

HEROES OF PHLAN

THE NEW PHLAN CITY COUNCIL IS LOOKING FOR HEROES TO HELP TAKE BACK THE CITY BLOCK BY BLOCK FROM THE EVIL HORDES.

THE WEALTH AND LAND OF OUR ANCIENT CITY IS WAITING FOR THOSE BRAVE ENOUGH TO REACH OUT AND TAKE IT.

Heroes of Phlan is a solo dungeon crawl that plays in about 90 minutes.

Included Components (to be printed)

Zone Encounter sheets (13 pages)
Monster Encounter cards (2 pages, 36 cards)
Color Map of Phlan (2 pages)
Civilized Phlan / Corruption Sheet (1 page)
Hero Party Sheet (1 page)
Rules Sheet (4 pages)

Components you supply

Pencil with eraser
5 10-sided dice (each must be a different color)
1 mini, meeple, or counter to represent the party's location on Color Map of Phlan
1 mini, meeple, or counter to represent the party's location on Zone Encounter sheets
1 black cube or counter to represent corruption progression on the Corruption Sheet
**You will need scissors or a paper cutter once to cut out the 36 cards.*
**Optionally, it would also be a good idea to use clear matte office tape over the Character Sheet (Wounds and Weapon/Item areas) and Colored Map of Phlan (location stop signs) so that you can more easily erase pencil marks.*

How to Win

Defeat Tyranthraxus at Castle Valjevo before the corruption counter reaches 30.

Set up

Chose 5 heroes to be in your party. Assign each of the 5 a 10-sided die and write the color of their die on the bottom line below the last magic item line for each hero. Try to diversify. Heroes are allowed to equip only certain types of weapons. It's best to have a party where all weapon types (Big, Small, Ranged, Holy, and Mana) can be equipped. Your party also starts with 1 Healing Potion and 1 Antidote.

Place your meeple on the Civilized Phlan. Page.

Place a cube in the starting box of the corruption track.

Place your other meeple on the Civilized Phlan stop sign on the Colored Phlan Map.

Using the colored Phlan Map and the options from Rivermaster Sarl on the Civilized Phlan page, decide where you want your heroes to travel. (At the beginning of the game, it can only be the Slums or Sokol Keep.)



Travel

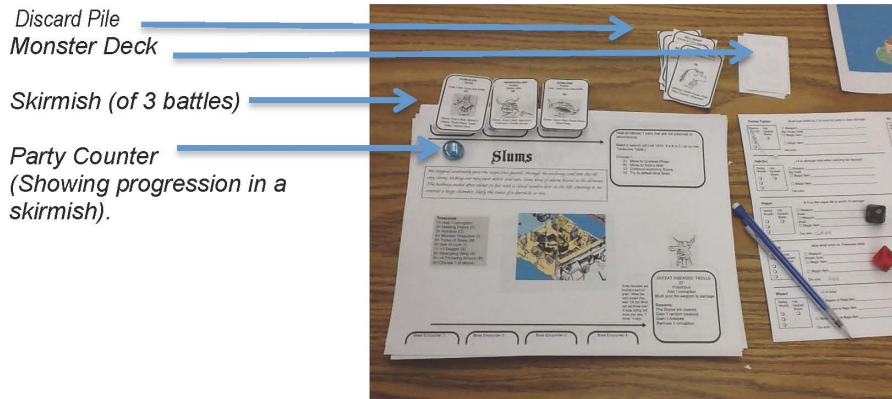
- 1) You can move from one stop sign location to another by using the valid movement rules at each zone.
- 2) If you have a Rune of Tyr, you can always teleport Back to Civilized Phlan as an extra option.
- 3) Sometimes you might fear how a skirmish will go. In that case, you can *retreat* to the previous Zone in between battles—you must fight at least one battle though. When you retreat, you move back to the zone you came from and add 1 corruption to the track.
- 4) If you have *cleared* a zone, you can pass right through it. Place an X over the location's stop sign on the Color Map. Game-mechanically, it no longer exists. (Podol Plaza is a special case in which there are three skirmishes—no Boss—and each skirmish is not repeatable. The Plaza is cleared after all three skirmishes have been completed.)

Zone Encounters

For most zones, you will have to complete a skirmish (a series of battles) at the top of the zone's page, then get a choice to continue exploring or try to defeat the local boss. Exploration skirmishes usually consist of 3 battles while Boss skirmishes usually consist of four battles. All of the zones are unique and many have special rules in addition to those in this rule book. If there are any conflicts to rules, then player powers trump the zone encounter rules, and zone encounter rules trump the rule book.

Skirmishes and Battles

Draw monster encounter cards until you fill up the skirmish line. Only draw cards for battles that show the top fraction or bottom fraction of the card (at the top or bottom of page). Some battles are static (they are card-shaped) and you must always encounter this battle. All bosses are static so you do not draw a card for the boss. Only monsters whose zone matches that of the bottom of the card can be placed. Keep drawing from the deck if you draw a monster that is not from that zone until you fill the skirmish line.



Clearing a Zone

As you clear a zone (usually by defeating the local boss monster), fill in the stop sign on the color Phlan Map. That lets you know at a glance that the zone is cleared and you can pass right through it.

Traps

Traps are especially nasty because they can show up at any place at any time. They are usually unavoidable damage or corruption. The good news is that it takes the place of a monster card.

Resolving a Battle

Battle is similar to the family game *Yahtzee* but with 10-sided dice (referred to as D10 from now on). You will roll all five dice up to three times, locking dice you want to save and rerolling others of which you want a different result. On the third roll, all dice are locked.

In order to win, you have to roll equal to or above the number on the monster card plus the number of magic items and magic weapons you possess. For instance, the Lizardman Pack to the right has a base number of 30. The heroes have 2 magic weapons and 4 magic items. Therefore the score must be a 36 or above! With 5 d10s you would normally have to roll 9s and 10s to do this. You could retreat (you'd have to fight one battle first though), but magic weapons/items and hero abilities also have ways to increase your score.

Hero abilities and magic items can be used once per battle at any time (unless it is an out-of-combat ability). Magic weapons are considerably more powerful and require specific dice rolls to activate:

- * If you roll a 4 of a Kind or Full House, you can proc (activate) any one magic weapon.
- * If you roll a 5 of a Kind, you can proc every magic weapon you have!

In the roll pictured here, all dice (0 8 7 6 3) are locked. The first roll was 0 8 5 4 2. The player decided to lock the 0 and 8. The second roll was 7 1 and 2. The 7 was locked. The last roll was a 6 and 3



LIZARDMAN PACK
Hero is wounded on a 1-3

30



forcing them to lock. The sum of the dice is 34. Two points shy of the needed score. However, the rogue is the blue die, and on a 0 she does 15 damage instead of 10. So in this case, the total is adjusted to 39 which is a win! However, the fighter rolled a 3 (red die) and takes 1 wound.

After you successfully win a battle, discard that monster card. If you do this skirmish again in the future, draw another card. Some encounters are preset and do not require drawing a card. You will always have to battle that encounter (until the Zone is cleared).

Wounds

If you ever lock a die at a 1 or 2, that hero (represented by the die's color) takes 1 wound. Some monsters a little more vicious—the Lizardman wounds a hero on a 1-3. Monsters labeled *Heavy Hitter* do double damage (2 wounds on the same hero) when damaging them.

If you lose a battle, you assign 1 wound to the hero with the lowest die roll (2 if against a Heavy Hitter). In the case of a tie, you choose! You then must fight the same battle again or retreat.

If all of a hero's wound bubbles are filled in, they are knocked unconscious and cannot be revived until you visit Civilized Phlan. You also cannot roll the die of any hero that is unconscious, so it's a good idea to head back to Phlan—unless you think you can win the skirmish with less than 5 dice.

Some battles have a follow up event if you win. The Buccaneer Base has you make a search roll after each battle, while Castle Valjevo requires you to assign 1 wound after each successful battle (ouch!)

Buccaneer Base



Each hero gains an extra wound bubble once fully equipped (this is to simulate a level increase from *hero* to *champion*! The wound bubble otherwise does not exist. If the champion loses a weapon or item (usually a potion) the wound bubble disappears as well.

Poison

Heroes who are damaged by poison monsters or traps are poisoned. Those heroes cannot be healed in any way except through an Antidote, Flail of Purity, or

Search Rolls

One way magic items and weapons can be found is through making a search roll when the Zone Encounter sheet calls for one. You roll only one die and usually have to roll a 10 in order to get a random treasure. If you succeed, roll a d10 again and refer to the treasure table for the Zone.

Only Consumables may be shared amongst the heroes, and you can carry an unlimited supply. Magic weapons and magic items cannot be traded once given to a hero (but they can be transmuted to a consumable Healing Potion by Alistair in Civilized Phlan, which can be used by anybody.)

TREASURES

The type of treasure is labeled in the parentheses.

(C) is Consumable
(I) is Magic Item
(B) is Big Weapon
(R) is Ranged Weapon
(S) is Small Weapon
(H) is Holy Weapon
(M) is Mana Weapon

+3 Dagger (S) = Adds 3 extra damage to the combat total.

+3 Staff of Fire (M) = Adds 3 extra fire damage to the combat total.

+4 Club (S) = Adds 3 extra damage to the combat total.

+4 Throwing Knives (R) = Adds 4 extra damage to the combat total.

+5 Crossbow (R) = Adds 5 extra damage to the combat total.

+5 Halberd (B) = Adds 5 extra damage to the combat total.

+5 Javelin (R) = Adds 5 extra damage to the combat total.

+6 Greatsword (B) = Adds 6 extra damage to the combat total.

+6 Hammer (H) = Adds 5 extra damage to the combat total.

+6 Icy Javelin (R) = Adds 6 extra icy damage to the combat total.

+6 Maul (B) = Adds 6 extra damage to the combat total.

+6 Shortsword (S) = Adds 6 extra damage to the combat total.

+7 Staff (M) = Adds 7 extra damage to the combat total.

+8 Greataxe (B) = Adds 8 extra damage to the combat total.

+8 Scythe (B) = Adds 8 extra damage to the combat total.

+10 Crossbow (R) = Adds 10 extra damage to the combat total.

Animated Sword (I) = Fights by your side giving a +3 to your combat total.

Antidote (C) = Remove all poison effects from your party.

Blessed Mace (H) = +12 combat total against undead

Blizzard Wand (M) = Adds 8 Icy damage to the combat total.

Book of Polymorph (M) = Change this monster into a Kobold -- 26.

Bracers of Expertise (I) = Turns the 5 this hero rolled into a 10.

Cadorna's Treaties (C) = Used to enter Zhentil Keep.

Cloak of Displacement (I) = This hero must reroll 2s.

Dead Elf's Letter (C) = Optional item for Sokol Keep.

Efrete Bottle (C) = Used to defeat the Vampire in Valhingen Graveyard.

Flail of Purity (H) = Completely heal all poisoned heroes and remove the poison effects.

Grievous Dagger (S) = Double the hero's damage roll against Boss Monsters.

Healing Potion (C) = Use before or after of any battle to remove 1 wound.

Historical Documents (C) = Give to Cadorna in Civilized Phlan to reduce corruption by 1.

Icy Lance (B) = Adds 6 extra Icy damage to the combat total. Great against Fire Giants!

Idol of Luck (I) = Increase your chance to find treasure on a search roll by 1. This can be stacked with other Idols.

Leather Bane Symbol (I) = +2 combat total against hobgoblins, orcs, and ogres.

Manual of Health (I) = Add 1 wound slot to any non-Dwarf hero.

Monster Disguises (I) = Allows entry into certain areas.

Necklace of Fireballs (C) = Procs a weapon to do fire damage even

when a proc is not rolled. Then discard. Great against trolls!

Orb of Portals (I) = Can retreat to Civilized Phlan without taking a consequence.

Potion of Flight (C) = Allows party to skip any one monster card determined battle.

Potion of Haste (C) = Allows Party to roll 4 times instead of 3 times per battle.

Ring of Fire (I) = Makes your combat a fire attack without having to proc a weapon.

Scepter of Healing (H) = Completely heal any one hero that is not unconscious.

Scepter of Smiting (H) = +12 holy weapon against Undead.

Skeleton Key (C) = Allows entry to certain areas.

Spear of Recall (R) = Change this die to a 9.

Spellblade (M)(S)(B) = Adds 6 extra damage to the combat total.

Staff of Resurrection (M) = One unconscious hero is completely healed and awake.

Strangling Whip (S) = +7 against Rabble

Thunderhammer (B)(H) = Adds 10 extra damage to the combat total.

Tome of Deities (H) = Adds 10 extra damage to Boss Monsters.

Tome of Sleep (M) = +14 against Rabble

Vorpai Sword (B) = Add 1 corruption to win this battle. (Does not work on Boss Monsters.)

Wand of Polymorph (M) = Turns the monster into Kobolds (Does not work on Boss Monsters.)