toughness
	W: Wound
	WGT: Weight
	WP: Weak Point

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