

TEMPLE OF HORRORS

FAQs & ERRATA



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ERRATA

Cursed Strike (Thief card): "If you hit your opponent **that you are engaging in melee**, spend X cubes and draw a card..."

Rulebook, page 29, Multiclass Hero. "Choose a **Combat** style and defensive Slots of one of the two Heroes and use their Hero card over the other."

RULES & VARIANTS

Hour Board: to better adjust the difficulty of adventures, you can vary the colors on the Hour Board. The original board is referred to as Board B (more difficult), while the one with a color series consisting of 4 green hours, 7 yellow, 4 orange, and 3 red, is Board A (easier).



Hour board A

Adventure difficulty. Changing the player count value and Hour board type you can modulate the game difficulty:

Difficulty	Hour board	Player count value
Mild ^B	A	2*
Easy ^A	A	1*
Normal	A	
Difficult	B	
Crazy	B	+1
Impossible	B	+2

^A (Easy) Players start with both ★ and ☆ cards available. Additionally, in Encounters, the additional creature is treated as an alternative rather than an extra.

^B (Mild) Apply Easy settings; additionally, Guard Posts reveal a Leader instead of a Boss.

*If value drops 0 or lower, use 0.5 (rounded up).

For example, in a 4-player Crazy game, a 7+6 HPs Boss has 41 HPs ($7 \times 5 = 35 + 6 = 41$) instead of 33 HPs ($7 \times 4 = 28 + 6 = 34$), the first Goblin encounter has 5 Goblins instead of 4, the second 5 Goblins + 1 Elite, the third 5 Goblins + 1 Leader, the last 5 Goblins + 1 Boss. In a Mild Solo game, this Boss has 10 HPs ($7 \times 0.5 = 3.5 + 6 = 9.5 = \text{rounded up } 10$); the first Goblin encounter has 1 Goblin, the second 1 Elite only, the third 1 Leader only, and the last 1 Boss only.

For the first games, it is recommended to play on **Easy** difficulty, then move on to Normal and PvP mode. Solo mode is more challenging, so we suggest always playing it

on Easy difficulty.

FAQs

For Clues and Tombs, the rules mention groups of rooms equal to the number of players + 1. What is meant by a group?

A set of connected rooms of the same color.

To complete the secondary quest in the Teleport Room (or other rooms), is it enough to perform a Search?

No. To complete secondary quests, you need to activate the specific ability of the room

Are there any special conditions for solo play?

You play in Easy mode, and the player starts with 9 coins instead of 4.

When are the purchased cards from the market refilled?

They are not refilled. All display cards are refilled, discarding those still present, at the beginning of the Hour with the symbol ↺.

Can clue rooms also be activated to earn 1 experience point? And for this purpose, must the room be part of a group of connected rooms of the same color?

Yes, just like with clues, it must be 4+ 1 rooms.

If I'm in a party and die during the yellow or green period and there is at least one other hero in play, do I come back to life? Under what conditions?

Yes, you return to the game under the initial setup conditions, losing everything you had gained. Any adventure tiles, however, remain where you died.

For the secondary quest Dungeon Width x Length: does the entrance room count in the total?

Yes.

Is picking up an item a free action?

Yes.

Can I open a Breach in a wall when there are no more Breach tiles on card 69?

Yes, with the "Create a Breach" action (see pg. 11 of the rulebook). It costs 3 actions.

Treasure Room check: how is it done?

A full check is made for Coins and Items. The items to be discarded depend on the current Period: discard all items with a value of 8+ in the Green Period, 10+ in the Yellow, 12+ in the Orange, and 14+ in the Red.

Can I stay in a room and search for coins every round?

No. After the Search action, a Deactivated Status token is

placed, and the Search action can no longer be performed.

GUARD POST

Does the Guard Post activate if a Hero enters one of the eight squares around it?

Yes, but it also activates if another monster enters the Guard Post room.

When I activate a Guard Post and reveal its tile, if there is a red symbol (e.g., a Trap), do I need to deactivate it? If so, does it count towards secondary quests?

Yes to both questions.

And what if it's a Dangerous room?

You must first perform the Encounter check: if it is successful, you add the encounter to the contents of the Guard Post.

INITIATIVE AND MOVEMENT

In an initiative order that goes hero-creature-melee, if the hero passes and the creature moves towards him without reaching him, can the hero still take actions in the next round, for example charging the creature, or has the pass been definitive?

Yes, of course, the hero can still act. Passing is only definitive when the conditions for the end of the Hour are met: no ongoing combats, creatures have run out of cubes (or are dead), and all players decide or have to pass.

At the end of the Hour, does the used free movement token go back to the reserve? How do I recover it?

Yes, it goes back to the reserve. You recover the colored token in the same way as a colored cube.

How far can a Hero move?

By spending 1 action cube, you can move 1 room. By spending the free movement token, you can move an additional room. Lastly, you can spend 1 white cube to move 1 more room if you have the Movement stat improved on your player board (to the 3rd step or higher). So, you potentially have a total of 3 movements as your character's base.

For distance calculation purposes, does a Hall count as one single room, or do I need to count each tile that makes it up?

You need to count each individual tile that makes up the Hall.

COMBAT

Do the cubes on the combat board need to be rolled all at once?

You can roll them however you prefer, even one at a time. You don't need to declare how many cubes you'll roll; you

can decide after each individual roll.

When I roll the cubes, the rule says if it lands between two colors, I can choose where to place it. Can I always do this?

No. A cube that touches the fumble zone never moves. In any case, you must first roll all the cubes, then check if 2 or more cubes are touching the red zone; if this happens, you must remove them. Only after this can you move any cubes that are touching two zones as you wish.

To achieve a Saving Throw (ST) of 3, do I need to get 3 cubes with 1 ♦ (orange area) and 3 cubes with 1 ♥ (yellow area)?

You need to get three points in the orange area and three points in the yellow area, but you can achieve this with any combination, for example, 1 cube in the red area (3 ♦) and 3 cubes in the yellow area (3 ♥).

Do mana cubes used for Saving Throws (ST) go back to the hero's available pool or the reserve?

ST works like attacks: if they remain on the board, you recover them and they become available; otherwise, they do not.

If I am engaged in melee by creatures, I am alone, and I have no more action cubes or HP to spend on a desperate attack, am I dead?

Unfortunately, yes.

If I kill a Leader or Boss from a distance, do I immediately perform the Treasure Check, or do I have to go to the tile where they died?

The boss's treasure is dropped by the boss, so you must go to their room. The action to collect it is free.

Creatures continue to attack infinitely as long as they are in melee, correct?

Yes.

When I recover cubes using the desperate attack, do all the cubes have the same value?

Yes. You can take 2 action cubes or 2 mana cubes, or 1 of each.

How does fleeing work if I am engaged in combat?

Roll on the board, ignoring the ♦ results. Remove the cube with the best result among the ♥. Then you can move, if you survive.

If I place a white sword next to the red area and one next to the black area, how does the colored sword work? Only for one of them? Where should I place it?

When you play the colored sword, it enhances all the

white swords you have played. You can place it directly in your reserve.

Can I end the action phase if the hero or heroes have no action cubes, there is no melee in progress, and the creatures have a movement cube but cannot move because they cannot see, cannot hear, and there are no heroes within the range of their Perception +1 value?

In this case, creatures move to their origin point or, in the case of an encounter, to the nearest guard post. Once they reach it or run out of cubes, you can end the action phase if no melee is in progress.

CREATURES

What does it mean that Creatures must move with the fewest number of movements?

Creatures move along the path that uses the fewest number of tiles to reach their destination.

How is the perception distance of Creatures measured?

For "can they see you?" you must check if there is a line of sight between the monster and the Hero. Two unexplored spaces block line of sight.

For "can they hear you?" you count the connected tiles between the monster and the Hero. Sounds do not pass through walls; if there is a wall, you have to go around it to determine the distance. Unexplored spaces do not block sound.

For "can they sense you?" just like with sound, you count the connected tiles between the monster and the Hero. Unexplored spaces do not block perception.

When is Creature perception checked?

It is checked before each of their steps, so if they move two rooms, you check before they move and after their first step.

What do Creatures do if they cannot see, hear, or sense anyone?

They become wanderers and return to their place of origin. For encounters, they go to the nearest Guard Post; in other cases, they return to the room where they appeared. At the end of the Hour, if they cannot see, hear, or sense anyone, they are removed and their original room is reset to its initial conditions.

If there are no cubes in play, should the encounter check still be made?

Encounter checks are always made: the minimum value is 1, even if there are zero cubes on the table.

If there are Creatures on the map, can I proceed to the next Hour only if they have no more black cubes and are not in melee, correct?

Yes.

POWERS

Burning Hands: you can use this power in melee, but without having to roll cubes or pay any assault cost. What does that mean?

Burning Hands is a special spell that you can use when you are engaged in melee combat. In this case, you don't need to use the combat board (and thus don't have to pay the Blade cost), but simply use the power. Note: you will still suffer the attack of the opponent you are engaging!

Magic Missile: when it refers to rounding up, does that mean if you use one cube (1.5 damage) you deal 2 damage? So, with three cubes (4.5 damage), you deal 5 damage?

Yes.