

• THIEF'S SKILLS •

The Thief has the following skills available to him as he goes up his Battle-levels. To determine which skill he learns when given the opportunity roll 2D6.

2 RUN

Given the desperation of your situation, you judge discretion to be the better part of valor, and dash past your foes.

Once per turn, you may roll 1D6, and on a roll of 5 or 6 your Warrior has double Move for this turn and may not be pinned.

3 HIDE

In order to get a quick breather, you dive behind a wrecked table while nobody is looking. . . .

Once per turn, the Thief may attempt to hide from the Monsters' attention. Roll 1D6. On a roll of 2 or greater, the Thief succeeds, and may not be attacked during this upcoming Monster phase, though he may not move or attack while hidden (though he may surreptitiously swig potions). On a roll of 1, the Thief's attempt is unsuccessful, and he simply loses his attempt to attack this turn, as well as any chance to try hiding again for this battle, as the Monsters have caught on to his schemes. Once hidden, a Thief may remain there as long as desired, but a roll is required each turn to determine whether or not he has been discovered.

4 CON ARTIST

The stranger walks away, chuckling to himself, confident that he's just sold you a worthless piece of junk for a fortune. He checks the pouch you gave him, and his smile gives way to disbelief as he finds iron slugs instead of gold. Before he can react, you have already slipped away, having relieved him of that nice diamond ring on his finger when you shook hands to seal the deal.

You are a shrewd bargainer, and wise to the ways of trickery. You may avoid any Settlement Event that would normally indicate that your character has been swindled, or where your Warrior is compelled to purchase an item that he'd probably rather not have. Furthermore, if you should choose to do so, you may attempt to pull a "con" of your own in the face of such an event, relieving the would-be trickster of 1D6 x 10 gold multiplied by your Battle Level. However, word will spread quickly, and you will be forced to flee the Settlement immediately, waiting outside until the other Warriors complete their business in town.

5 AMBUSH

You catch the sound of approaching footsteps, and quickly slide into the shadows, ready to pounce upon your unsuspecting enemies.

If Monsters enter a room that the Thief is already in (i.e. an Event card drawn as a result of a roll of 1 on the Magic die) and if there are no other Monsters already in the room, the Thief has time to hide (the model may be removed from

the board) and may reappear after the Monster models have been placed. He may immediately gain a free attack before anyone else can act (with the exception of spellcasters), before going on to the normal Warriors' Phase. This ability does not apply when encountering monsters lying in wait in a room the Warriors have just entered.

6 TAUNT

Against your instincts of self-preservation, you realize that the Wizard is a goner if that Monster lands another blow, and decide to take action. You loudly call into question the Monster's breeding, and make references to its mother (as if it had one!) Whether or not the Monster understands a word you said, your jeering seems to be effective, as the creature turns its head and (gulp!) heads your way!

Once per turn, the Thief may attempt to taunt a single Monster into attacking him instead of another target. If the Monster fails an Initiative test, it is so enraged by the Thief's insults that it must attempt to engage the Thief in hand-to-hand combat in preference to all other targets, and may ignore Pinning in an attempt to reach him. After this next turn, there is no further special effect, though unless the Adventure Book says otherwise the Monster will keep attacking the Thief. This skill requires no special action to complete.

7 SCAVENGE

You have spent many years in the streets, and have learned how to survive with no visible means of support.

The Thief is able to find means to support himself in a Settlement by hook or by crook, not having to pay daily Living Expenses, whether he's inside the Settlement or bidding his time outside. On a roll of 1 on 1D6 per day, he can manage to cover the other Warriors' expenses for the day as well.

8 DIVERSION

Using a trick you learned as a street urchin, you divert the stupid Minotaur's attention, costing him a chance to strike.

Once per turn, your Warrior may elect to create a diversion, sacrificing one of his attacks in order to thwart one of the Monsters from making a single attack as well. The target Monster must be in the same dungeon section, though not necessarily in hand-to-hand combat with your Warrior.

9 EVADE

Nimbly stepping to one side, you dodge the incoming axe, flinching slightly as the razor-sharp blade whistles past your ear and buries itself in the table next to you.

This skill gives your Warrior the ability to dodge incoming blows by stepping to one side. If a Monster successfully hits your Warrior, roll 1d6. On a score of 1, 2, 3 or 4 he hits your Warrior as normal. On a score of a 5 or 6 your Warrior can evade the blow by stepping into any empty adjacent square. If there are no squares free he must take the blow as normal.