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A Guide to Play

App and Guide to Play by Arofan Gregory, copyright (c) 2019. All rights reserved.

I. Introduction

Eldmark extends the popular *Dragon Rampant* system for conducting tabletop fantasy battles, allowing for games where the main activity is the exploration of an unknown land, the Eldmark. The tabletop starts as essentially a blank, and is progressively uncovered by players as the game goes on. Only the "adventurer" side is present on the tabletop at the start of play - their opponents (and allies) will reveal themselves as they progress across the table.

Eldmark is conducted using the core *Dragon Rampant* rules, the *Eldmark* game app, and the *Eldmark Guide to Play* (this document). The app is used during the game for several functions not covered in the core rules; this guide provides some additional needed rules as well as some reference material which may be useful.

Eldmark produces games which can be completed in a single gaming session. Although it can be used as a campaign game, where the same player takes a party of adventurers out several times, it is primarily designed as a different type of *Dragon Rampant* game. It requires a moderately large collection of miniatures (although with

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reduced- and single-model units, *Dragon Rampant* can be a very forgiving system in this regard). Similarly, the terrain models needed for play cover the range of typical tabletop features: woods, roads, rivers, hills, cave entrances, towers, ruins, encampments, and temples are all required. (The topics of figures and terrain are covered more thoroughly below.) For most gamers who have played *Dragon Rampant* in a serious way, the requirements for figures and terrain should not prove unduly burdensome, as most or all of the items will already be to hand.

Although the system does provide a minimal back-story, the game is left as open-ended as possible, so that players can use their own imaginations. Every attempt has been made to stay consistent in this way with Daniel Mersey's intention in designing *Dragon Rampant* itself. Within the confines of the game world, there is plenty of room for players to insert their own fictions of choice, extending even to the capabilities of the forces involved. Very generic fantasy names and concepts are employed throughout to encourage players to fill in the blanks.

II. How it Works

Like any other *Dragon Rampant* game, there will be one or more players, each commanding a warband. One person will be the game master, who is responsible for running the app (and, if there are only two players, all of the forces generated by it). With three or more players, one or two can be adventurers, and with larger groups most will be adventurers, and one or more will play their opponents. There is always a game master, however. (This is true even if, as for solo play, the game master and the adventurer are the same individual. The system is quite good for playing solo games.)

The adventurer(s) will place their warbands on the home edge of the table (represented by a model gate - see below), which is otherwise blank except for a section of road extending outward onto the table. Warbands may be randomly generated by rolling 3 or 4 (or even 5) six-sided dice and taking the total as points for purchasing a warband, or may be assigned at 12, 18, 20, or 24 points. The larger the warbands, the longer the game - 18 points is recommended as a place to start, generally giving games of an hour or two (or a bit more for more warbands). Warbands are always made up of human adventurers. Other races such as Elves and Dwarves may join your warband as the game progresses, but they are not part of an initial warband. (Note that there are no hobbits or halflings required in this game world - in the author's games, the trolls found them to be tasty, and easy prey: they went extinct when the Shire was scourged!)

The tabletop is (at least notionally) ruled into 1-foot square "areas." Every time a unit enters an area, the app is consulted to indicate what type of terrain is in the area, and whether any inhabitants are visible. This is not considered an 'action' by any unit in the game - it is simply a mechanic for revealing the tabletop, occurring as needed during play. Some areas may include structures - temples, ruins, towers, cave entrances, or encampments. These may or may not be occupied, and may or may not contain treasure when searched. When a unit comes within range of a structure, the app is

consulted to see if it is occupied. If entered (after you've defeated the occupants), it may be searched (the game app is consulted to determine the results of a search.)

When any non-adventurer figures are placed on the tabletop, a Combat Round begins. The Combat Round continues so long as any non-adventurer units are on the tabletop. During a combat round, play is exactly the same as for any other *Dragon Rampant* game, with a couple of minor additions. Between Combat Rounds, play is somewhat different, allowing for some shortcuts to speed the game. (Activations do not need to be diced for, and movement is speeded, for example.)

Some encounters are with neutral or friendly races (Barbarians, Rangers, Elves, Dwarves, etc.). Players may parley with such individuals, to various effect: they may join you, ignore, you, make unreasonable demands, etc.). Even though such encounters often do not lead to combat, they will still trigger Combat Rounds for as long as the non-adventurer figures are in play.

The goal of the game is to gain treasure (the ubiquitous fantasy "gold pieces" are used as a currency) and magic items. The one with the most at the end of the game is the winner, but you must not only obtain treasure and magic, but get it back to civilization in order to win. The usual system of Quests is not used to determine victory. In a campaign-style game, treasure may also be used to help in equipping the next expedition.

III. Background: The World of Eldmark

Long ago, all of the many races lived together in amity in the known lands. It was a Golden Age, full of commerce and plenty. The Dwarves and Elves mixed with Men in perfect harmony. But the forces of Darkness came down from the north, laying all to waste. The races retreated into their strongholds, which fell, one by one. Men went south, to the lands known today as the Seven Kingdoms, and they defended themselves against the armies of Darkness. The borderlands where they fought are known to us as the Eldmark.

They have become a land of chaos and disorder – full of choking fog and mist. They have never been mapped – some say they cannot be, for the land, blighted by ancient sorcery, is constantly shifting. None know for certain what lies within, but it is a dangerous place, dotted with the ruins of a once-flourishing land. Here may be found great wealth.

In the time of Sirus the Weary, last Emperor of the Seven Kingdoms, a wall was built across the whole of the northern border, barring entry to all the creatures and inhabitants of the Eldmark. No Men lived beyond the wall save uncivilized tribes of barbarians and those they call the Rangers, the self-appointed guardians of Mankind, although whether these are wholly Men none can say for sure. The best among them are said to become Knights of the Temple. In the Eldmark, too, are still found Dwarves and Elves, as well as other races, inimical to man: Orcs, Goblins, and even more

terrible creatures. Some say that powerful sorcerors and the priests of forgotten gods rule the Mark of Eld - some say none rule but by sword, tooth, and claw.

To all of these did Sirus deny entry into the Seven Kingdoms by building his wall. As by Sirus' age-old decree it remains manned by a force from all of the southern lands. It is permitted for those who wish to pass beyond The Wall, into the Eldmark, although only Men are permitted back into the Northern March. Some have won great fame and fortune by venturing through the wall. Most, however, have gone and never returned.
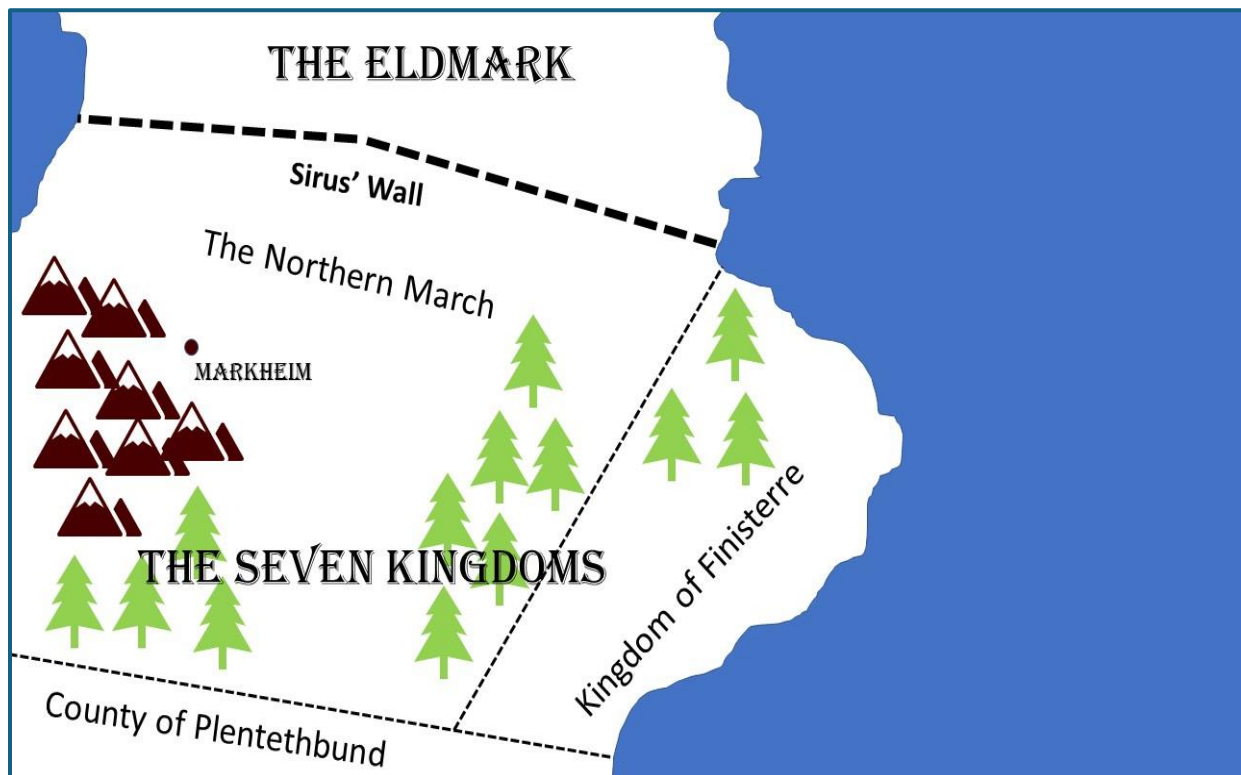
From Artemius Blanch, Master and Head Scholar of the Monastery of Alanbeigh, "The Compleat Known History of the Seven Kingdoms of Man":

> "In the years before the Great Sundering, when Elves and Dwarves and Men rode together to hold the Jotun at bay - and before the creation of the Halfmen - there was a mighty civilization, stretching from the border with Jotunheim in the north all the way to the shores of the Eastern Ocean and the desert southron wastes. It was known as Lothrien. Golden cities flourished through trade, and the countryside brought forth rich harvests, and was filled with villages and vineyards. Such is a world of peace and balance. But it was not to last..."

> "First came the natural disasters - the earth heaved and cracked, spewing forth fire, and the seas rose to swallow the land. The people grew hungry and afraid. And then the Dark Ones came, leading armies of Trolls and their ilk from

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Jotunheim, and turning the Men they captured into Halfmen with their evil magicks - orcs and goblins and the like. Peace and balance were forever destroyed. The Dwarves retreated into their mountain fastnesses, and the Elves fled further, into the Western Lands. Man was left to fight alone, and slowly, over the centuries, Lothrien fell."

"We have lost more than we can imagine - the riches and skills of Lothrien were far beyond what we have today. The people of that time worked powerful magicks, and knew more than we could ever hope to. The loss is difficult to conceive of - we have only fragments to remind us of what they had mastered."

"Mankind - once so mighty - was forced south, and the once-united people of Lothrien fought among themselves, splintering into the Seven Kingdoms we know today. One lord held out in the North, making no claims to kingship, but carrying on the fight against the minions of the Dark Ones. His name is lost, but he has come to be called The Marcher Lord - the ancestor of those who keep us safe today, the Rangers of the Eldmark. Over uncounted centuries we have been slowly pushed back by the Trolls and Halfmen, further into the South. What had been the richest lands of Lothrien became known as the Eldmark - in the speech of our forebears, the 'Old March'. Now, it is only Sirus' Wall which keeps the forces of Darkness at bay, for even the Marcher Lord's descendants seem unable to prevail against the Dark forces."

"No one can tell us what happened to the Dark Ones - they seemed to have vanished. Perhaps they fought among themselves, or perhaps they became like gods to their twisted Halfmen. Perhaps they became the creatures which rumor says are still worshipped in secret temples in the Eldmark. But they passed from our sight, even as the numbers of Halfmen and Trolls multiplied. Perhaps the Elves or Dwarves could tell us, but they are no longer among us to be asked."

[As mentioned above, players are encouraged to substitute whatever fantasy world they wish in place of this one - it would be hard to get any more hackneyed! (And yes, that's intentional...) Like Daniel Mersey, I am not trying to dictate a specific fantasy world to anyone - I grew up on fantasy games where the players had to supply their own imaginings, and it still seems better to me that way. As long as you can go out into the wastelands, explore, and then return, do as you please! I provide this more by way of example than anything else, and so you understand what the different types in the game are supposed to be when you re-invent them to better suit your own taste.]

IV. Table Set-Up and Starting Play

The scenario is such that adventurers are issuing from a gate in the Wall, into the Eldmark. One edge of the table should thus feature a large gate (or even that section of the Wall covering the table edge). With multiple players, more than a single gate is permitted. From the gate (or each gate, if more than one) a section of road a foot in

length should point straight out into the Eldmark. The square foot of tabletop around the section of road is Open (see below) and is known. It is clear of non-adventurers.

Players should establish an order of play for the start of the game (dice for it), and as each player's turn comes up, they should position their warband in the known area outside the gate and then move it into an adjacent (unknown) area. At this point, the app is used to determine the terrain and inhabitants of the unknown area using the Explore button (see below). Terrain should be placed on the tabletop as described below. If the new area has any evident inhabitants, then a Combat Round is started. If there are no inhabitants, then play passes to the next player to make a move. Subsequent players may move through known or unknown areas, using the app to check for inhabitants as needed (see below).

Non-Combat Movement is made at twice normal movement rates, and does not require Activation rolls. Note, however, that when moving through known areas of the table which are not occupied by any adventurer units, the Travel button must be used to see if they have been occupied in the adventurer's absence (see below).

Combat Rounds will involve all players who currently have their warbands on the table, plus the non-adventurer warband(s). At the start of each Combat Round, all warbands will dice to determine the order of play for that Combat Round. During the Combat Round, play is as per any other *Dragon Rampant* game, with the exception that events during play may require consultation of the game app (if players go close to a structure or enter an unknown or unoccupied area). The Combat Round will end when all non-adventurer units which have not joined a player warband have been removed from play. The next non-Combat Round will pick up where the Combat Round left off. If new non-adventurer units appear on the table during a Combat Round, they will be added to the sequence of play as the last warband to take their turn.

The table used for play should be as large as possible. If needed, markers may be placed at each foot along the table edges so that 1-foot square areas may be easily seen (or a game matt ruled in 1-foot squares may be used). Having the gates positioned on a narrow table edge will make play more challenging than when they are positioned in the middle of a longer table edge, as the distances to be traversed by adventurers will be increased.

V. Using the Game App

The following section explains how the game app is used, and how to interpret and implement results from it on the tabletop. There are several functions performed by the game app, and players should be aware of what these are so that it can be consulted appropriately during play:

> **Explore:** Whenever an adventurer warband (any unit within the warband) enters an unknown area on the tabletop, the Explore button is clicked. If there are roads or rivers entering the area from any direction these must be indicated (if they are

not, this must also be indicated). The result will describe the terrain in the area (see Placing Terrain, below). Terrain is classed as Open, Forest, Hill Country, or Swampland. There may be other features in the area - towers, cave entrances, encampments, ruins, and temples. There may also be non-adventurer occupants (see Placing Non-Adventurer Units, below).

Cross River: Whenever a unit attempts to cross a river at any place but a known bridge or ford, then this button must be clicked. The move will be made as a normal one, but may be impacted by the results of this function. If successful, the unit attempting to cross will have done so completely - units do not stop halfway across rivers in this game.

Travel: When a non-adventurer warband enters a known area which is not occupied by any unit of an adventurer warband, this button is clicked. It will determine if non-adventurer units have moved into the area while it was unoccupied. The appearance of new units will trigger a Combat Round if one is not already in progress. If one is, the new warband will become the last warband to act during the current sequence.

Scout: Whenever any warband (adventurer or non-adventurer) comes within 6 inches of a structure (a cave entrance, a tower, a temple, ruins, or an encampment) then this function is used to determine the occupants of that structure. The type of structure must be indicated and the button clicked. The occupants (if any) are immediately placed on the table, and will trigger the onset of a Combat Round if one is not already in progress. If one is, the new warband will become the last warband to act during the current sequence.

Search: Whenever an adventurer unit is inside a structure which is empty of non-adventurer units, then the structure may be searched. The type of structure must be set and the button clicked. Any given structure may only be searched once (we mark them with flaming cotton wool as "burnt" once they have been searched). A Search counts as a Move action by one of the warband's units.

Plunder: When an enemy unit has been defeated by an adventurer warband (that is, removed from play as a result of casualties or failure of morale), the defeated unit may be plundered by any unit in the game. This requires a Move action on the part of the plundering unit. Any given defeated unit's location should be marked until they are plundered. The type of unit to be plundered should be indicated, and the button clicked. (Note that not all types of units are susceptible to being plundered - if they are not on the list, they cannot be plundered.) Any treasure or magic plundered goes to the plundering unit (and may be added to whatever they already have if they are a subsequently plundered themselves). Any given defeated unit may only be plundered once.

Parley: Whenever an adventurer warband comes within 6 inches of a Neutral non-adventurer warband, the adventuring unit may Parley. This involves

indicating the type of unit to be Parleyed with, and clicking the button. Any given non-adventurer warband may only be parleyed with once by any given adventurer warband. If the Neutral warband to be parleyed with has a leader, the type of the leader should be used (if different than the type of their warband). A Parley is a Move action on the part of an adventurer unit.

Seeking: At certain points, adventurers may come into knowledge of Quests (not to be confused with normal *Dragon Rampant* Quests, which are not used when playing *Eldmark*). Quests will specify a particular structure or other target which must be sought for. Any time an adventurer warband with a Quest uses the game app to Explore (or, to find the Questing Beast, Travel) the Quest field should be set. If anything relevant to the Quest is known, it will be revealed as appropriate to the Questing warband. The Quest field is not an action or function - it merely provides a point of information to the game app when performing other functions. Thus, it has no button, as it is never performed or used like other functions.

Note: You can always see what the results of any action were by clicking on the "LOG" button at the top of the page. The last result given will appear at the top of the box, and earlier actions will be listed in order going backwards through the game-to-date.

To go back to the regular screen, click on the "GAME" button at the top of the page. The log function is just for reference – it does not keep track of what action was being performed.

VI. Figures and Terrain

A. Figures

Eldmark requires a fairly comprehensive set of standard fantasy types when it comes to miniatures, including most of the stock races (a la Tolkein) with the exception of Hobbits/Halflings (which were hunted to extinction during the Scourging of the Shire, as noted above). Suggestions and characterizations given here are, of course, only that - players should feel free to alter these things as they see fit to describe their own fantasy milieu. The races (and similar groups) include:

1. **Men:** This category includes adventurers, Barbarians, some Rangers, some Knights of the Temple, some Witch Knights, and some of the various wizards and other single-figure models. This category is a general one, to distinguish figures from Elves, Dwarves, Orcs, Goblins, Trolls, etc. Membership in a sub-group (eg, Rangers, Barbarians, etc.) is more important than being a member of the human race in game terms. Sub-groups are addressed below.
2. **Barbarians:** These are Men who live north of the Wall. They are considered uncivilized and practice heathen religions (including human sacrifice and sometimes cannibalism). They are not inherently inimical to those from south of the Wall ("Southrons") but do tend to be aggressive, duplicitous, and greedy. When selecting units for a Barbarian Warband, it is recommended that they

feature Bellicose Foot and Lighter units - any heavier armor they have will tend not to be of their own manufacture.

3. **Rangers:** While originally (and still mostly) made up of Men, the Rangers welcome any who wish to oppose the forces of Darkness. They are charged with patrolling the Eldmark and keeping it safe, a mission given them by their founder, the Marcher Lord (the ancestor of their current rulers). Little is known about the Rangers, but their ranks do sometimes include Elves and Dwarves. They tend to be friendly to Southrons, but view them as foolish and incompetent when it comes to surviving in the Eldmark. (This attitude is probably based on lots of observation!) Ranger warbands will tend to include mixed units and lighter units (they are good with bows). They have a fearsome reputation as fighters, and mixed Elite Foot units would be common. While they can ride, they tend to be infantry forces.

4. **Knights of the Temple:** Even less is known about this group. They are sometimes held to be the cream of the Rangers, but no one knows for certain. They are a dedicated order of knighthood which is devoted to combatting the forces of Darkness, and their members include not only Men but also (it is rumored) Elves and Dwarves. They are often friendly to Southrons, but not always. They are most often Elite Mounted units, but also include foot units and sometimes heavy foot/missiles. Their leaders in the field are often Paladins.

5. **Orcs:** These are standard Halfmen types which can take any number of forms. They are inimical to Men, Elves, and Dwarves, although sometimes coming under the sway of powerful human leaders when those leaders have embraced the Dark.

6. **Goblins:** Like Orcs, but smaller, with a tendency towards Scouts and Light units in their warbands. They are often found in Swampland, which Orcs typically are not.

7. **Trolls:** Trolls are large not-very-bright creatures which are inimical to most races (they sometimes work with Orcs and Goblins, but these are the exception), which they view primarily as potential food items. They have an affinity for water (hence the legends about bridges). They are credited with hunting down and eating the last of the Hobbits, something which they apparently did with relish.

8. **Paladins:** Paladins are the heroes of the Knights of the Temple's military order. They are generally single-model Elite Mounted types in shining armor, and often patrol alone. Think Joan of Arc, here.

9. **Black Sorcerors and Sorceresses:** Usually human (or may have been at one point), but potentially of any race, these are powerful Spellcasters who have set up their dominions in the Eldmark. They include all manner of types, some distinctly non-human. All are inimical to anything they do not view as their own servants.

10. **Witch Knights:** These are groups of Men, Elves, Barbarians, and Dwarves which have been twisted into serving as the soldiers of Darkness. They tend to be Elite Mounted/Foot. Little is known about their origins or motivations, but it is recognized that they are extremely bad news in most cases.

11. **Champions of Darkness:** These are the cream of the Witch Knights - anti-Paladins for the cause of Darkness. They are often of Infernal origin, and are

distinctly inimical. They are generally single-model Elite Mounted/Foot types. (Please note that this type is an excuse for splurging on that overpriced mini you've been eyeing - go ahead! Buy it and paint it up on a large base with a bunch of butchered casualties surrounding it! Use lots of black! Your old anti-heroes can go and serve as rank-and-file in the Witch Knights...)

12. **White Wizards/Enchantresses:** Often (at least initially) human, but also counting Elves and other races among their (limited) number, these are powerful single-model Spellcasters who combat against the Darkness, their origins shrouded in mystery.

13. **Holy Recluses:** The hermits of Medieval tradition, these are individuals who have chosen remote locations in the Eldmark as the wasteland in which they will pursue their devotion to the study of the Light. They are shy but generally friendly to Southrons.

14. **Giants:** These are very large humanoid creatures said to be descended from the original invaders of Lothrien, the Jotuns, and before the establishment of such Halfmen races as Orcs and Goblins. They are inimical for reasons known only to themselves, and are generally found in towers, caves, and hill country. It has been established that they view people as food.

15. **Dragons:** Unless somehow made subservient to the forces of Darkness, dragons are, well, dragons - they are incredibly independent-minded and greedy. They are (or can be) huge inimical fire-breathing winged lizards with an extremely bad attitude and a fondness for gold and magic, or something else as you please. They often patrol the Eldmark, and are always (in game terms) inimical.

16. **Necromancers:** These are powerful individuals with a strong connection to the realms of Death. They are inimical, acting as Summoners. They set themselves up in the Eldmark, where they are free to practice their Dark arts, which are generally viewed with revulsion south of the Wall.

17. **Wraiths:** For reasons unknown, these powerful remnants of once-mighty warriors persist in the Eldmark. They are Undead and are generally found inhabiting ruins and temples.

18. **Skeletons:** These are the reanimated Undead remains of dead warriors. Often serving as the tools of Necromancers, they are sometimes brought to life by the actions of adventurers and other foolhardy types in ruins, ancient temples, and similar places.

19. **Demons:** Denizens of the Nether Regions, demons are generally powerful inimical Flyers. They are usually brought to this plane through the actions of Necromancers or ancient arcane magics.

20. **Wraith Lords:** While some claim that the Wraith Lords are themselves the Dark Ones of history, others claim that they are merely the lieutenants of these much more powerful creatures. None can say for sure. They are feared and hated by all proponents of the Light, and have a strong desire to eliminate Southrons and all other of the free races. They are powerful single-model types.

In addition to the figures listed above, there are also many other generic types of fantasy creatures: giant spiders, snakes, weasels, wolves, blood-newts, and tentacled

swamp horrors. You will also need something to use as a Questing Beats (we use an owlbear).

Wide latitude is given in how many of the major races are specified by the game app: the lists from *Dragon Rampant* or agreed lists among players should be used when only a type and a point value are given (Elves, Dwarves, Barbarians, Orcs, Goblins, Skeletons, Rangers, etc.). Leaders are most often single-figure units in this system, and do not exist unless provided for in the relevant lists for any given type. It is useful to have hero/wizard/cleric types appropriate to each major race, to act as single-figure units when such leaders are called for.

For those units whose characteristics are provided for by the game app, these should be jotted down, as there is no way to look them up once that app result is gone. (This also gives players a chance to modify any of the characteristics as suggested by the game app). When substitutions are made, players should be cognizant of the point values of the units substituted for those described by the game app.

B. Terrain

Although terrain boards have become more popular (and you could do a killer set of foot-square terrain boards for this game if you wanted), *Eldmark* is most easily played with modular terrain pieces such as river and road sections, individual hills, and small patches of swamp and woods. The game app will suggest the type of terrain needed (Open, Swampland, Forest, Hill Country), and whether any structure appear in an area, but will not provide specifics. These are left up to the game master. In general terms, forest and hill country will provide a lot of cover, as well as constituting rough going. Swamps will be rough, but not provide any cover.

Roads and rivers should be modular, in segments such that an area can be provided with road and/or river without trespassing on neighboring areas too much. It is useful to have pieces to mark bridges and/or fords - even in cases where roads cross rivers, these are not assumed to be present, but will be dictated by the "Cross River" button.

Structures include cave entrances, encampments, ruins, temples, and towers. Encampments can be anything from rude huts (for Orcs, Goblins, and Barbarians) to fancy tents and pavilions (for Elves and Rangers). Other types are basically self-explanatory. The footprint of structures on the tabletop should not be too large (6 inches square is ideal). We have found that the lizard houses sold at pet stores in the form of rocky outcroppings are an excellent source for cave entrances, and that the unfinished wooden towers sold at Michael's hobby stores in the US (alongside birdhouses and other such items) can make excellent towers. Aquarium decorations may also serve useful purposes here. Towers will provide heavy cover (+2 to Armor, instead of the usual +1) to those inside them - other structures will provide normal Cover. Encampments are the exception, as they provide no Cover at all. *Eldmark* does not provide for taking combat into cave systems or larger structures, although this could certainly be done if you own the right dungeon tiles or larger building models. If players

wish to do this, they may want to sub-divide their structures into multiple zones for Scouting and Exploration purposes.

Structures should not be placed within 6 inches of an adventurer unit when they appear on the table. This may not always be possible, however, and when placed within 6 inches the structure should be immediately Scouted using the game app.

There are a few items of incidental scatter terrain which are called for by the game app. These include "shrines" (marking the start of roads), "rocky outcroppings" (marking the springs from which rivers flow), "marshy areas" (where rivers sink underground), and "piles of rubble" marking the petering-out of roads (we just use a scattering of gravel). Roads are capable of splitting and branching right or left and T-ing, and rivers are capable of turning right or left. The directions should be interpreted in relation to the direction of entry into the area by the exploring unit. Impossible terrain configurations should be adjusted as needed/desired by the game master.

A lot of terrain is needed to play *Eldmark*. One trick for saving money is to construct hills out of the foam pads sold as seat cushions for upholstery purposes. In thicknesses of an inch or two, they can be crafted into flat-topped wargames hills with a pair of sharp scissors, and then spraypainted/flocked to taste. They may not be the best-looking hills you own, but they are cheap and simple to make when you need a lot of them.

As a final note, access to a 3D printer is strongly to be desired - lots of modular terrain pieces are available for free on sites such as Thingiverse, and can be printed for a relatively small sum. There are lots and lots of excellent fantasy terrain piece models out there - *Eldmark* can provide a reason for printing and painting some of them!

C. Placing and Playing Non-Adventurer Units

When non-adventurer units appear in the game, they should be placed as dictated by the game app, either in the area or in or adjacent to the structure which they inhabit. Ideally, they will not appear closer than 6 inches to an adventurer unit, and never in contact with it. Placement is at the game master's discretion. Each unit or set of units appearing at one time through a game app result will form a single warband in game terms. Non-adventurer warbands will never join forces with each other, regardless of affiliation to the Light/Dark or their status as inimical, friendly, or neutral to Southrons.

In some cases (typically as a result of a Parley) non-adventurer units will "join" an adventurer's warband. When this happens, they are considered to be additional units within the adventurer's warband, and no longer form a warband of their own (their leader's status as a leader - if any - is retained for the purposes of making Courage Tests, however.) Such units will stay a part of the adventurer's warband until the end of the game unless otherwise specified by the game app. In those cases where a triggering event causes a rift between such units and the adventurer's warband, control of the unit(s) in question reverts immediately to the game master, and the units reform a

separate warband. (It is added to the end of the existing turn sequence if a Combat Round is ongoing, and will trigger a new one if not.)

VII. Treasure, Magic, and Winning the Game

A. Treasure and Magic

The currency in *Eldmark* is measured in gold pieces, and amounts are always multiples of 10. It is suggested that a set of tokens be used to keep track of money during play. (We use a set of silver and gold pirate coins, plus a bunch of glass gemstones. The silver coins are worth 10 gp, the gold ones 50, the small gems 100, and the large gems 500. Each player has their own small chest to keep their treasure in as it is acquired.)

Exchange of money during play is permitted, and in some cases non-adventurer figures may be the recipients of money in various transactions. Once non-adventurer warbands have acquired treasure, it is kept by them and will be added to any treasure they might already have (as discovered when they are Plundered). When non-adventurer units join an adventurer warband, all of their own treasure will be kept to themselves. New treasure will belong to the adventurer's warband unless an agreement has been made otherwise.

Treasure is not treated in any detail in *Eldmark* - you do not need beasts of burden to carry it, it does not slow movement, and none of the other encumbrance rules universally ignored by those playing fantasy RPGs are considered to be in force. Players can use their treasure with a relatively free hand, but cannot spend money they haven't got (that only works in the real world!). Treasure is considered to be at the warband level, with the exception of the amounts specified when plundering. So long as units within a non-adventurer warband survive, they will have any other treasure gained.

Magic weapons and armor may be granted to non-adventurer figures by the game app (these are typically single-model units). When defeated, these may be added to the plunder generated by the game app, and used by adventurer units (typically but not necessarily taken by single-model leader units). There is no distinction made between Blessed and Cursed weapons - a Cursed Sword becomes a Blessed one when in the hands of a Paladin! Any figure in possession of a magic missile weapon is granted the missile capability to use it, as appropriate to their type (Heavy Foot units with magic missile weapons acquire the "mixed weapon" capabilities of Light Foot, plus the magical effects.)

There are two types of additional magic items in *Eldmark* which are not in the core rules: potions and scrolls. Each conveys the ability to cast a single spell once, by any unit with possession of the potion or scroll. When a potion is used, it may be done at any point by the unit in question, and it does not involve performing an action. Thus, for example, a unit in possession of a Healing potion may imbibe it as soon as they take damage to reverse the effects. Scrolls require that the user make an action to use a scroll, but the Activation is automatic. Spells for potions and scrolls are exactly as per

the core rules, except that the potion or scroll may only be used once and is then gone. Additionally, there is a potion of Invisibility which conveys that fantastical power on any unit for the duration of the Combat Round during which it is consumed.

We find it convenient to keep track of magic items using a set of cards, which, once discarded, indicate that a particular potion or scroll has been used, etc. There is, of course, no reason why treasure and magic items cannot simply be tracked using paper and pencil.

B. Healing during Non-Combat Rounds

Especially when playing games involving only one adventurer, there is sometimes a tendency to abuse the abilities of figures able to cast Healing spells. Spellcasters are not mobile clinics, and should not act as such. To prevent this abuse, we have adopted a rule restricting the number of Healing spells which a spellcaster can use during any single non-Combat Round to that produced by rolling a single die.

C. Winning the Game

The system of Quests provided by the core rules is not used in *Eldmark.* Victory is instead determined by the value of treasure and magic acquired during the course of play. Essentially, the player with the highest total wins. It is a requirement, however, that adventurers return through the Wall to the Northern March, or they cannot win. Without bringing newfound wealth back to civilization, it isn't worth anything! Once having returned to the Seven Kingdoms, however, warbands may not return to the Eldmark for the duration of the game.

Magic items may be valued through conversion into gold piece-equivalents at the end of play by rolling a die for each and multiplying the result by 50, thus giving a value of from 50 to 300 gp for each magic item. (The same valuation mechanism can be used to exchange them for treasure in campaigns.)

Eldmark can be used to play campaigns where players retain the same warband across multiple games. In this case, treasure and magic may also be retained. All the surviving units in a warband which return from the Eldmark are assumed to be restored to full strength before the next game. Non-adventurer allies which have joined the adventuring warband will not be available, however, either because they are not allowed into the Seven Kingdoms (Elves, Dwarves) or because they simply do not wish to go (Rangers, White Wizards/Enchantresses, etc.). Treasure may be used to expand a player's warband by spending 100 gp for each point of unit cost in the core rules. Units may be upgraded at the same rate, paying only the difference in point values.