

# WARLORDS OF EREHWON

# Tomb Robbers of Erehwon

BY JOHN LAMBSHEAD

Miniatures by Warlord Games



## 2 || Tomb Raiders of Erehwon

This 'dungeon-crawler' game has been swiftly written to allow those of us stuck at home under the Coronavirus lockdown to play solitary games, but will be just as much fun once the world is back to whatever 'normal' will become. It is designed to be simple with preprogrammed enemies, so it may be played solo or as a family co-operative game. Younger members of the family may enjoy making the playing boards as well as playing.

Because of the circumstances in which the game has been designed, it is horribly under play-tested. Do not hesitate to fiddle with the hero and monster values as you see fit. Feedback is welcomed – so that we can improve the game in time for the next time you're stuck at home.



On the Isles of the Lotus Blossoms live the Hashima Clan. Seemingly uninhabited, the clan discovered that the Isles had once been home to a lost and mysterious civilisation that they called the Dragon People, because sacred dragons feature prominently on their artefacts.

In the Year of the Bouncing Fish, The Daimyo's chief Onmyoji scried a source of great wealth that he tracked to a mighty cleft cut deeply into a semi active volcano known as the Sleeping Monster. The Valley of Fire, as it came to be known, turned out to be a lost burial ground of the Dragon Kings. Concealed in the broken pumice were hidden entrances leading to deep rock cut tombs. These

contained the wealth of the ancients, placed to accompany kings and their senior nobles and wizards into the afterlife.

Unfortunately, attempts to secure these riches soon showed that the tombs were protected by more than just concealed gateways but also by mazes, cunning mechanical traps and undead warrior guardians. Just to amplify difficulties, the ancient passages and chambers were infested by orcs, sneaking in from the other side of the volcano.

Naturally these impediments failed to stop teams of heroic men and women desperate for wealth and glory, or just on a quest of penance to offset some shame of honour or religion.

Miniatures by Warlord Games



## Game Turn

Play proceeds as follows:

1. Add new tile section
2. Generate monsters
3. Heroes move
4. Monsters move
5. Special actions



- Passage tile within three tiles from the entrance: D(3)
- Passage tile: D(6)
- Tomb chamber: 2D(6)

Monsters are placed within the tile as far away from the character triggering them as possible.

Choose monsters at random from orcs and skeletons from your model collection.

### ADD NEW TILE SECTION

Place the tiles upside down in two groups, passageways and chambers. There should be three storage chambers (with chests) for each tomb chamber (with sarcophagus).

If there is at least one open doorway, players add a new tile section chosen at random, doorway to doorway. Only one new tile section is added per turn. Players should attempt to reach consensus about how to place the new tile, bribery to obtain support for one's position is acceptable. If no consensus can be reached then dice to see which player makes the decision.

The first three tile sections must be passage tiles. After that dice for whether the tile is a passage way, 1-5, or a chamber, 6.

The first hero moving through a gateway must test to see if they trigger some sort of booby-trap such as a rock fall, swinging pendulum axe, trapdoor onto sharpened stakes etc. Roll a die: a 2+ is a success. A '1' means that a trap is triggered. One of the other players, representing the trap, rolls two attack dice. The player controlling the hero rolls three defence dice. Resolve the dice as explained in the combat rules below. Each unblocked successful dice roll by the trap-controller causes one wound to the hero.

### GENERATE MONSTERS

The first time a character is moved on to a new tile section, monsters are generated by rolling dice. The number of dice depends on (i) the tile and (ii) how far the players have ventured from the entrance.

### HEROES MOVE

Heroes move one at a time, those closest to a monster moving first. Players can agree amongst themselves the move sequence of heroes at the same distance from a monster or dice for order if they cannot agree.

A move consists of moving then attacking before another hero moves. A hero's speed is the maximum number of squares that the model can move. Movement is always across one of the four sides of a square, never diagonally. A model's base must be able to fit within the open area of a square or it is impassable. Some squares are partially blocked by terrain.

At the end of its move a model can attack any monster that is within range of its weapon. The hero rolls dice equivalent its number of Strikes: '5' & '6' are successes.

One of the other players rolls for the monster. It rolls the number of defence dice given by its Dodge. A Dodge roll of '5' negates a Strike roll of '5'. A Dodge roll of '6' negates a Strike roll of '6' or '5'.

Any successful Strikes left over after successful Dodge rolls are used to see if they cause a Wound. Roll a number of dice equal to the Power of the weapon for each successful strike. Rolls of '5' and '6' are successful. Roll defence dice equal to the monster's robustness. Rolls of '5' and '6' are successful as above.

Any successful power dice that are not negated by a successful robustness dice cause one wound to the monster. A monster is dead when it has lost all its wounds.

## 4 || Tomb Raiders of Erewhon

At attack requires the attacker to have a clear line of sight to the target. Place a straight edge from the centre of the attacker's square to the centre of the target's square. This line must not pass through blocking terrain, like part of a rock wall, or a square containing another model. The range is the sum of every square that the line passes through to the target.

### MONSTER MOVES

At the start of the game, players dice to see who controls the first monster. The player to their left controls the second monster and so on around the

table. This strict sequence is then followed for the whole game.

The first monster to move in a turn must be the one closest to a hero, or one of the monsters of equal distance closest to the hero, at the monster-controlling players discretion.

Roll a dice against the AI table for the monster's general response. The controlling player must follow this guide but otherwise has a degree of latitude. For example, if the AI result is 'Charge nearest hero' the monster player must move the monster up to its full speed towards the nearest hero. But if two heroes are the same distance away the monster player decides which one to target.

MONSTER RESPONSE CHART

MONSTER	DIE ROLL	RESULT
Orc with bow	1	Move away from heroes as far as possible
	2	Move away from heroes one square
	3-4	Stand still
	5	Move towards heroes one square
	6	Charge towards nearest hero
Orc with close combat weapon	1	Move away from heroes one square
	2	Stand still
	3	Move towards heroes one square
	4-6	Charge towards nearest hero
Skeleton with bow	1-4	Stand still
	5-6	Move towards heroes one square
Skeleton with hand weapon	1	Stand still
	2-3	Move towards heroes one square
	4-6	Charge towards nearest hero



After the monster moves it may attack if it has a target in range. It must attack the nearest hero but, again, the player controlling the monster gets to decide on the target if two or more heroes are of equal distance from the monster.

The game mechanics for attacking monsters is exactly the same as for heroes: the monster moves then the monster fights if it has a hero within range. Heroes that lose all their life are dead. A player that has no living heroes is out of the game.

Follow this for each monster in sequence until they have all moved.

## SPECIAL ACTIONS

Each hero may attempt only one special action per tile and only when any monsters present have been eliminated. Different heroes roll different number of dice for various actions. Success is achieved on a '5' or '6'.

## SEARCH FOR LOOT

The hero carefully examines the tile for valuable objects. If something is found, roll on the tables below.

LOOT CHART			
D6	PASSAGEWAY	STORAGE CHAMBER	TOMB CHAMBER
1	Worthless Copper Coin	1 Gold Coin	1 Gold Coin
2	Broken Weapon	2 Gold Coins	3 Gold Coins
3	1 Gold Coin	3 Gold Coins	D6 Gold Coins
4	2 Gold Coins	D6 Gold Coins	Treasure
5	3 Gold Coins	Treasure	Treasure
6	D6 Gold Coins	Magic Artefact	Magic Artefact

ARTEFACT CHART	
D6	RESULT
1	Healing Potion. Cures D3 wounds when drunk
2	Magic Weapon (as appropriate to hero). 1 extra Strike dice
3	Magic Armour. 1 extra Robustness dice
4	Amulet of Fleetness. Wearer gains 1 Speed
5	Amulet of Agility. Wearer gains 1 extra Agility dice
6	Potion of Strength. Drinker gains 1 extra Power Dice



## 6 || Tomb Raiders of Erehwon

The healing potion can only be used once but it can be carried around and drunk any time the hero possessing it has a move.

Artefacts can only improve a skill by one dice. For example, two magic weapons still only add 1 extra strike dice.

At the end of the turn, players may attempt to buy or swap artefacts or treasure off another player. The owning player sets the price and may have an auction if they wish.

### SEARCH FOR HIDDEN DOORWAY

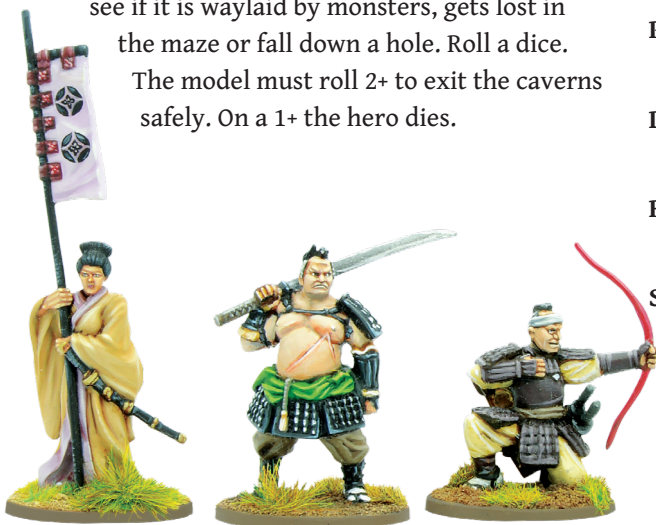
Place the hero in a square by an exterior wall. On a successful roll the hero finds a concealed doorway and opens it. Place a marker in the square to indicate a new doorway at that point which may have a new tile attached to it next turn.

### EXAMINE A GATEWAY

To see if it is booby-trapped. If successful any booby trap is considered deactivated. If unsuccessful the first hero through the gateway must test to see if they trigger a booby trap as usual.

### LEAVE THE TUNNELS

A player may decide that his hero has taken too much damage to go on. As a special action the player may elect to go back out of the tunnels. Remove the model and place it to one side. If a hero leaves alone, the model must take a test to see if it is waylaid by monsters, gets lost in the maze or fall down a hole. Roll a dice. The model must roll 2+ to exit the caverns safely. On a 1+ the hero dies.



## General Notes

Players should keep track on a piece of paper heroes wounds, artefacts, treasure and gold coins, and orc wounds.

A dead hero is out of the game and all their coins, artefacts and treasure are deemed 'lost'. Heroes never attack another hero or steal a dead hero's possessions: that would be dishonourable.

Players are encouraged to negotiate with (bribe) each other. For example, hero A may buy a piece of jewellery off hero B for ten gold coins, gambling that they will get lucky in the end of game auction, or one hero may bribe an Onmyoji with coins to look for traps rather than loot. Players may sell heroes' unwanted artefacts, by auction possibly.

A hero or monster model may only attack one model in any turn of combat.

### HEROES

A heroic team should consist of about five characters chosen in any mix from the list below. One person can control more than one hero.

Heroes have the following properties:

- Speed:** How far they can move per turn
- Strikes:** How many attack dice they roll to attack
- Range:** The range of their weapon in squares
- Power:** How many attack dice they roll to damage a struck target
- Dodge:** How many defence dice they roll to dodge a strike
- Robustness:** How many dice they roll to resist a strike
- Special:** How many dice they roll for special abilities

Samurai heroes  
by Warlord Games

SAMURAI							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Samurai with Sword(s)	4	4	1	3	2	3	3
Samurai with polearm	4	3	2	4	2	3	3
Samurai with longbow	3	3	10	2	1	3	3
Samurai with spear	3	2	2	5	2	3	3
Special Abilities							
Detect trap: 1 dice; Search for loot: 2 dice; Look for hidden doorway: 1 dice							



BRIGAND							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Brigand with Sword(s)	4	3	1	3	3	2	3
Brigand with stave	4	2	2	4	3	2	3
Brigand with longbow	3	3	10	2	1	2	3
Brigand with firearm	3	1	10	5	2	2	3
Special Abilities							
Detect trap: 2 dice; Search for loot: 3 dice; Look for hidden doorway: 2 dice							



WARRIOR MONK							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Monk with polearm	4	4	2	4	3	2	3
Special Abilities							
Detect trap: 2 dice; Search for loot: 1 dice; Look for hidden doorway: 1 dice							



# 8 || Tomb Raiders of Erehwon

NINJA							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Ninja with Sword(s)	4	4	1	3	3	3	3
Ninja with shuriken	4	3	6	2	2	3	3
Special Abilities							
<b>Detect trap:</b> 2 dice; <b>Search for loot:</b> 2 dice; <b>Look for hidden doorway:</b> 2 dice Ninjas get to choose each turn whether they are armed with swords or shuriken							



ONMYOJI							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Onmyoji with stave	4	2	2	3	2	2	2
Fireball		1	3-15	5			
Fire splash		1	2	3			
Special Abilities							
<b>Detect trap:</b> 3 dice; <b>Search for loot:</b> 2 dice; <b>Look for hidden doorway:</b> 4 dice If a fireball hits a monster (i.e. at least one of the hit dice is a success) it creates a splash of fire that goes two squares along any line of sight. Anything in line of sight within range gets splashed is attacked by fire splash.							



TENGU							
Hero	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Tengu	6	5	1	3	5	2	2
Tengu with spear	4	1	2	5	3	2	2
Special Abilities							
<b>Detect trap:</b> 1 dice; <b>Search for loot:</b> 2 dice; <b>Look for hidden doorway:</b> 1 dice							





## MONSTERS

The monster tables are used in exactly the same way as Hero tables, except the monsters do not have special abilities, and do not loot.

SKELETONS							
Monster	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Skeleton with Sword	2	2	1	2	2	1	1
Skeleton with longbow	2	1	8	2	1	1	1
Skeleton with spear	2	1	2	3	2	1	1



ORCS							
Monster	Speed	Strikes	Range	Power	Dodge	Robustness	Wounds
Orc with Sword	4	2	1	2	2	2	1
Orc with longbow	4	1	8	2	1	2	1
Orc with axe, club, or flail etc	4	1	1	4	2	2	1
Orc with polearm	3	1	2	3	1	2	1



## End of Game

The game ends after seven turns or when all the heroes have left the tunnels or are dead.

Surviving heroes auction off the items of treasure they have discovered. Roll 3 dice for each piece of treasure and add the number together to find its sale value.

The surviving hero with the highest number of coins wins the game and the player with the highest number of coins from all their surviving heroes summed together also wins the game: they may or may not be the same person!

## Campaign

A campaign is simply individual games strung together. Surviving heroes get to stash their coin hoard and retain any artefacts they have found. They also have their wounds healed for the next game. Dead heroes are replaced by a new hero character.

The campaign ends after a set series of games and victory is calculated by adding coin hoards together from all the games, as above.



## Playing Tiles

The playing tiles shown here are simply examples to get you started. They are based on 2.5 cm squares drawn on A4 sized paper/card. Use larger or smaller squares depending on the base size of your model.

A Doorway is represented as shown right.



A Tomb Chamber is strewn with skeletons.

A Storage Chamber contains piles of treasure.

The other tiles are Passageways.

Dark areas are solid rock (but remember hidden doorway rules).



[WWW.WARLORDGAMES.COM](http://WWW.WARLORDGAMES.COM)

[WWW.WARLORDSOFEREHWON.COM](http://WWW.WARLORDSOFEREHWON.COM)

© Copyright Warlord Games Ltd. 2020.

Warlord Games, the Warlord Games logo, Warlords of Erehwon and the Warlords of Erehwon logo are trademarks of Warlord Games Ltd. All rights reserved.

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means without the prior written permission of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition being imposed upon the subsequent purchaser.





*Permission to photocopy for personal use only*



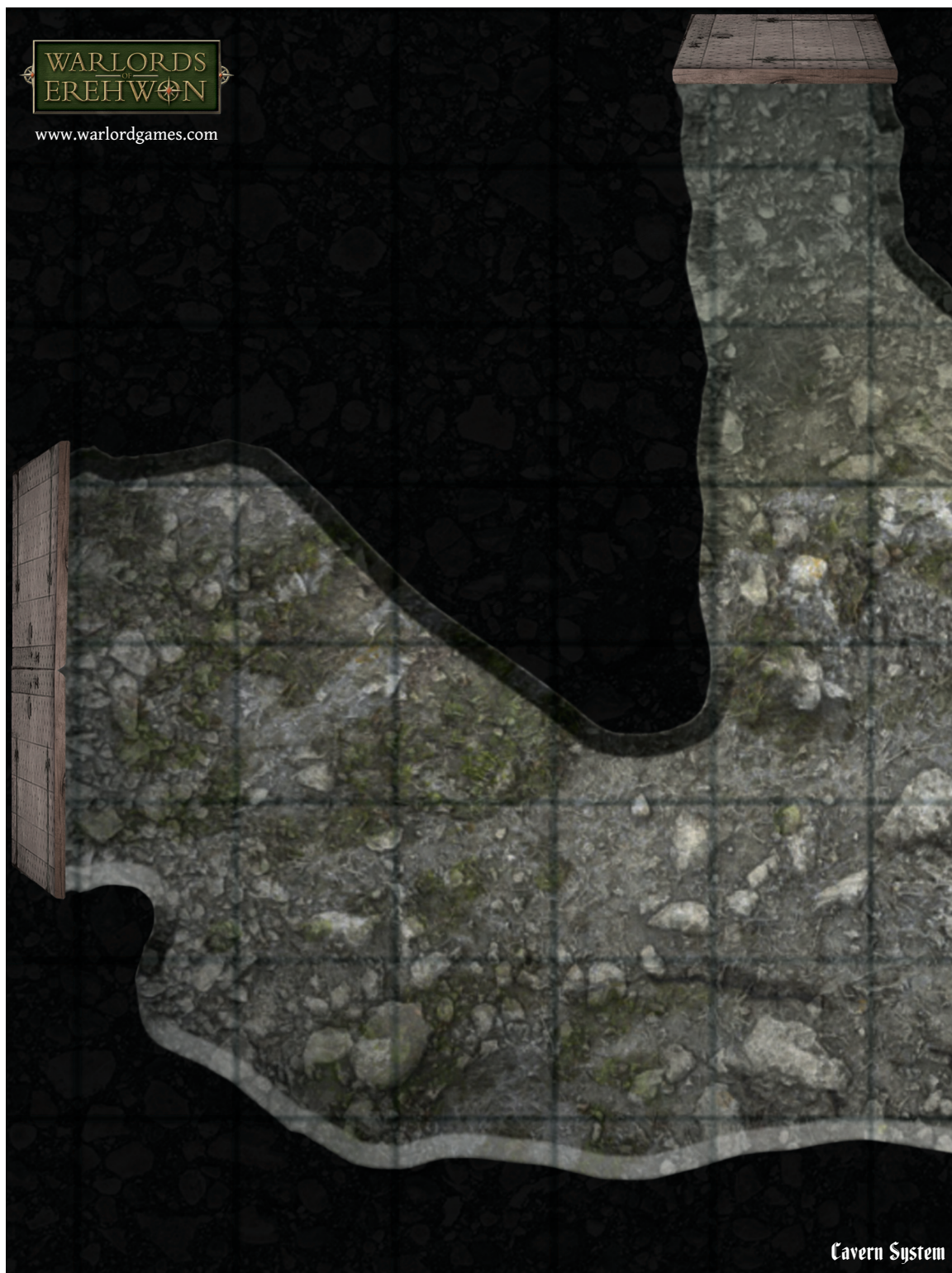
*Permission to photocopy for personal use only*



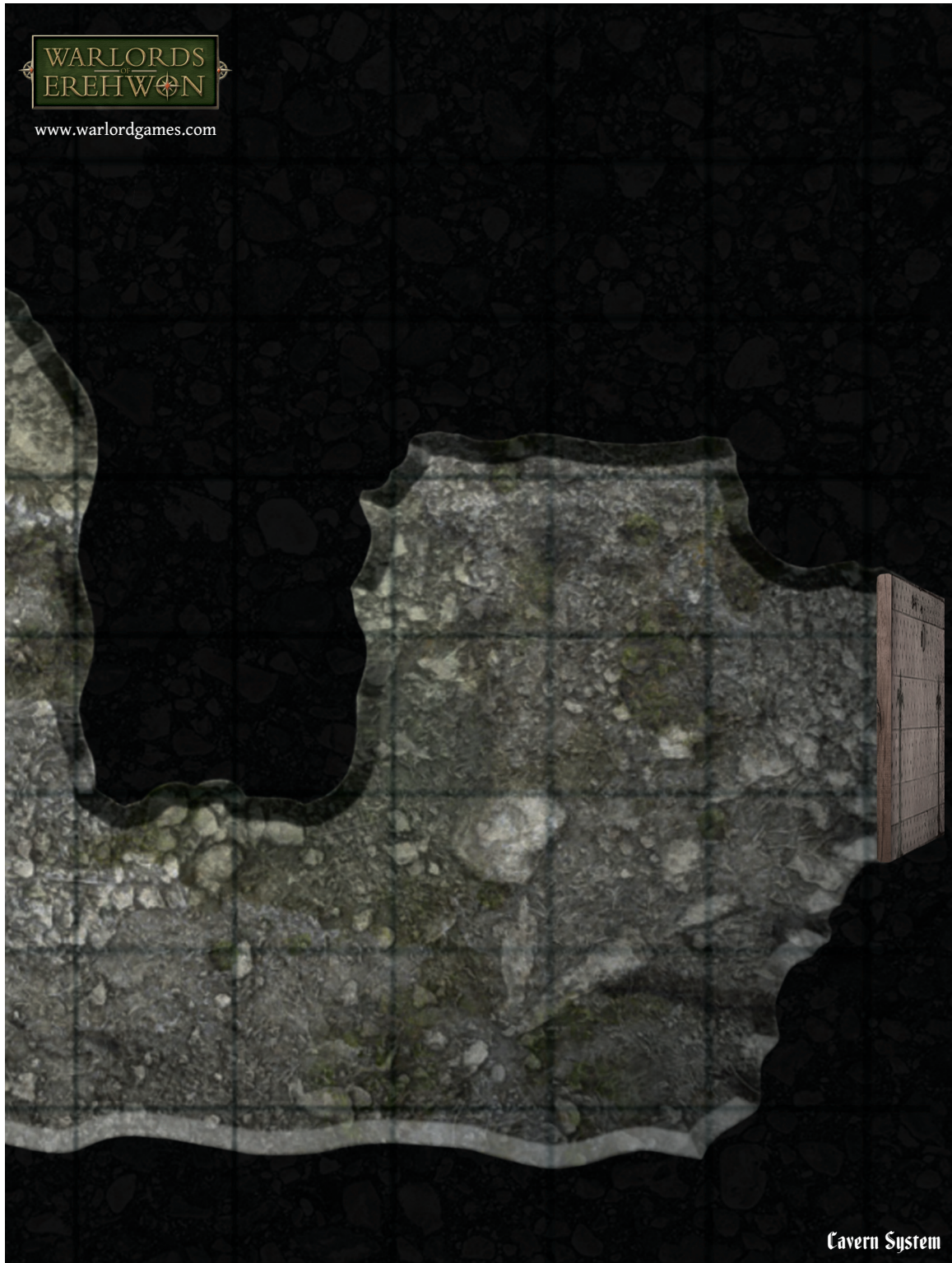
*Permission to photocopy for personal use only*



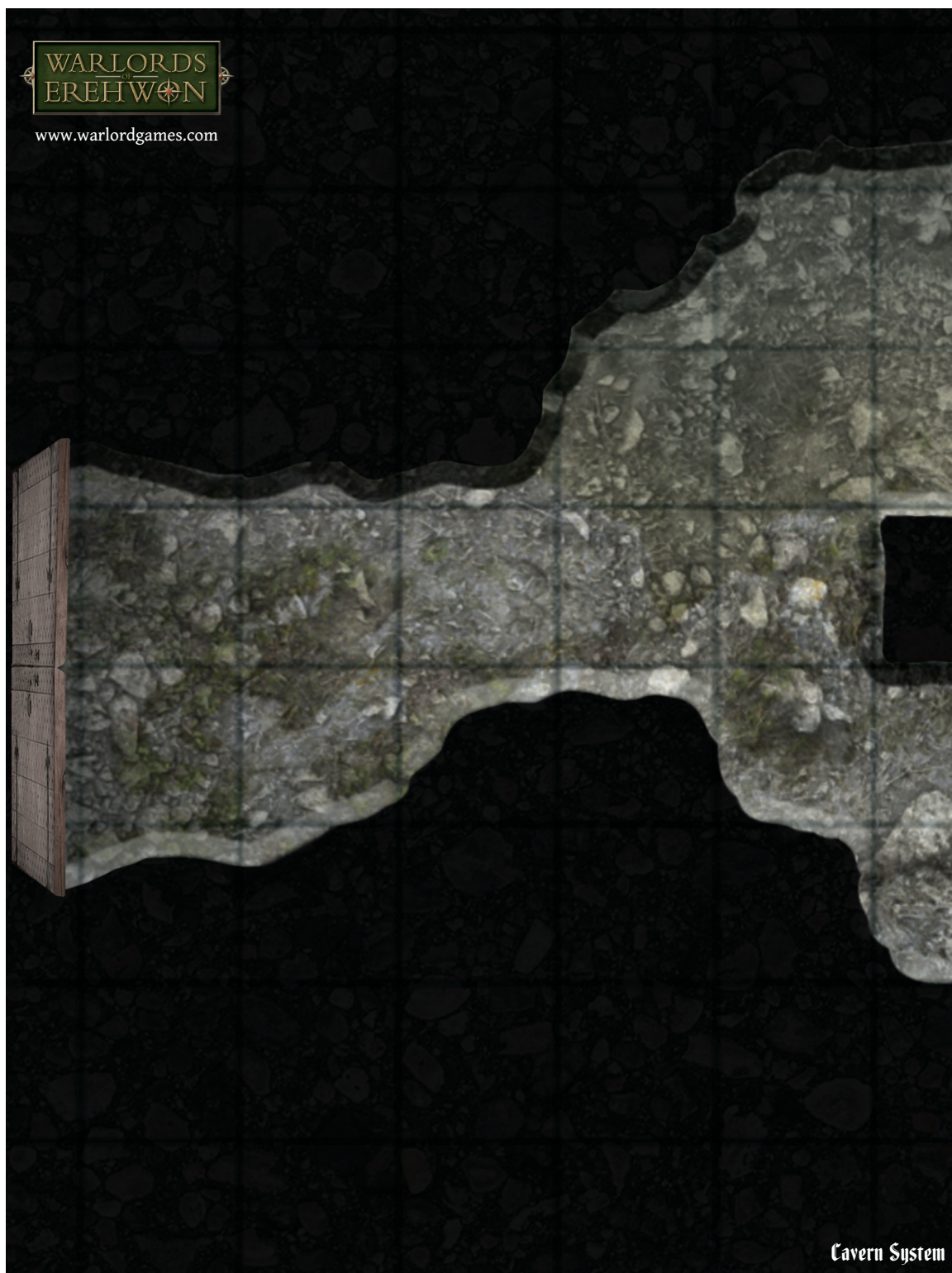
*Permission to photocopy for personal use only*





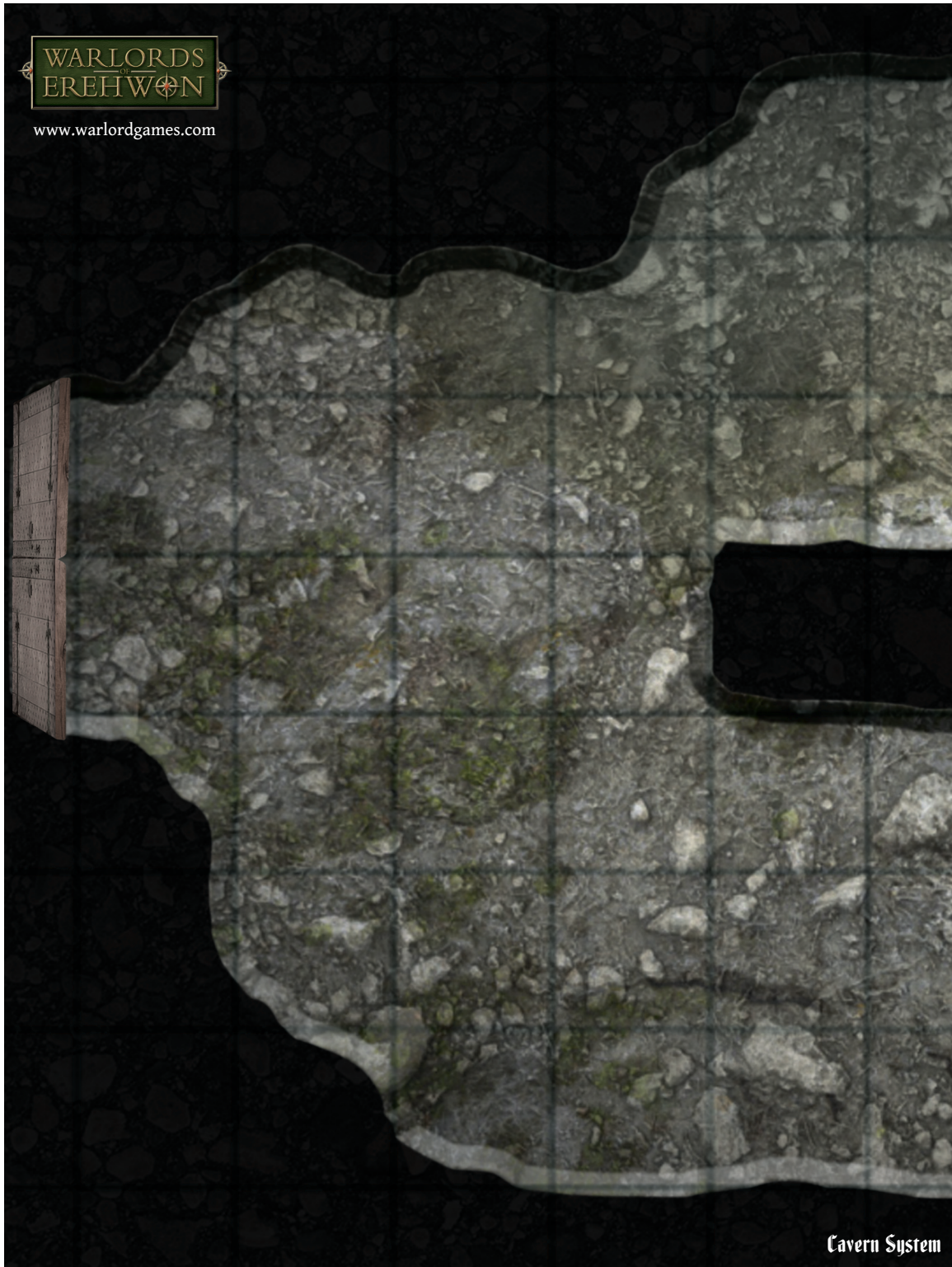


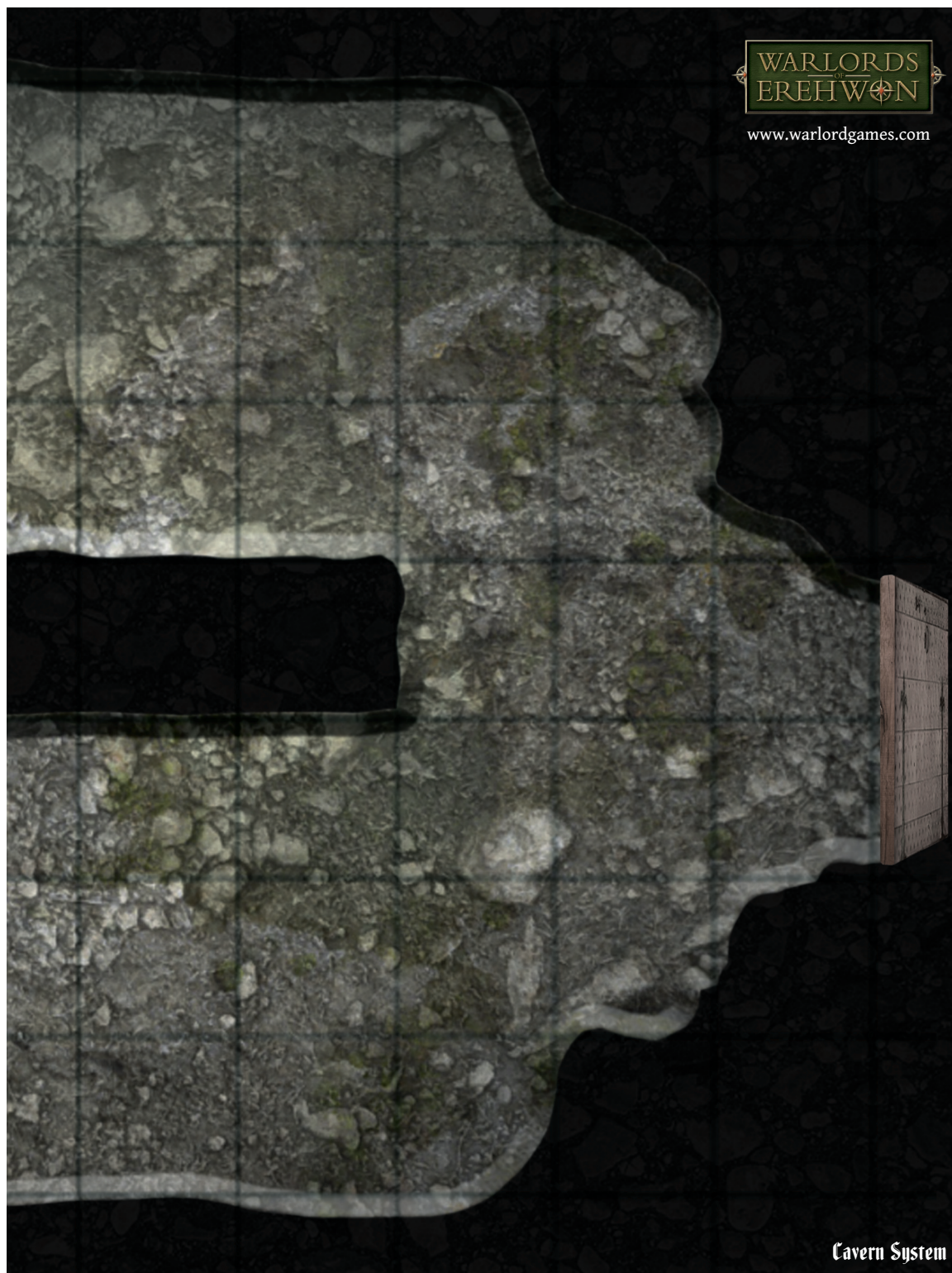
*Permission to photocopy for personal use only*



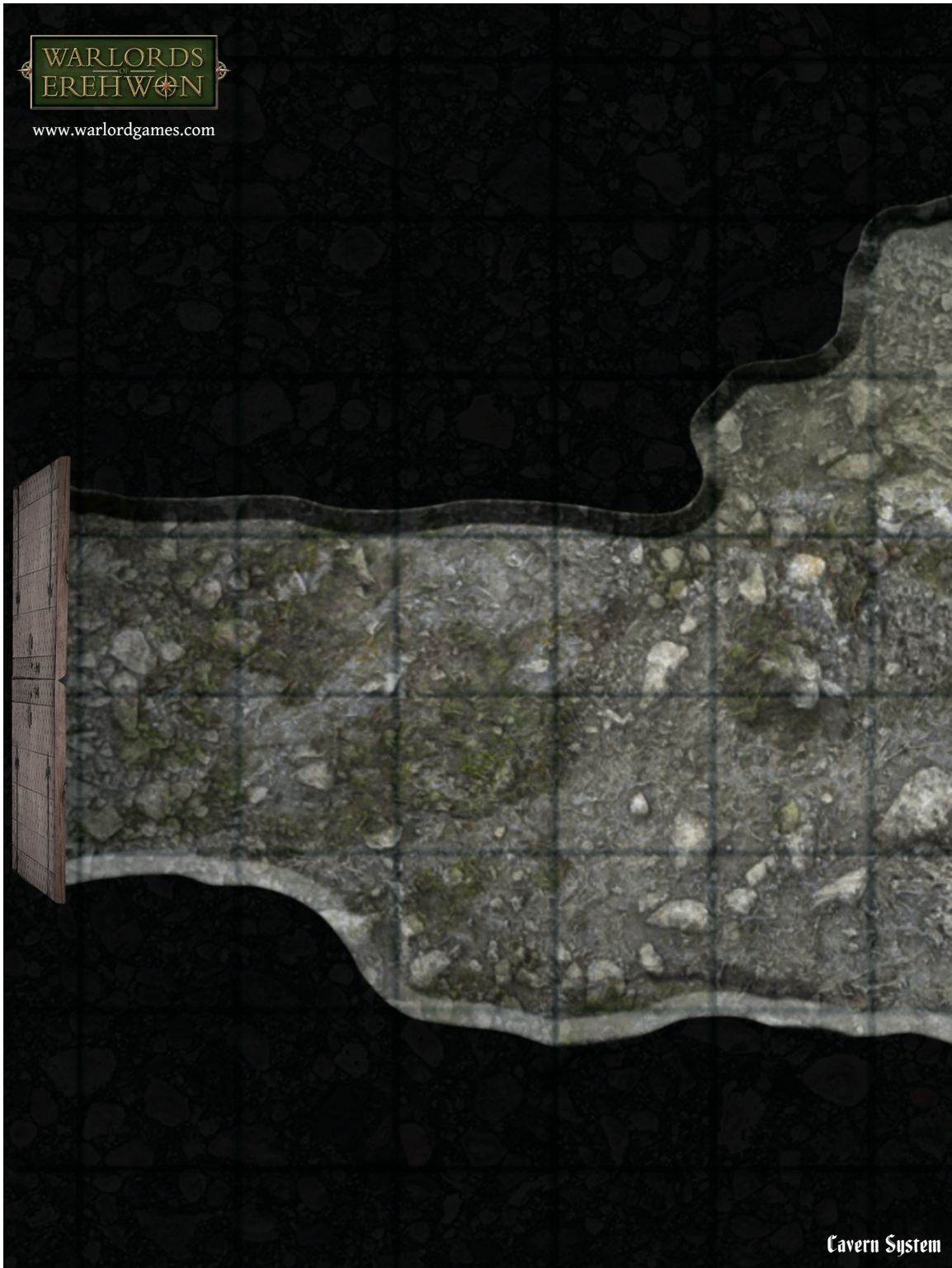


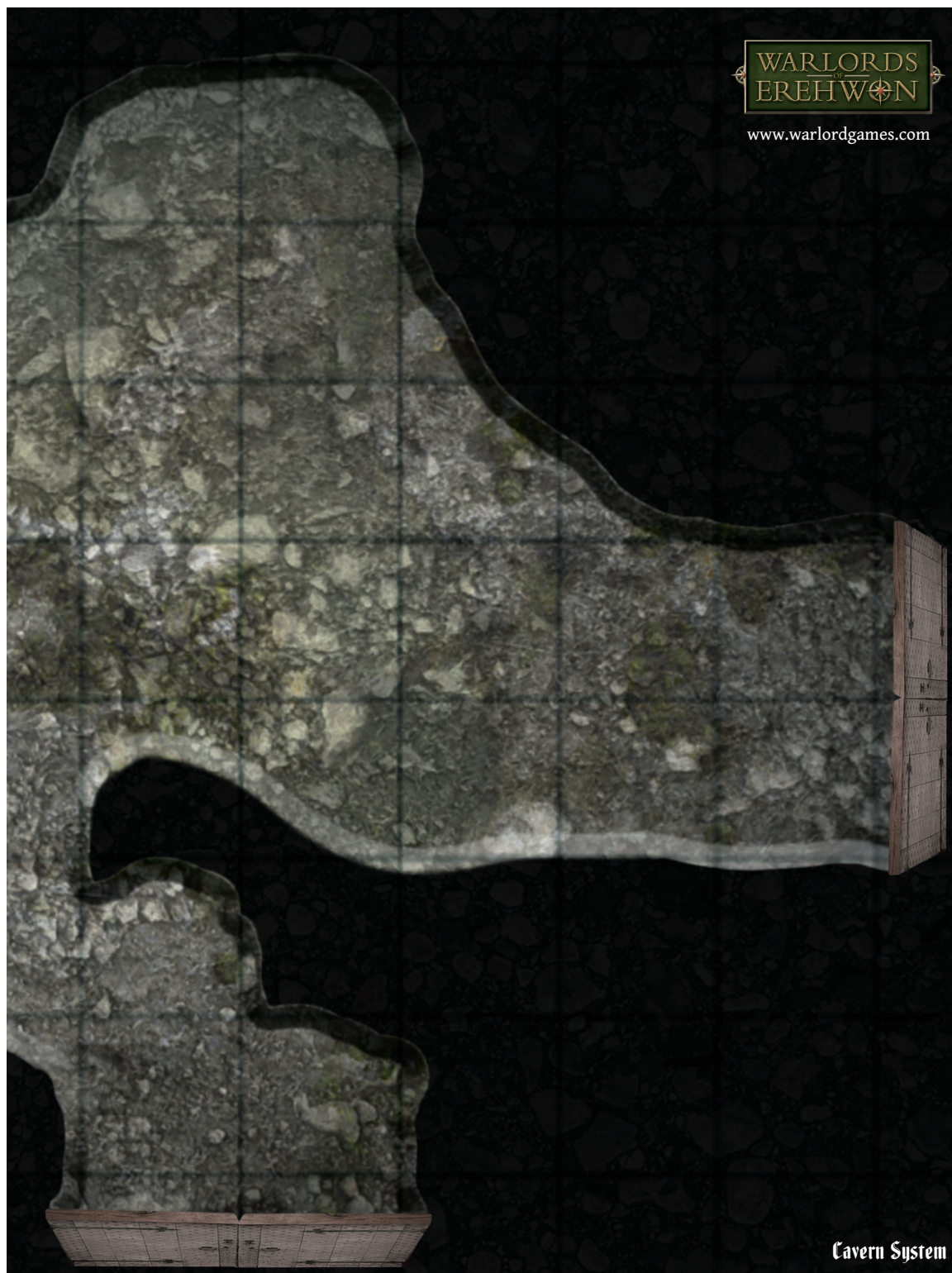
*Permission to photocopy for personal use only*



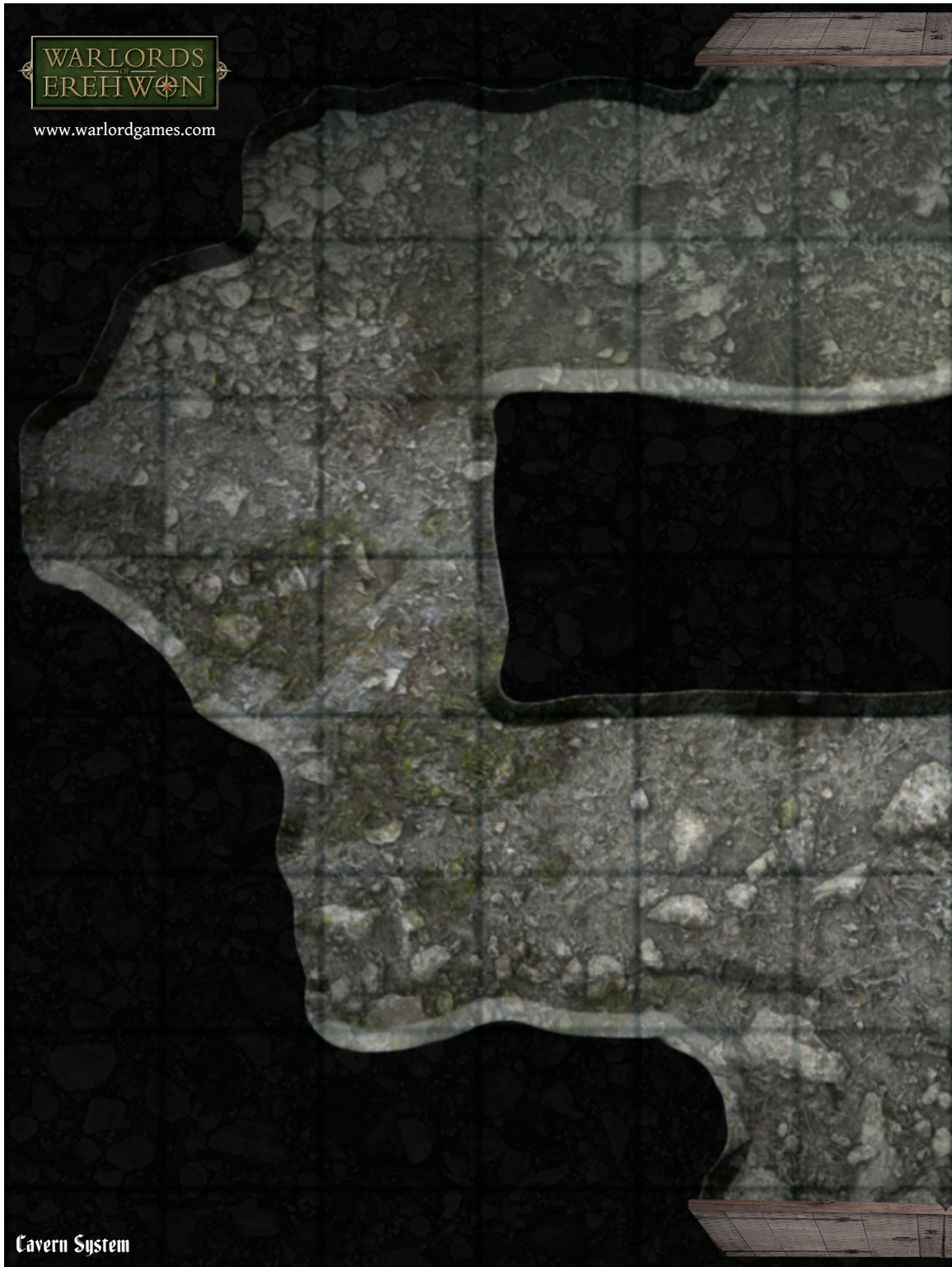


Permission to photocopy for personal use only

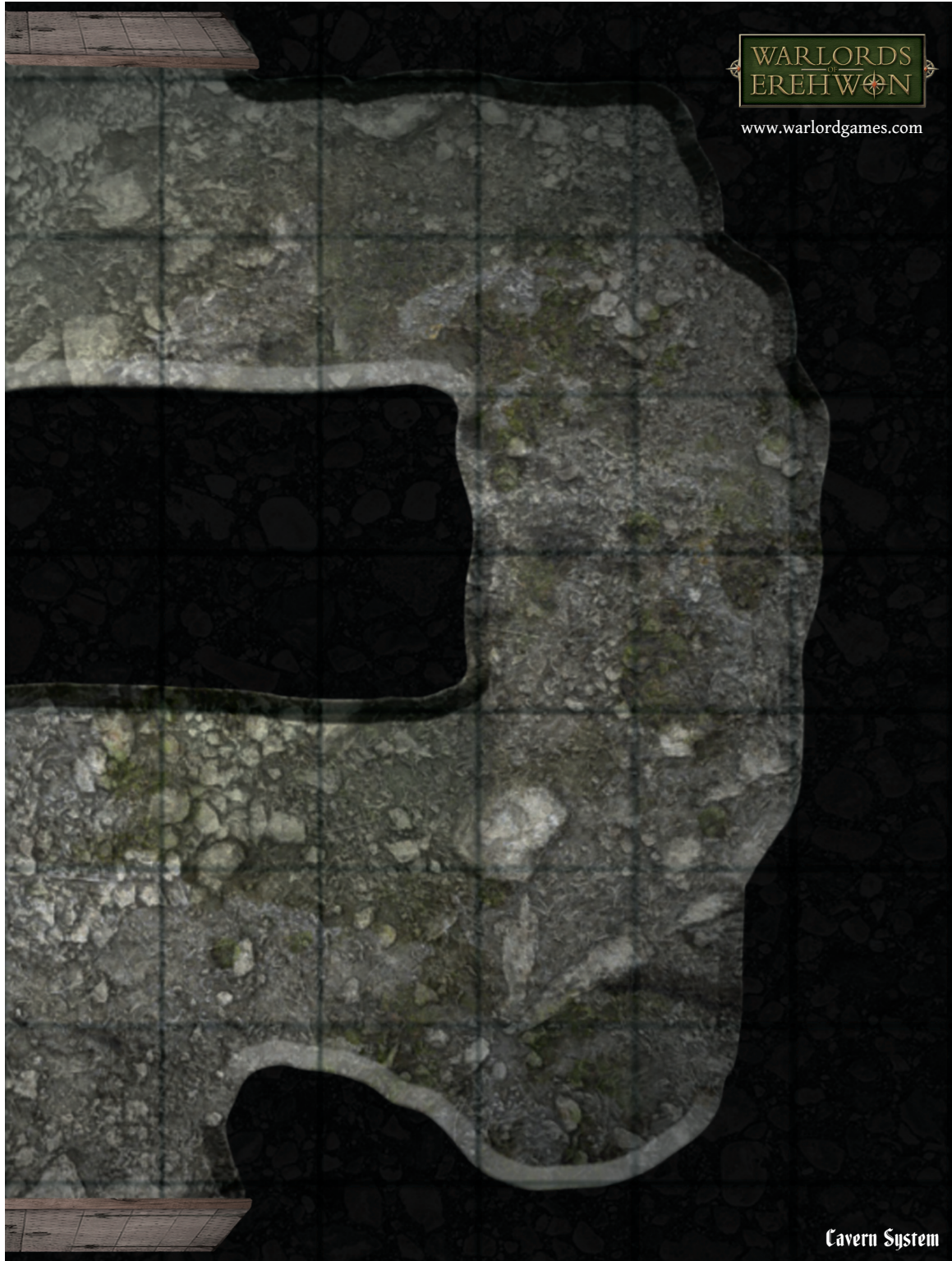




*Permission to photocopy for personal use only*







*Permission to photocopy for personal use only*