



Raven Expansion
For Meet Thy Doom v.7 and up
By Mike MacDee (at yahoo dot com)
version 1

Uses *Hell On Earth* Expansion Rules

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Raven Expansion Monster Abilities

Obscured. This monster is underwater, or can shift in and out of the physical plane. When Hit, it rolls a die and dodges the attack on a 5 or 6.

Mob. When revealed, this monster rolls a die: on 5 or 6, another of the same species appears on an adjacent space; if it *also* has the Mob ability, it does not roll for Mob.

Filth. If you move adjacent to this monster, roll Moxie or suffer a wound from its noxious aura.

Undead. Roll -1 die when using a non-mana attack against this monster. Suffers 1 wound if it starts its turn in water.

Seeker. This monster has a heavy weapon that can fire around corners. It can shoot any target within 2 full moves of its position whether or not the target is in line of sight.

Gills. This monster is restricted to water spaces.

Spell. This monster rolls a die for its ranged attack and consults the Spell Chart, or uses the spell(s) indicated on its card.

Raven Expansion Spell Chart

1) **Fireball.** Monster chooses a target square, rolls a die and subtracts 3. If the result is 0 or less, the fireball hits its mark and detonates, dealing 1 wound to the target and all adjacent pieces. If it fails, the target shifts the fireball's aim by spaces equal to the result.

2) **Freeze.** Target makes a Speed save or becomes frozen in ice. At the start of his turn he rolls Moxie (X) to break out, where X equals the monster's Pain States. If he fails, he remains frozen until the beginning of next round; if he passes, he continues his turn as normal.

3) **Tornado.** Monster summons a tornado that pushes the target Dd6 spaces away. If it hits a wall, it rolls Moxie (2) or receives a wound.

4) **Chain Lightning.** See “Arc of Death” weapon.

5) **Porkelator.** Target rolls Moxie (2), or rolls a die and turns into a pig for that many rounds.

6) **Spawn.** Monster spawns a pair of its “favored” monster on any unoccupied space up to 2 spaces away.

Raven Expansion Classes

FIGHTER

You are the Fighter. Whether serving a lord or working as a mercenary, combat is your way of life, but magic confounds you at every turn. You always increase your Brawl results by 1, but roll 1 fewer dice for Shoot attacks that use Mana.

Speed: 4 Moxie: 3 Scan: 2 Dex: 3 Shoot: 3

MAGE

You are the Mage. You are learned in alchemy and the dark arts of the occult. When using Mana attacks you can re-roll Misses equal to your rank.

Speed: 2 Moxie: 3 Scan: 4 Dex: 3 Shoot: 3

CLERIC

You are the Cleric, champion of the faith and healer of wounds. You can make a Dex save to heal an adjacent character for +1 pain state per Hit. You can heal up to 8 wounds per mission. You also gain 1 extra die when fighting "undead" monsters.

Speed: 4 Moxie: 3 Scan: 3 Dex: 3 Shoot: 2

ELF

You are the Elf, jack of all trades in magic and combat. Your ethereal nature makes you resistant to magic: roll an extra die against magic attacks.

Speed: 3 Moxie: 3 Scan: 3 Dex: 3 Shoot: 3

Raven Expansion Classes (Cont'd)

NECROMANCER

You are the Necromancer. You wield the darkest of all arcane magics: power over the dead. Once per turn you can make a Scan save against the Wits of 1 "undead" monster in your line of sight: if you roll higher, you command that monster like the Mastermind does until the end of the turn, then it disintegrates.

Speed: 2 Moxie: 3 Scan: 3 Dex: 3 Shoot: 2

THIEF

You are the Thief. You live life on the edge, stealing to survive, or perhaps just for sport. Once per turn you can re-roll any or all dice on a Scan or Disarm.

Speed: 3 Moxie: 2 Scan: 3 Dex: 4 Shoot: 3

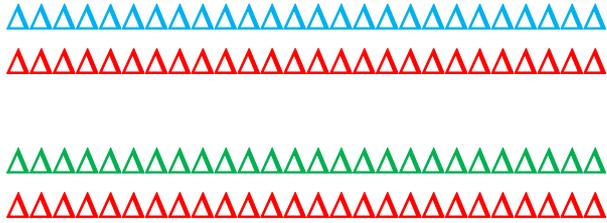
INQUISITOR

You are the Inquisitor, agent of the church. You can attack with your sheer Moxie, forcing the target to roll its Moxie against yours: if it fails, it cannot be commanded on the Mastermind's next turn.

Speed: 3 Moxie: 3 Scan: 3 Dex: 2 Shoot: 2

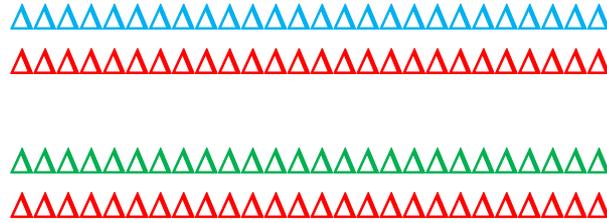
[Raven]

- MANA -



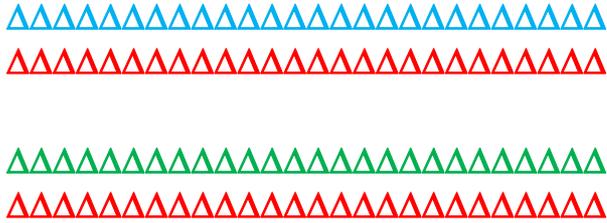
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- MANA -



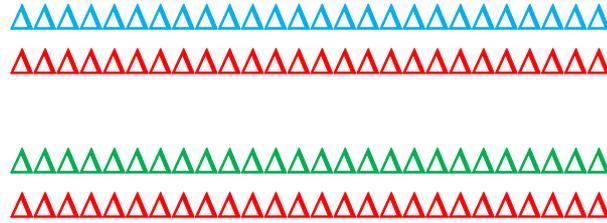
[Raven]

- MANA -



[Raven]

- MANA -



Mana Charts

Replaces Ammo chart on the Doomer sheet.

Crater of Might allows Doomer to use red boxes, doubling mana capacity.

[Raven]

QUARTZ FLASK

A sweet elixir that heals wounds.

Heal 3 pain states. One use only.

[Raven]

MYSTIC URN

An ancient artifact that restores the user's life force to full.

Heal all pain states. One use only.

[Raven]

WINGS OF WRATH

These enchanted wings allow you to reach high places.

You can fly! You may now avoid damaging floors, fly over obstacles, and reach elevated platforms with no effort.

[Raven]

CRATER OF MIGHT

Drinking from this goblet, you feel a sudden surge of ethereal energy in your bones.

Restore 8 Blue and Green Mana. You can now use red mana boxes. One use only.

[Raven]

CHAOS DEVICE

A strange artifact that whisks the user out of perilous situations.

Discard to teleport yourself and all adjacent heroes to the start of the map, or to teleport 1 enemy in line of sight.

[Raven]

PORKELATOR

A foul artifact spoken of only in whispers.

Discard to force the target to roll Moxie (2): if it fails, it turns into a pig.

[Raven]

DISC OF REPULSION

Sows chaos and discord among your enemies.

Discard to push all adjacent targets 3 spaces, or to force 1 adjacent target to attack a target of your choice.

[Raven]

TIMEBOMB OF THE ANCIENTS

This artifact makes getting out of hairy situations easy and fun.

Discard to throw it like a one-shot heavy weapon, or to drop it at your feet. At the end of your turn, it explodes like a rocket.

[Raven]

TOME OF POWER

An ancient tome documenting the secrets of the sidhe elves.

Discard to increase the results of all attack dice until the end of next turn.

[Raven]

AMBIT INCANT

This unassuming scroll contains latent power that can save you in a pinch.

Discard anytime to incite your Class special ability.

[Raven]

DARK SERVANT

A cursed doll filled with dark delights!

Discard to summon a Maulotaur on an adjacent space. You can control it on your turn for 3 rounds, then it vanishes.

[Raven]

TORCH

A stick wrapped with an oil-soaked rag.

Light this at the start of your turn. For 6 turns you and everyone within 3 spaces of you are not blinded by darkness. At the end of the 6th turn, it goes out.

MACE OF CONTRITION [Raven]

A sturdy weapon for beating enemies into submission.

Dice: 2

Roll off against enemy Brawl and choose the higher number. Whoever rolls lower takes 1 wound.

ETHEREAL CROSSBOW [Raven]

You can hit 1 additional target with the same attack -1 Hit, if both targets are within 2 spaces of each other.

Dice: 3

Ammo: 1 Green Mana / action

PHOENIX ROD [Raven]

Fire at targeted space and roll a die, then subtract the result from your Shoot skill. If greater than 0, Mastermind has the missile land that many spaces away in any direction. Blast deals 1 wound to all adjacent Doomers/monsters.

Ammo: 2 Blue&Green Mana / action

SAPPHIRE WAND [Raven]

Its shots are weak, but pierce all targets in a straight line.

Dice: 1

Ammo: N/A

SERPENT STAFF [Raven]

Drain the life of your enemies from up close or afar.

Dice: 2 Shoot, 1 Brawl

Ammo: 1 Blue Mana / attack

If you kill the target in a Brawl, heal 1 pain state.

TIMON'S AXE [Raven]

Chops down enemies like trees.

Dice: 3

Roll off against enemy Brawl and choose highest number. Whoever rolls lower takes 1 wound.

FROST SHARDS [Raven]

Launch storms of deadly ice daggers from your fingertips.

Dice: 3

Ammo: 1 Blue Mana / attack

If you kill the target, you may turn it into an ice statue (small furniture). It melts at the end of next turn, or when wounded.

FIRESTORM [Raven]

Roast up to 2 adjacent targets along with the initial target.

Dice: 3

Ammo: 1 Green Mana / wound inflicted

HAMMER OF RETRIBUTION [Raven]

Wield the power of Thor with this awesome maul. If you are within one full move of your target, you can Brawl it from a distance. You take no wound if you miss.

Dice: 2

Ammo: 2 Green Mana / ranged attack

ARC OF DEATH [Raven]

Chain lightning! If your first attack hits, the bolt may continue to another target up to 2 spaces away -- roll your attack again. You can't hit the same target more than once.

Dice: 3

Ammo: 2 Green Mana / target

WRAITHVERGE [Raven]

Summon up to 4 ravenous wraiths to attack your enemies for you. Each wraith Brawls an enemy in line of sight with 3 dice.

Ammo: 1 Blue&Green Mana / wraith

QUIETUS [Raven]

The deadliest sword in all of Chronos. Attack up to 2 adjacent enemies at once.

Dice: 3

Roll off against enemy Brawl and choose highest number. Whoever rolls lower takes 1 wound.

MANA POOL

[Raven]

Amidst the tattered remains of an unfortunate traveler is a glistening collection of unnatural stones.

You find 4 units of a mana type of your choice.

QUARTZ FLASK

[Raven]

A disemboweled warrior clutches a Quartz Flask in his cold, dead hand. Make a Moxie save; if you pass, pry the flask from his fingers and remove this card from the deck. Otherwise return it to the deck.

ETHEREAL CROSSBOW

[Raven]

The weapon is magnificent, a gem of Elven engineering. Undoubtedly it is protected by some devious trap. Pass a Disarm (3) to take the weapon or it explodes, dealing 1 wound to you and all adjacent characters.

HIDDEN CACHE

[Raven]

You stumble upon a hidden cache of supplies! Roll a die:

- | | |
|----------------------|----------------------|
| 1. Quartz Flask. | 4. 1d6 Discs of |
| 2. 1d6 Crystal Vials | Repulsion. |
| that heal 1 wound. | 5. Chaos Device. |
| 3. 1d6 Timebombs of | 6. 1d6 Blue or Green |
| the Ancients. | Mana. |

PANIC

[Raven]

Roll for Moxie (2+) as a sudden sense of panic overwhelms you. If you pass, gain 5 promotions; otherwise skip your next turn.

Return this card to the deck.

UNDEAD

[Raven]

The corpses suddenly spring to life! 2 Mummies appear adjacent to you, and one of them immediately attacks. Return this card to the deck.

WANDERING MONSTER

[Raven]

Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.

- 1-3: Ettin
4-5: Undead Knight
6: Centaur

MAGIC TRAP

[Raven]

Roll Disarm (3) to disable the strange device! If you fail, Mastermind casts a spell on you from the Spell chart.

NOTHING

[Raven]

You thought you heard something, but the moment you look up, there is nothing there...

Return this card to the deck.

RESCUE

[Raven]

A gang of Ettins equal to your rank is attacking a survivor. If you choose to help out, Mastermind places the monsters on the map nearby. Kill them to the last man, then roll a die:

- 1-2: The young lady thanks you with a Quartz Flask.
3-4: The injured warrior won't last much longer. He gives you Timon's Axe.
5-6: The cleric blesses you. Gain 2 Tactics.

CHAOS LAB

[Raven]

A Disciple is conducting experiments here. Mastermind spawns one and rolls a die:

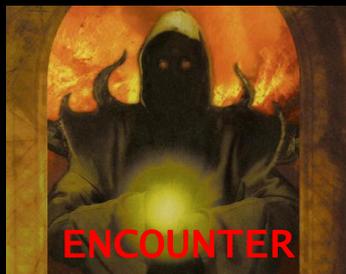
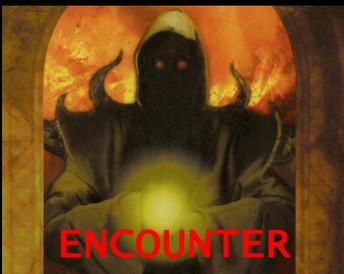
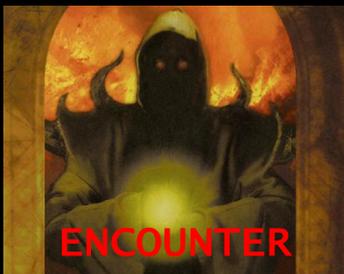
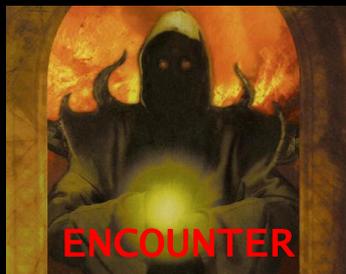
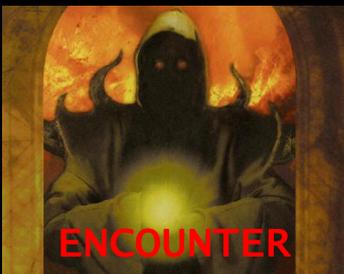
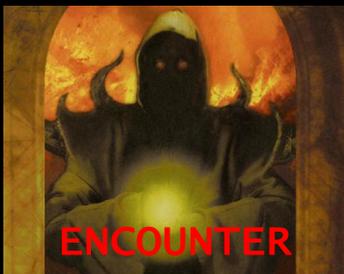
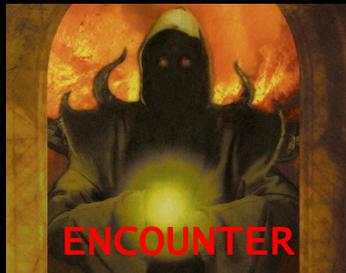
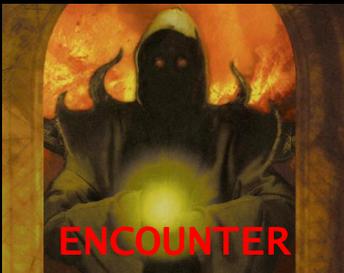
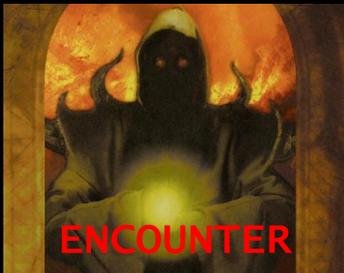
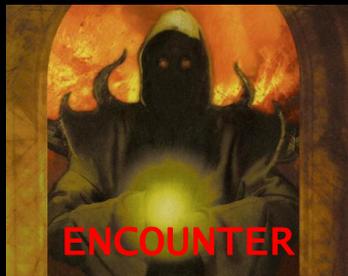
- | | |
|---|--|
| 1-2. He turns himself into a Chaos Serpent and immediately attacks! | 3-4. He explodes like the Fireball Spell. |
| | 5-6. He sees you, panics, and vanishes. Take his Quartz Flask. |

WANDERING MONSTER

[Raven]

Mastermind rolls a die and drops a monster in your sector. It immediately attacks. Return this card to the deck.

- 1-3: Saberclaw
4-5: Weredragon
6: Chaos Serpent



FOLLOW THE PIG [Raven]

"It knows the way better than we do, methinks."

A Pig appears in your sector, which you control. You gain +1 dice to Secret Scans when you search in its sector. If it dies, discard the objective.

BOUNTY: 5 Promotions per secret found

DARK SERVANT [Raven]

"I reckon touching this depraved doll will bring hell down upon us..."

"Aye, and our enemies as well!"

Mastermind adds a hidden sector to the map containing the item, revealed with Secret Scan 2. If you take it, he casts a spell on you from the Spell chart.

BOUNTY: Dark Servant

TOMES OF POWER [Raven]

"Forbidden magics dwell within its pages. Without it, we are all doomed men."

Mastermind adds a hidden sector to the map containing the item, revealed with Secret Scan 2. If you take it, he spawns a Death Wyvern in your sector.

BOUNTY: Tome of Power

'TIL DEATH DO US PART [Raven]

"T'was the last I ever saw of my husband. Please bring him back, no matter how you find him."

Mastermind tags an "undead" monster as the missing man. You or another Doomer can roll Disarm against his Wits to make him come to his senses: you now command him like another Doomer. Get him to the exit alive.

BOUNTY: Mystic Urn if you pass the save; 5 Promotions, 2 Tactics if he exits the map.

LOST CLERICS OF CHRONOS [Raven]

"I'm sure they are already dead, but their cargo is most valuable. Recover it and you can help yourself to a few samples."

Mastermind tags a non-hidden sector: the bodies of the slain clerics are there. Scan the sector for Loot -- what you find is what you get.

BOUNTY: Scan (1) = 1d6 Crystal Vials; (2) = 2 Quartz Flasks; (3+) = Mystic Urn.

PROVING GROUNDS [Raven]

"You've disgraced yourself before the guild. The ordeal is treacherous, but it will put you back in favor with us."

Kill 10 or more monsters before the mission ends.

BOUNTY: 3 Tactics

ETHEREAL TRAVEL [Raven]

"I'm quite sure you'll return in one piece. Then again, we understand very little about dimensional gates."

Mastermind marks a Portal on the map in a non-hidden sector. Enter the portal and resolve an Encounter card in the alternate dimension; when you return, the portal closes.

BOUNTY: 5 Promotions, 2 Tactics

DISPEL [Raven]

"By Odin's beard, if we can't destroy them they'll shake the very earth asunder!"

Pass a Disarm (2) at every portal on the map to close and seal it forever. Each time you fail, an Ettin spawns in your sector.

BOUNTY: 5 Promotions, Quartz Flask

KEEPER OF SECRETS [Raven]

"Verily I must know how these magnificent devices work!"

Solve all puzzle objects, if you don't go insane first.

BOUNTY: 5 Promotions per pass

THE CIMMERIAN SHIELD [Raven]

"Few things can penetrate it, barring insults and the wrath of god."

Find 1 secret area on the map: you gain the bounty automatically.

BOUNTY: Blue Armor

SLAYER [Raven]

"I won't rest until the beast is dead. Vengeance never sleeps."

Deal the most damage to the most powerful monster on the map. You get the bounty when it dies (if you succeeded).

BOUNTY: 1 Rank (promotions cleared)

CRUSADER [Raven]

"The church demands that you rid the world of this unholy menace."

Kill all monsters on the map.

BOUNTY: 5 Promotions, Mystic Urn



**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



**BONUS
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**BONUS
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**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



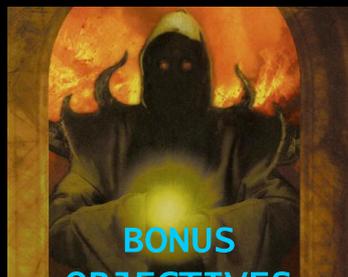
**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**



**BONUS
OBJECTIVES**

Monster Reference
Cards



PS:1

MUMMY

Shoot: --

Brawl: 2 Speed: 2

Wits: 1 Moxie: 3

Undead, Mob



PS:1

GARGOYLE

Shoot: 1

Brawl: 2 Speed: 3

Wits: 3 Moxie: 2

Flying, Lunge (2), Mob



PS:1

UNDEAD KNIGHT

Shoot: 2

Brawl: 2 Speed: 3

Wits: 2 Moxie: 3

Undead



PS:1

SABERCLAW

Shoot: --

Brawl: 3 Speed: 4

Wits: 2 Moxie: 3

Mob



PS:2

WEREDRAGON

Shoot: 3

Brawl: 3 Speed: 3

Wits: 2 Moxie: 4

Beast, Heavy



PS:2

OPHIDIAN

Shoot: 3

Brawl: 3 Speed: 2

Wits: 3 Moxie: 3

Akimbo



PS:1

DISCIPLE

Shoot: 3

Brawl: 1 Speed: 3

Wits: 4 Moxie: 4

Flying, Horror



PS:3

IRON LICH

Shoot: *Spell (Roll/2)*

Brawl: 2 Speed: 2

Wits: 6 Moxie: 6

Flying, Horror, Heavy



PS:4

MAULOTAUR

Shoot: 4, *Spell (1)*

Brawl: 4 Speed: 3

Wits: 3 Moxie: 6

Horror, Beast, Heavy, Lunge (3)



PS:1

SPECTRAL KNIGHT

Shoot: 2

Brawl: 2 Speed: 3

Wits: 3 Moxie: 3

Undead, Invisible, Obscured

Monster Reference
Cards

PS:1



REIVER
Shoot: 3

Brawl: 3 Speed: 2
Wits: 1 Moxie: 4
Undead, Flying

PS:1



STALKER
Shoot: --

Brawl: 3 Speed: 4
Wits: 2 Moxie: 2
Obscured, Invisible, Gills

PS:1



ETTIN
Shoot: --

Brawl: 2 Speed: 3
Wits: 2 Moxie: 3
Mob

PS:1



CENTAUR
Shoot: --

Brawl: 2 Speed: 3
Wits: 3 Moxie: 4
Obscured

PS:1



AFRITH
Shoot: 3

Brawl: 1 Speed: 3
Wits: 3 Moxie: 2
Flying, Akimbo

PS:2



WENDIGO
Shoot: *Spell (2)*

Brawl: 2 Speed: 2
Wits: 2 Moxie: 3

PS:3



CHAOS SERPENT
Shoot: 3

Brawl: 3 Speed: 3
Wits: 1 Moxie: 3
Beast, Heavy

PS:3



MIRE SERPENT
Shoot: 2

Brawl: 3 Speed: 3
Wits: 1 Moxie: 4
Beast, Heavy, Filth

PS:2



DARK BISHOP
Shoot: 3

Brawl: 1 Speed: 3
Wits: 4 Moxie: 4
Flying, Seeker

PS:3



DEATH WYVERN
Shoot: *Spell (1)*

Brawl: 3 Speed: 6
Wits: 2 Moxie: 6
Flying, Horror, Filth

Monster Reference
Cards



PS:3

FIGHTER

Brawl: *Quietus*
Speed: 4
Wits: 2 Moxie: 5
Lunge (3), Leader



PS:3

CLERIC

Shoot: *Wraithverge*
Brawl: 3 Speed: 3
Wits: 3 Moxie: 3
Stigmata, Leader



PS:2

MAGE

Shoot: *Arc of Death*
Brawl: 1 Speed: 3
Wits: 5 Moxie: 2
Obscured, Leader



PS:2

PIG

Shoot: --
Brawl: 1 Speed: 3
Wits: 1 Moxie: 1



PS:4

HERESIARCH

Shoot: *Spell (Roll)*
Brawl: 2 Speed: 2
Wits: 2 Moxie: 3
Leader, Obscured
Favored Monster: D.Bishop



PS:6

SERPENT RIDER

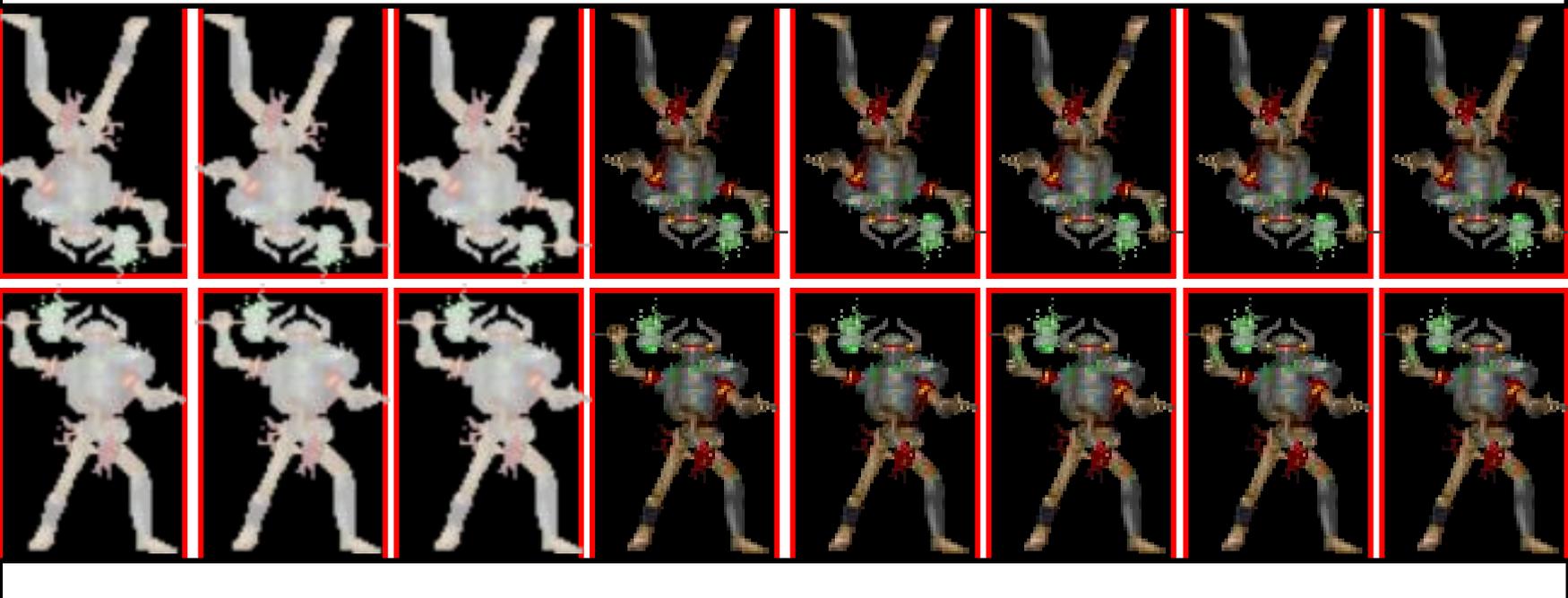
Shoot: 3, *Spell (1)*
Brawl: 3 Speed: 3
Wits: 8 Moxie: 6
Beast, Heavy, Leader



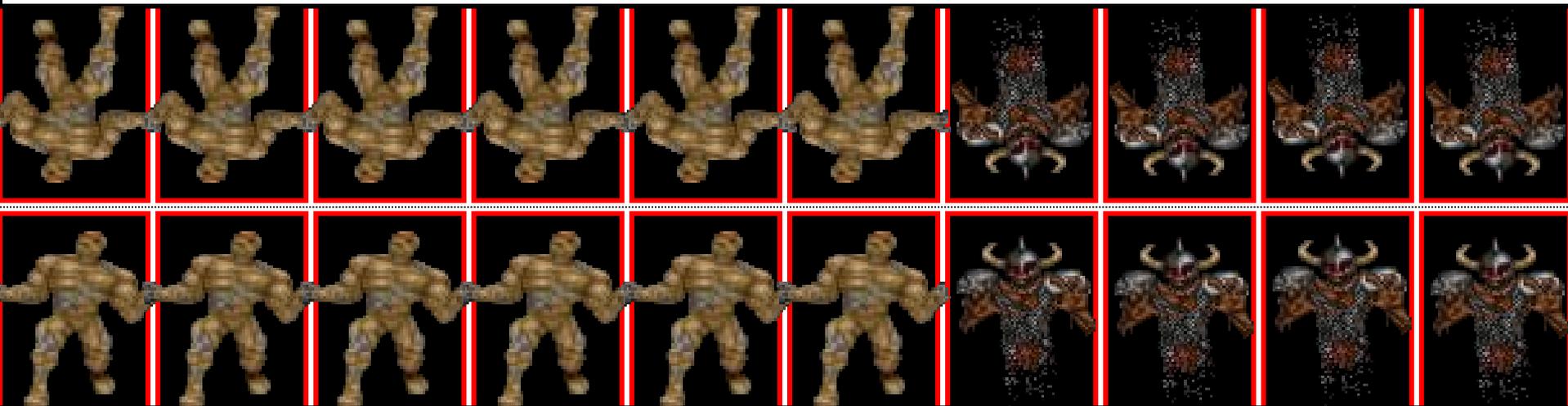
PS:4

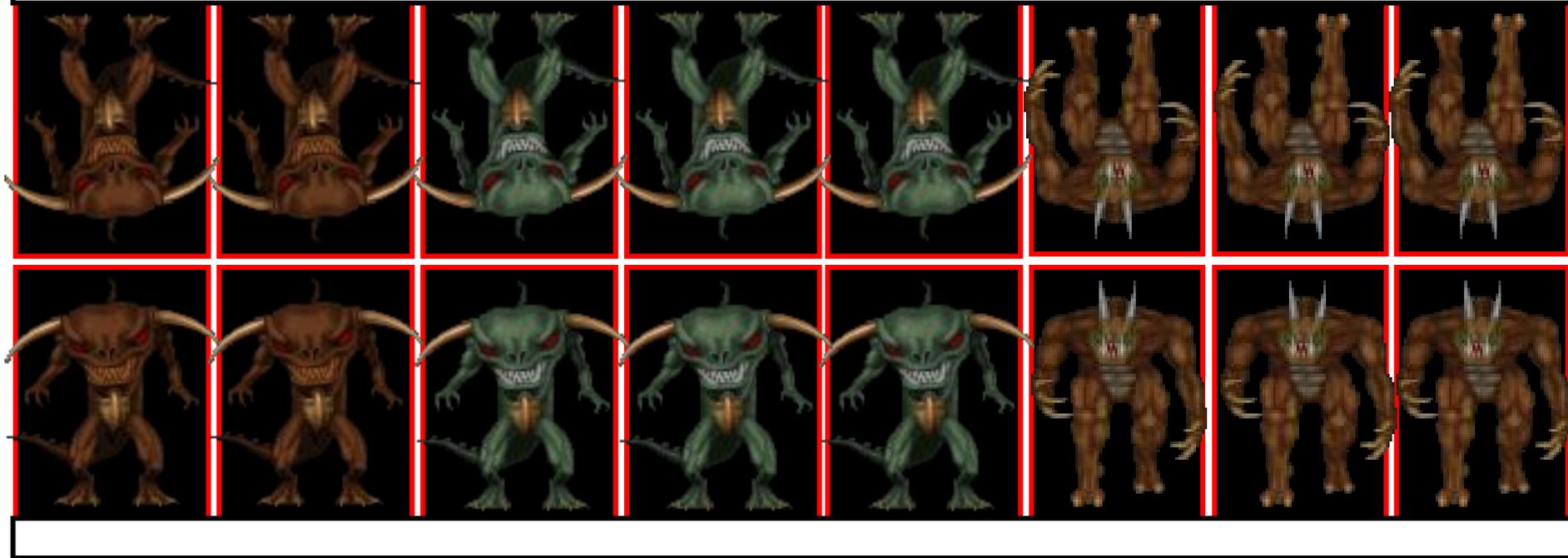
RIDER

Shoot: *Spell (Roll Twice)*
Brawl: 3 Speed: 3
Wits: 8 Moxie: 6
Leader, Obscured
Favored Monster: Disciple

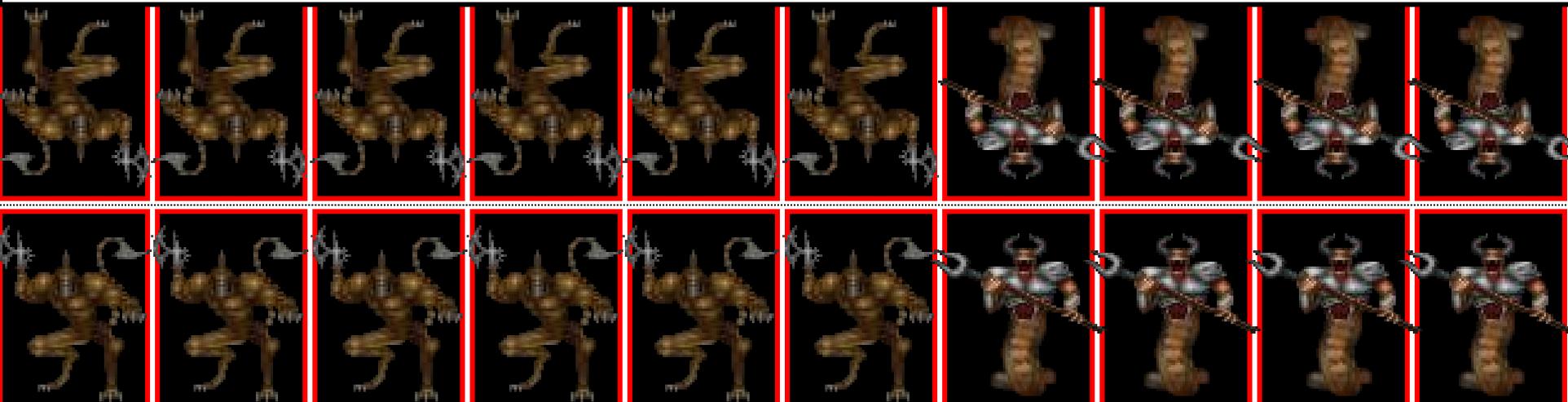


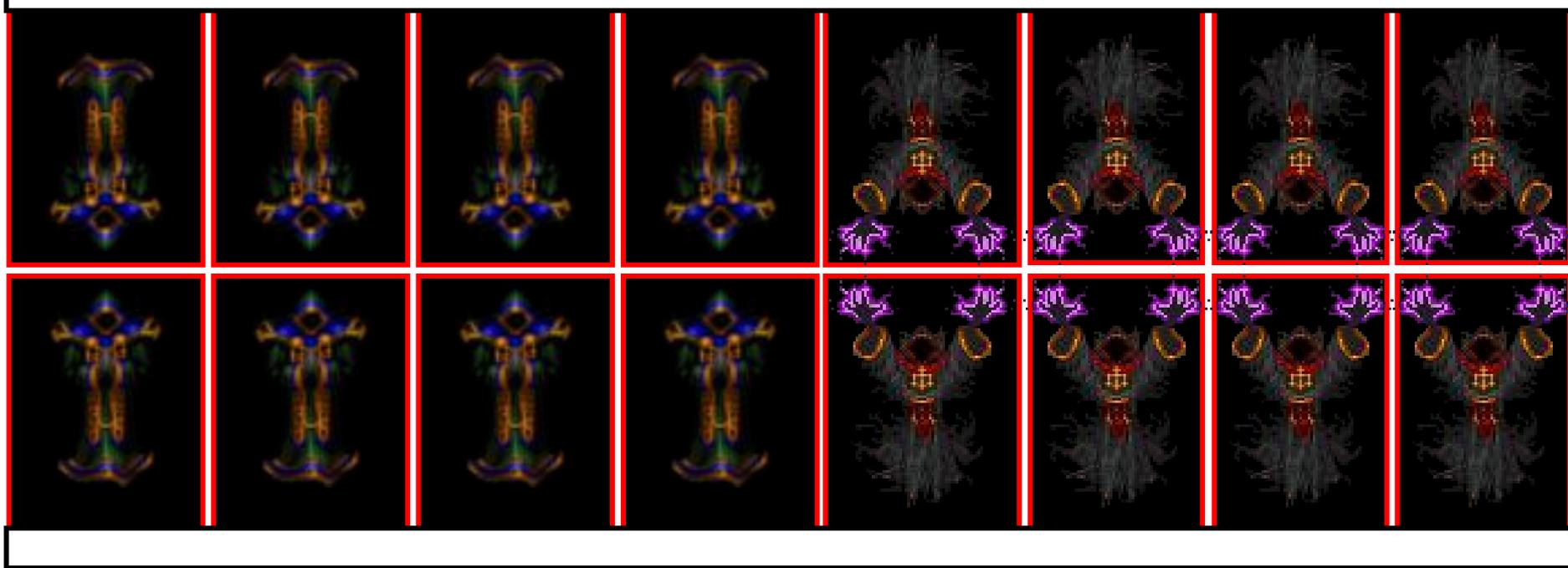
Undead



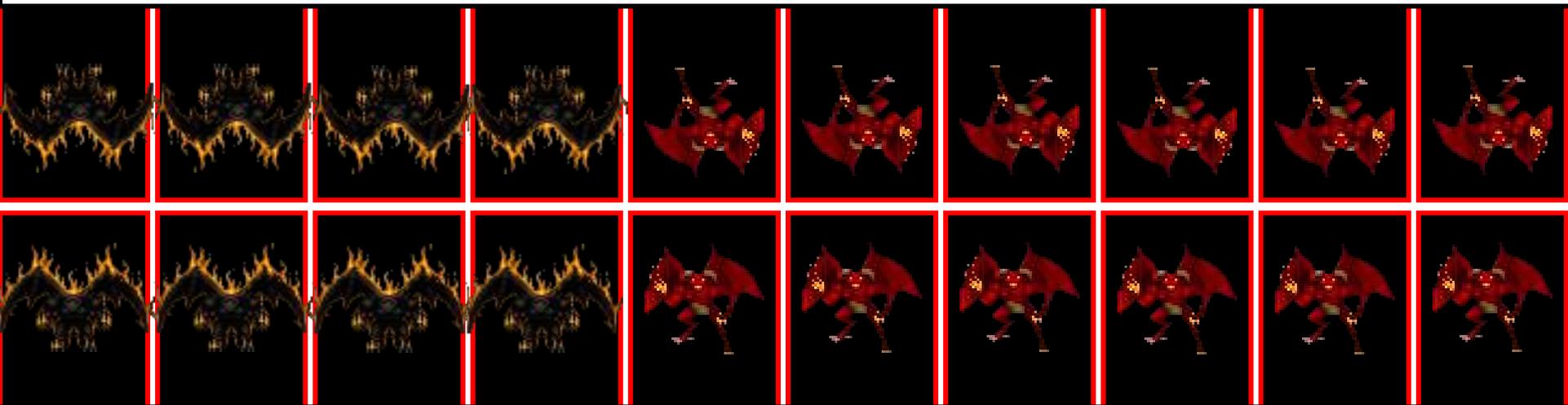


Saberclaws, Dragons, Ophidians



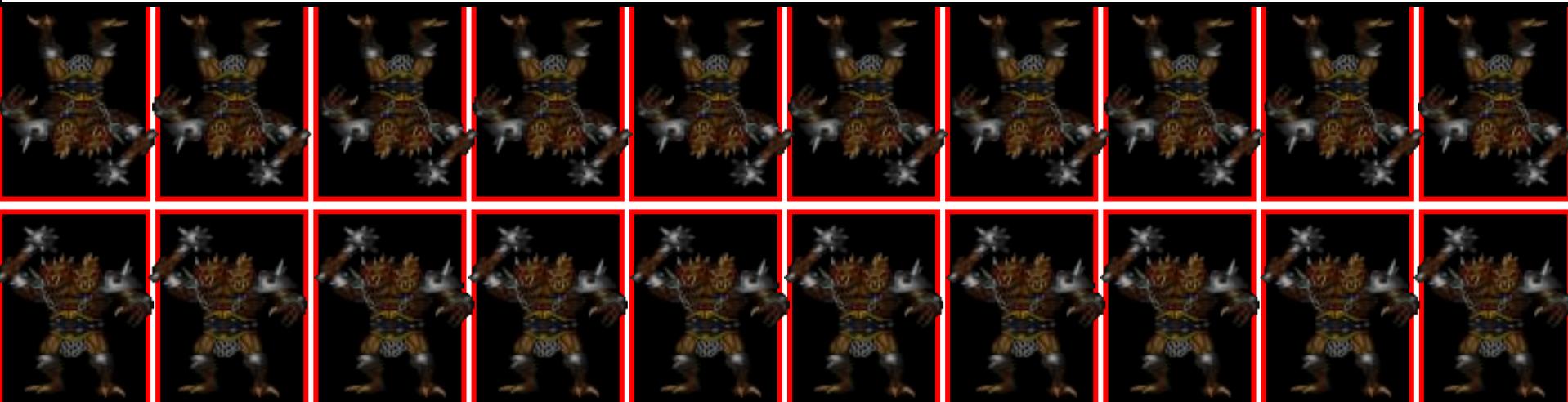


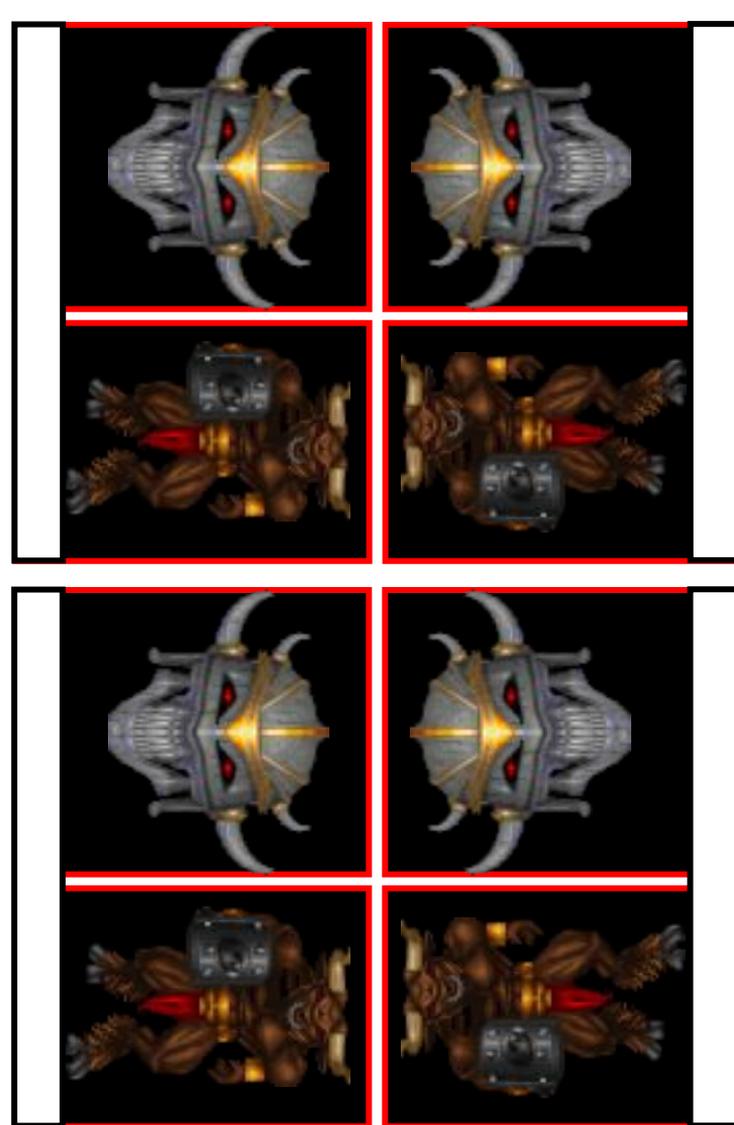
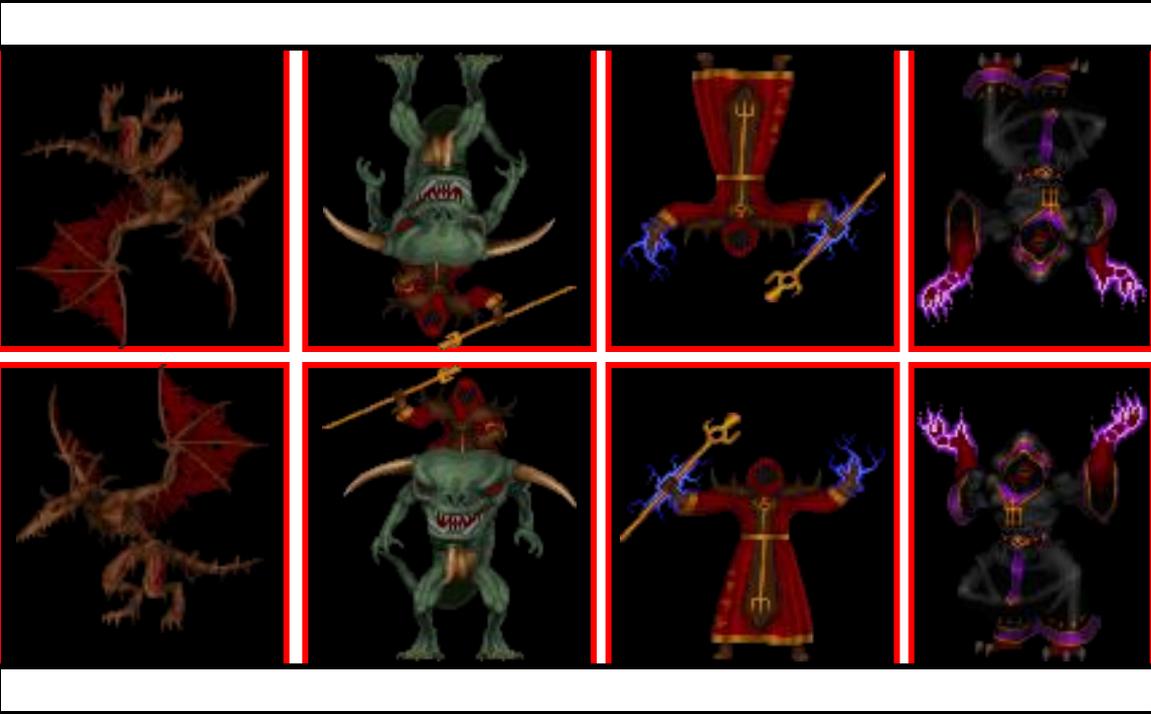
Gargoyles, Wizards



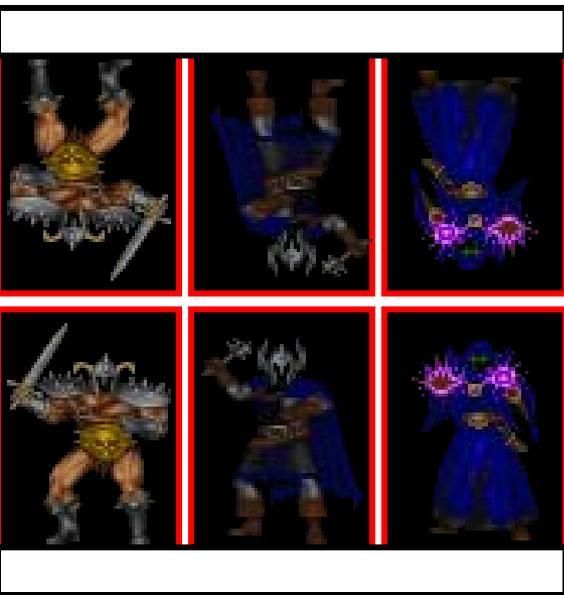


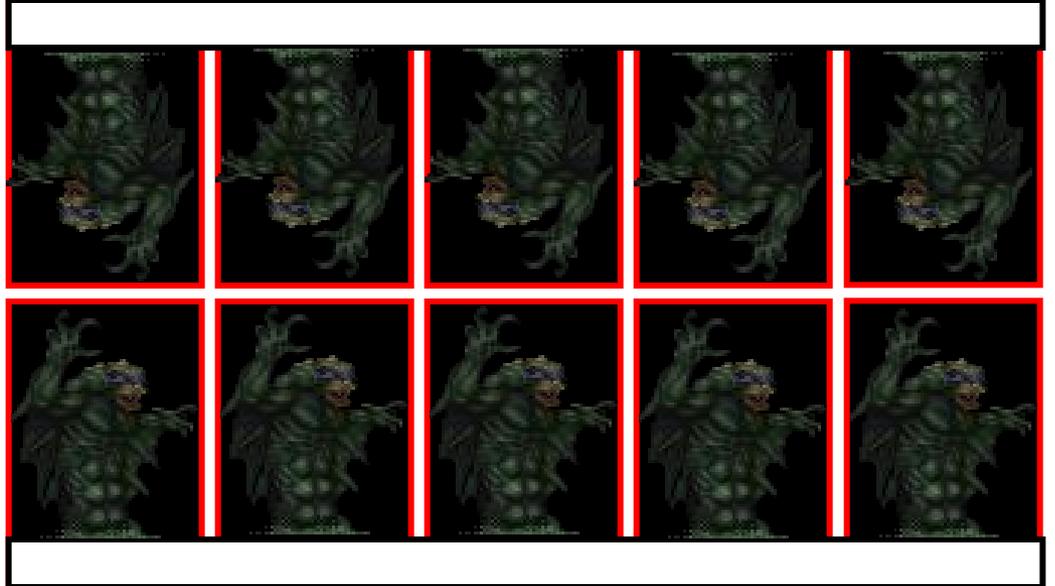
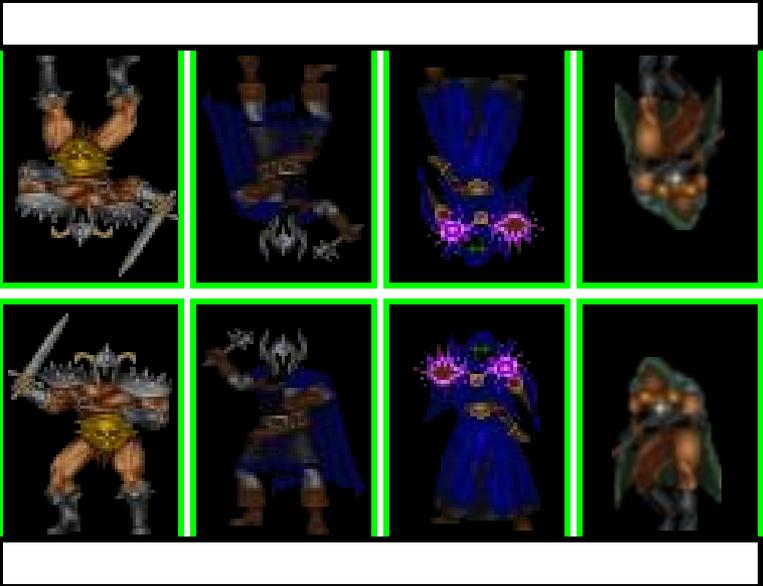
Ettins, Centaurs, Wendigos



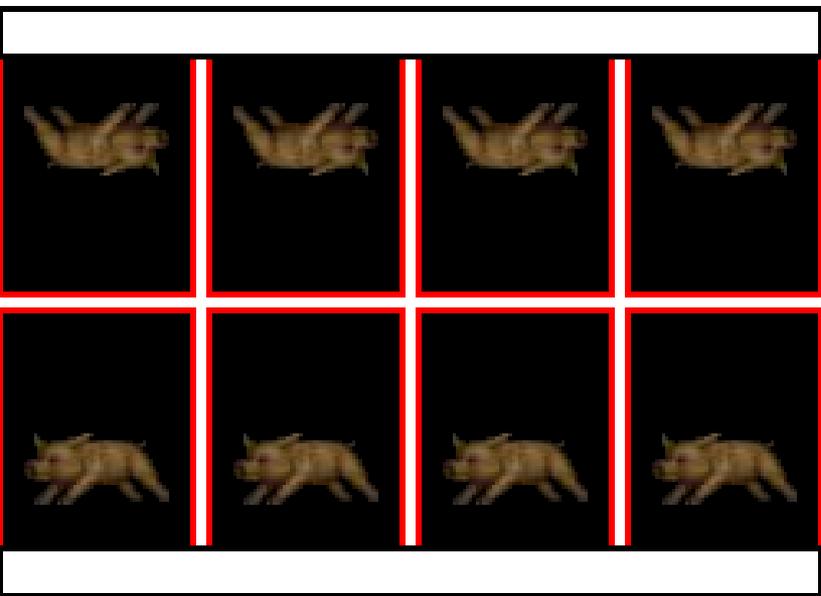


Bosses



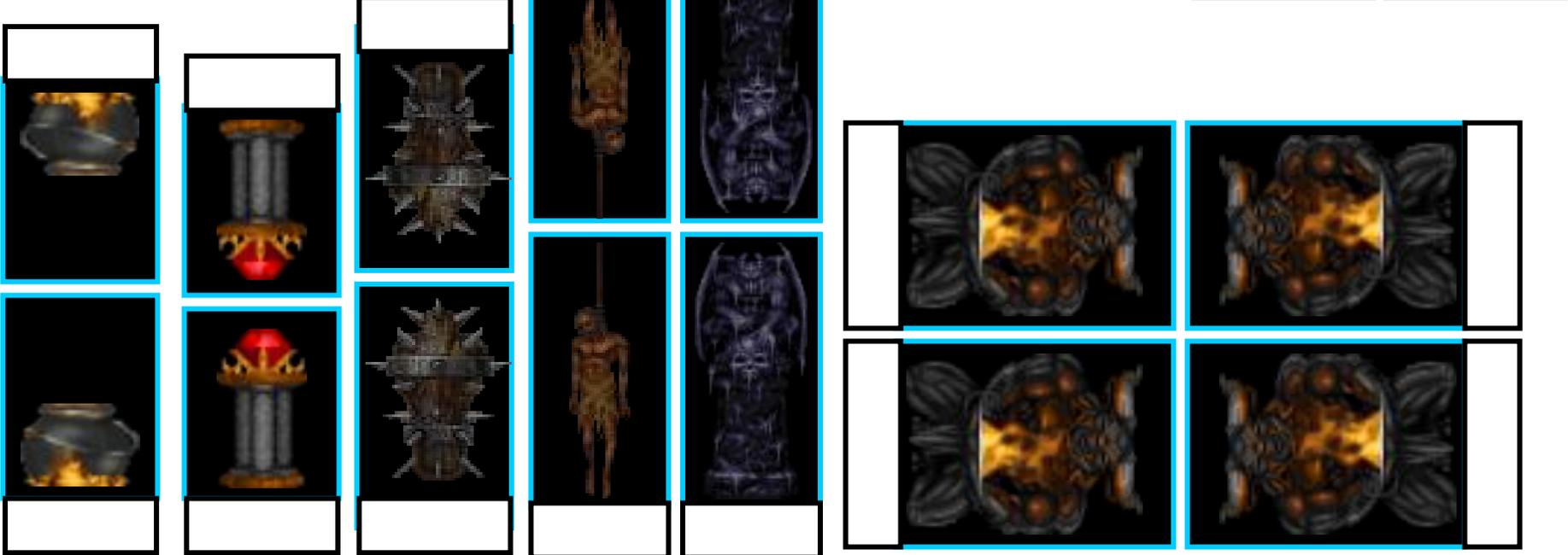


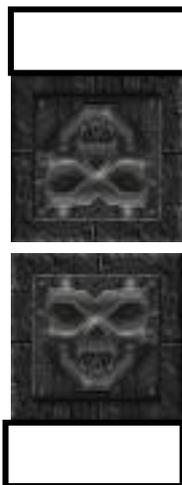
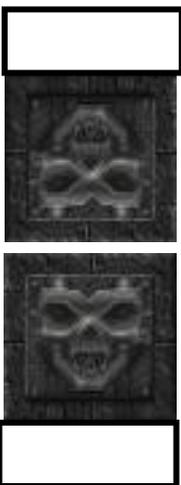
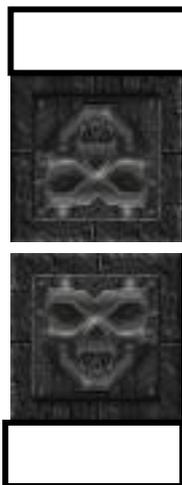
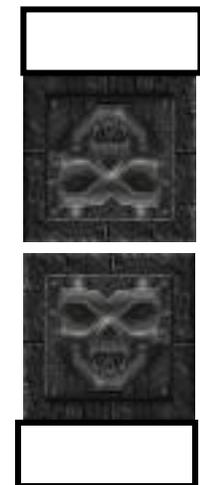
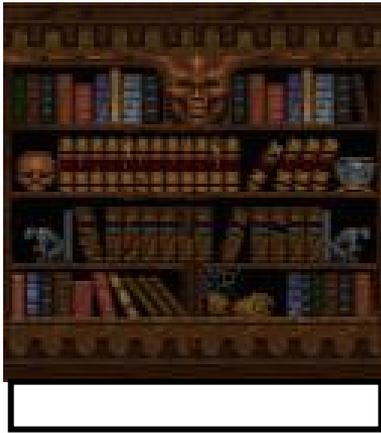
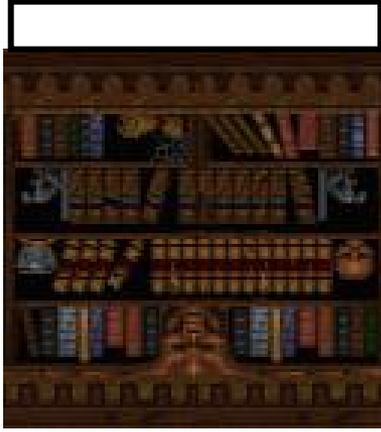
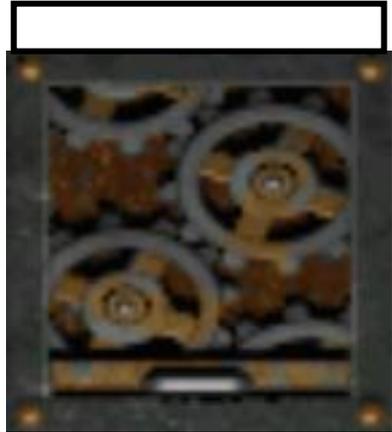
Doomers, Stalkers, Animals





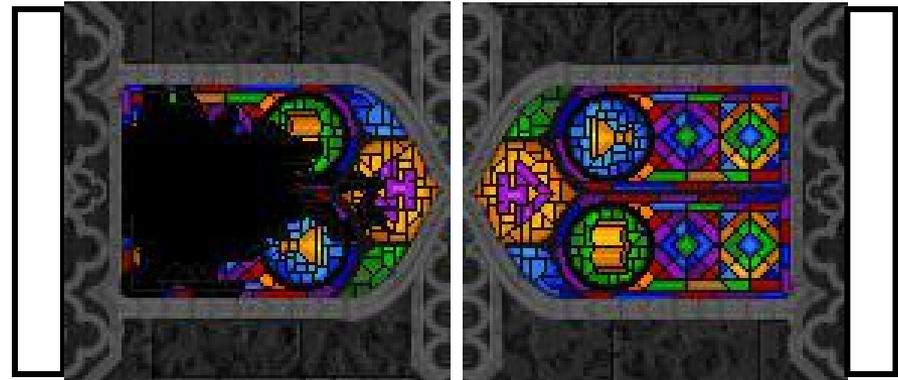
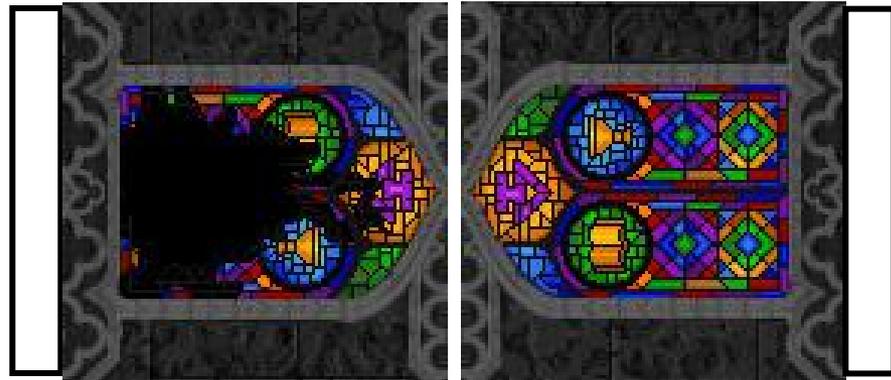
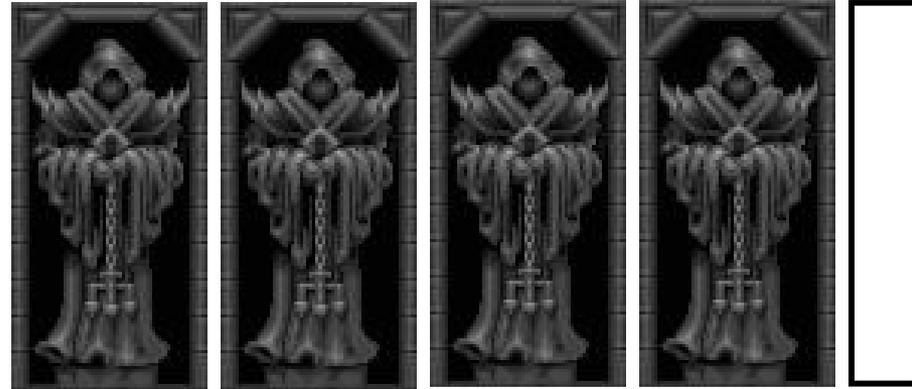
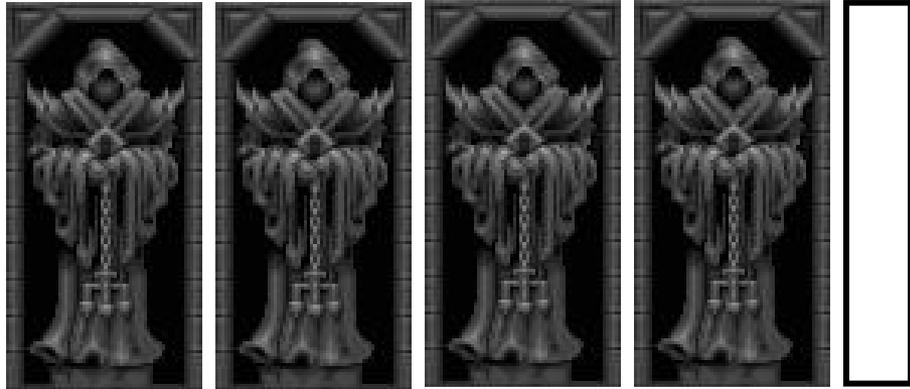
Small Furniture

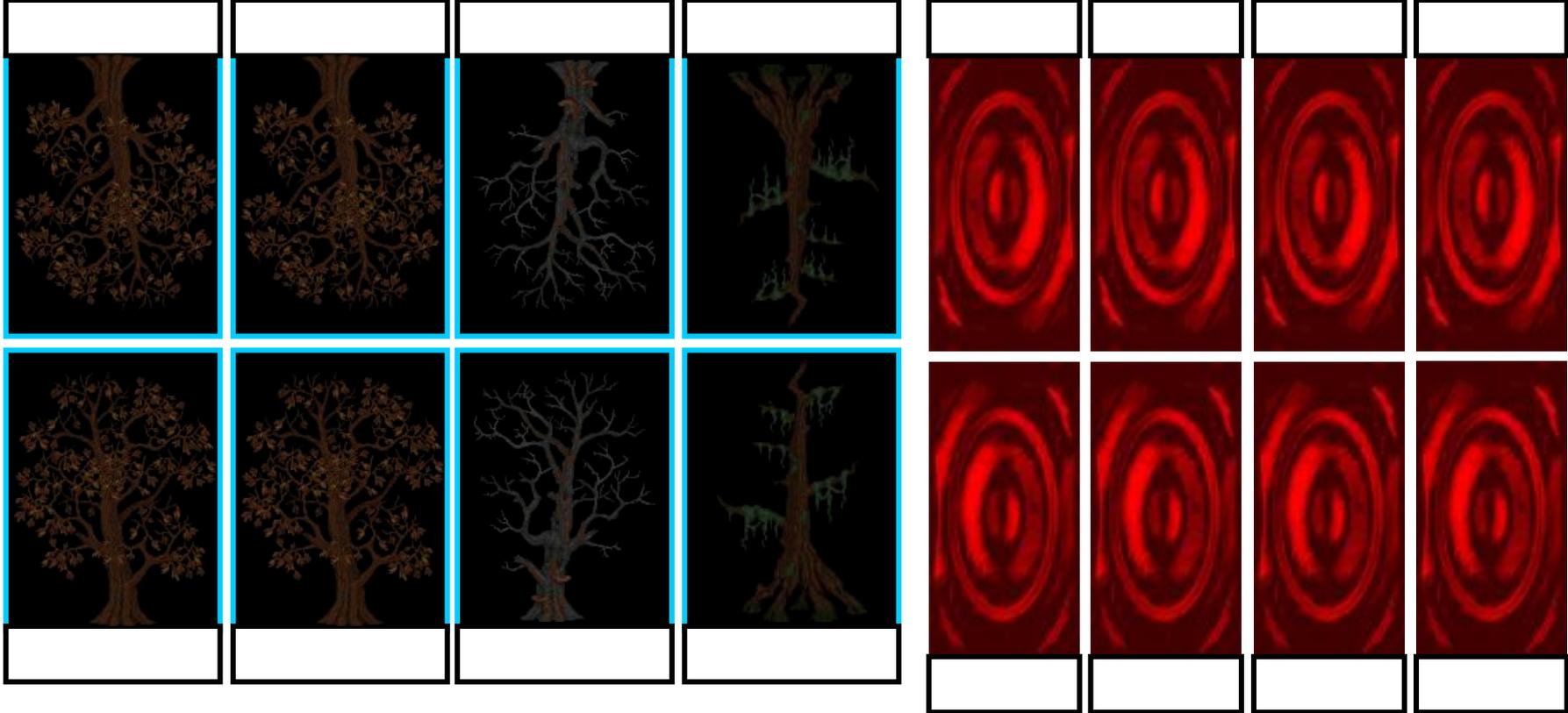




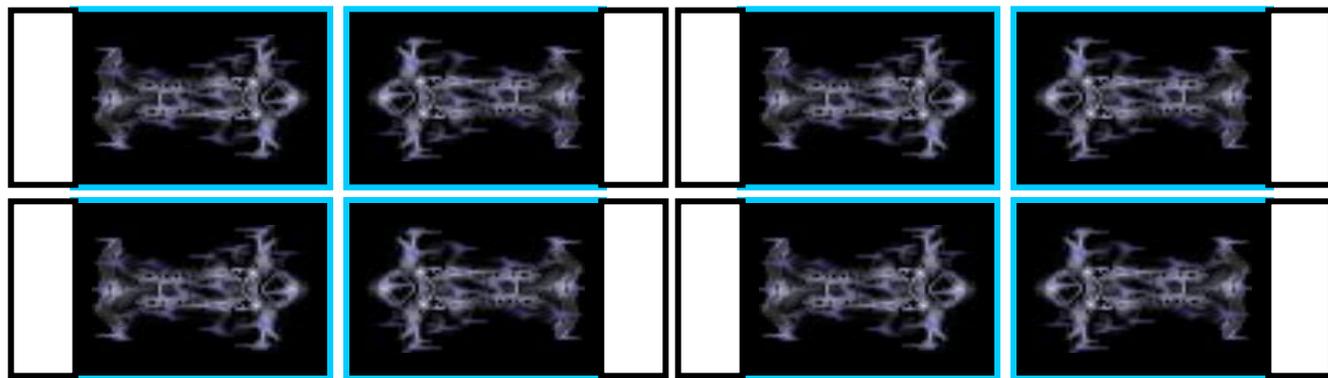
Large Furniture,
Cannons, & Switches

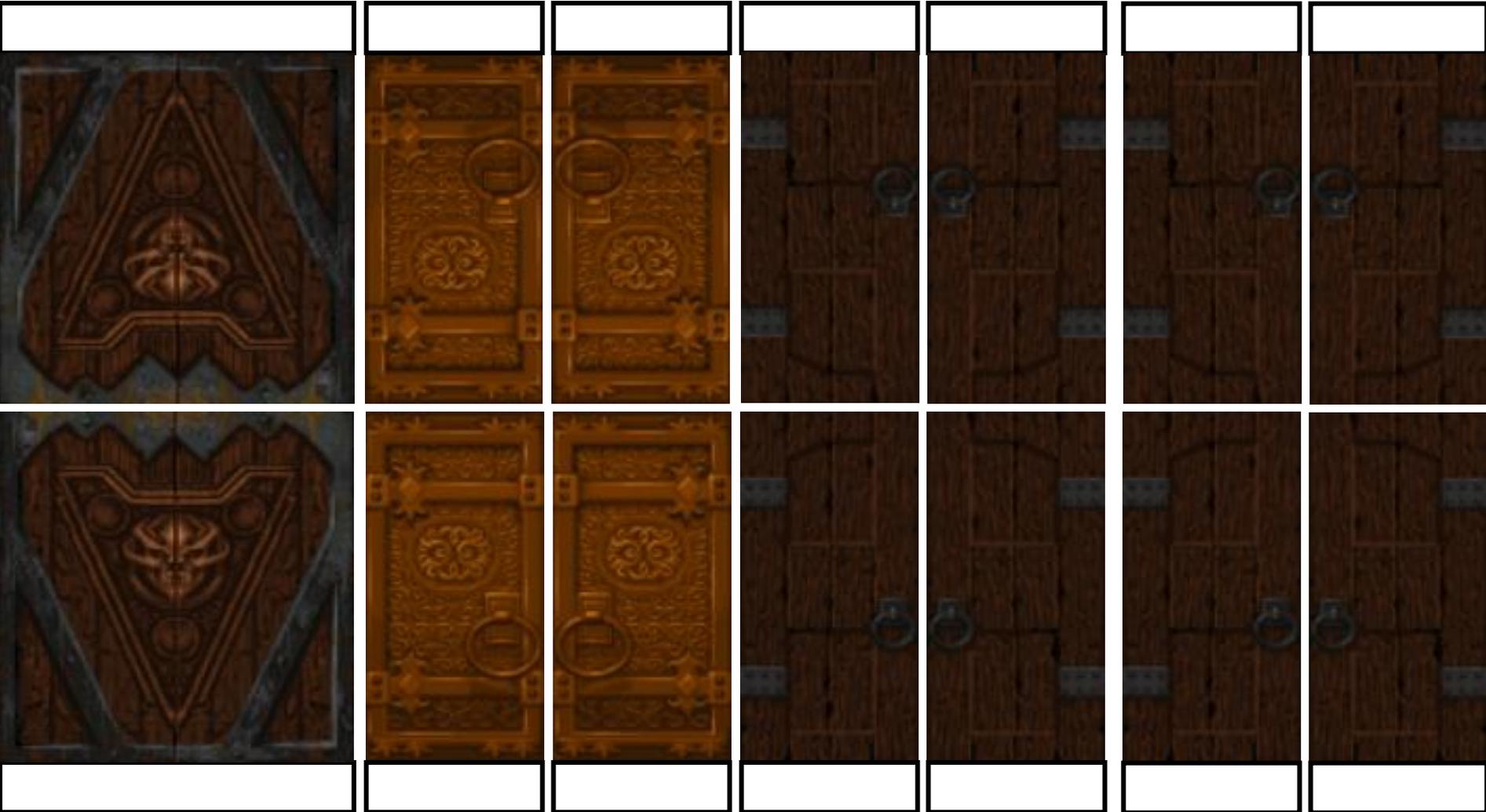
Large Furniture



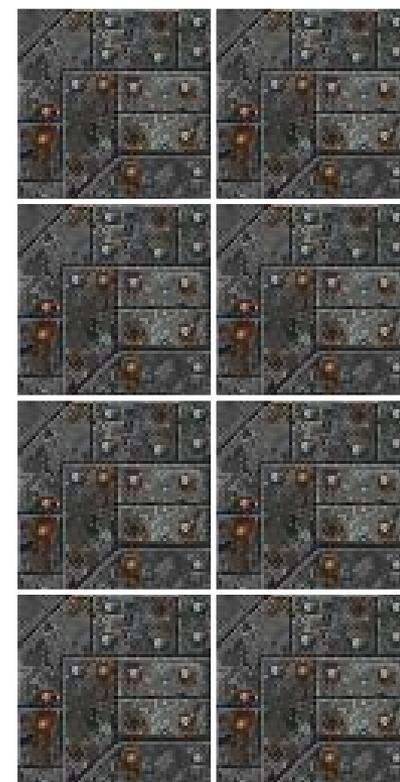
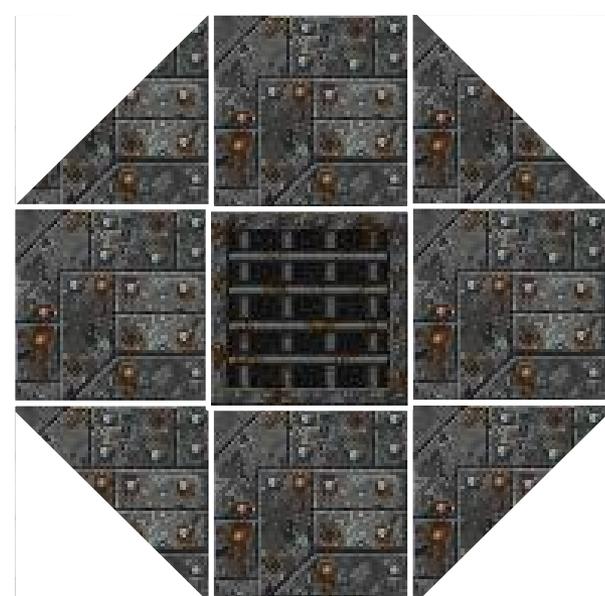
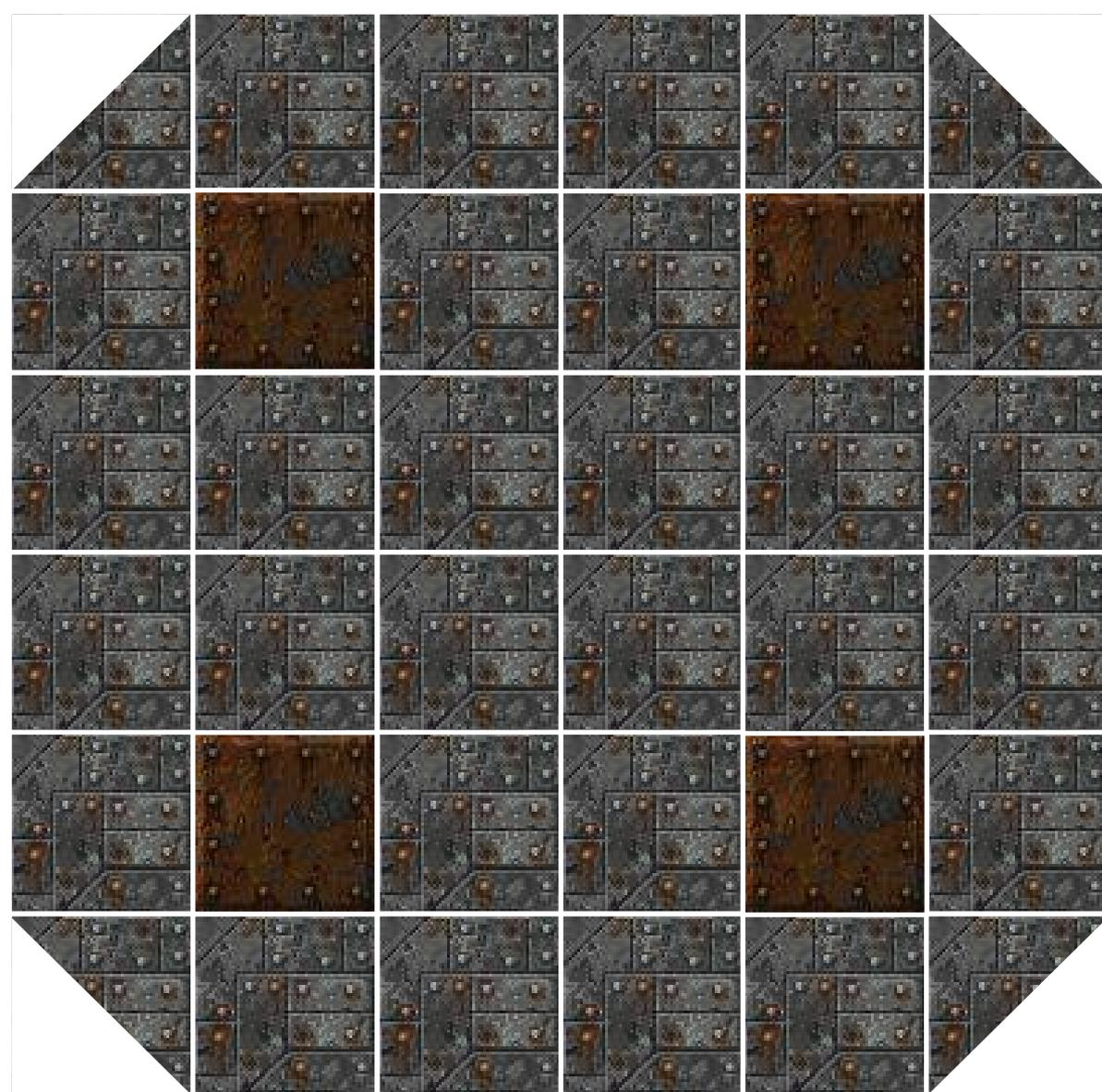


Trees, Portals, Ice Statues

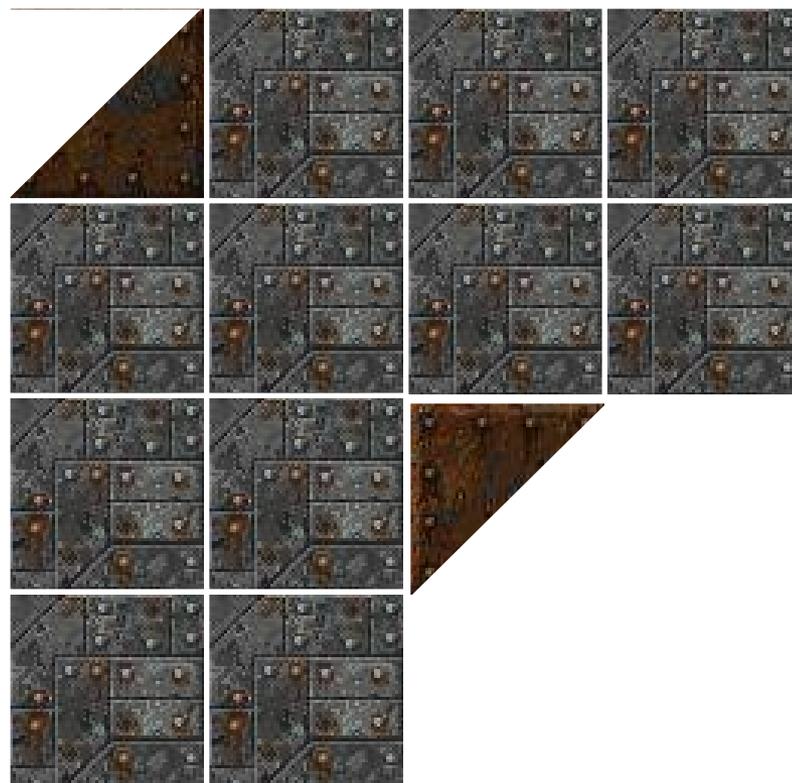
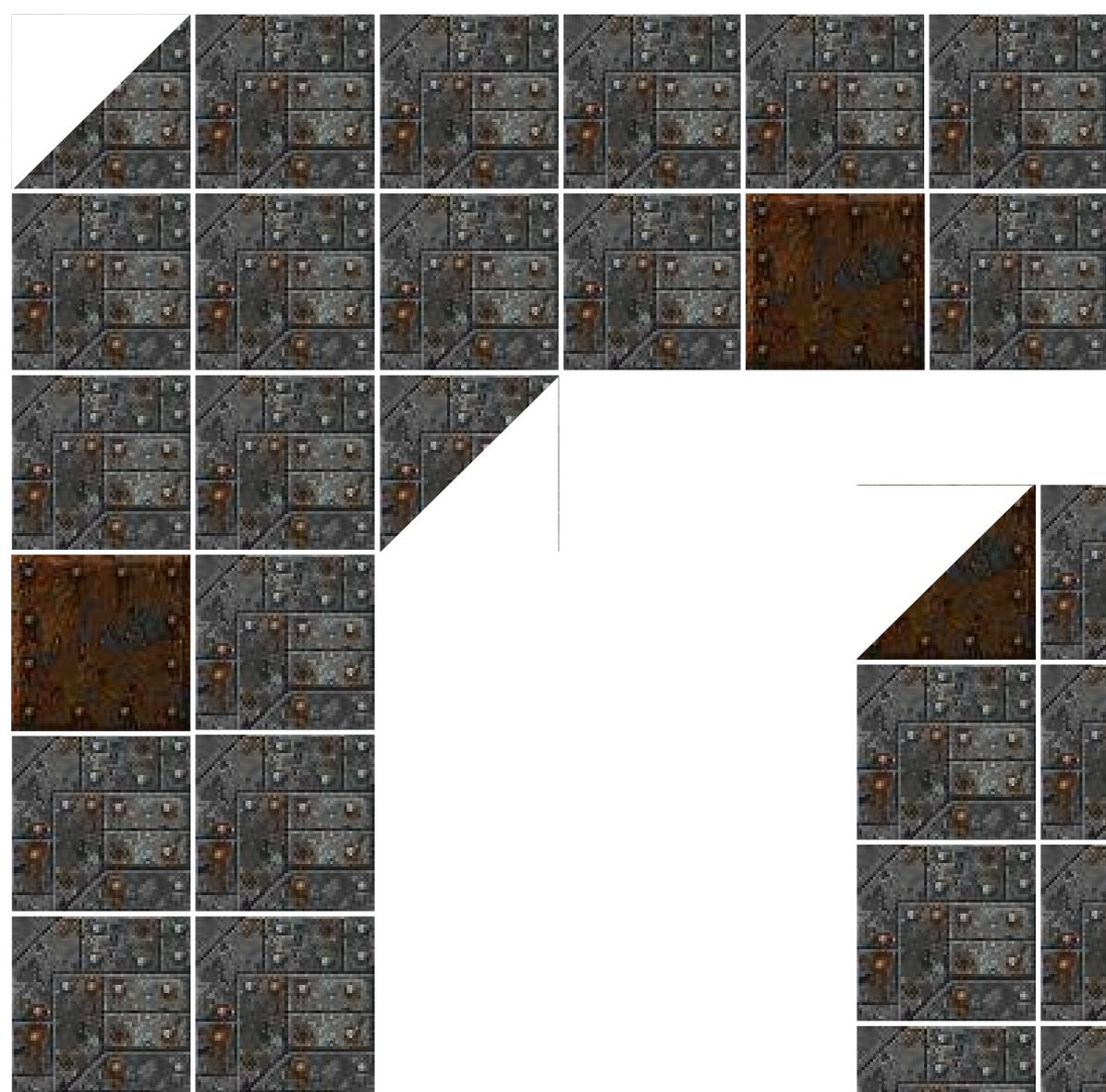




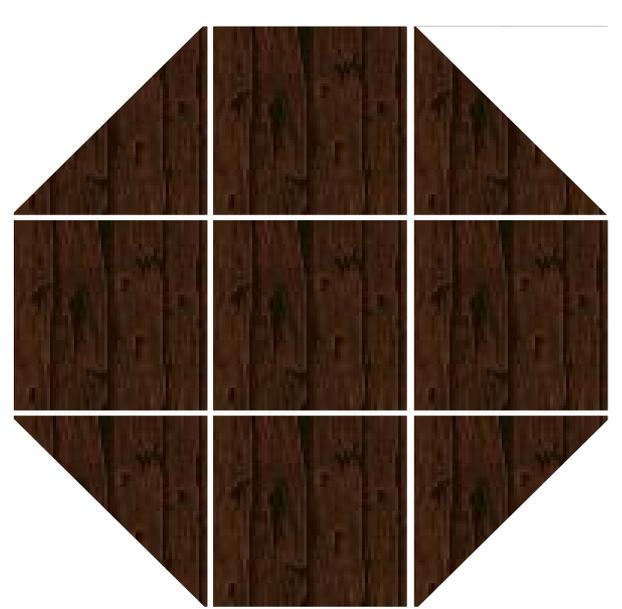
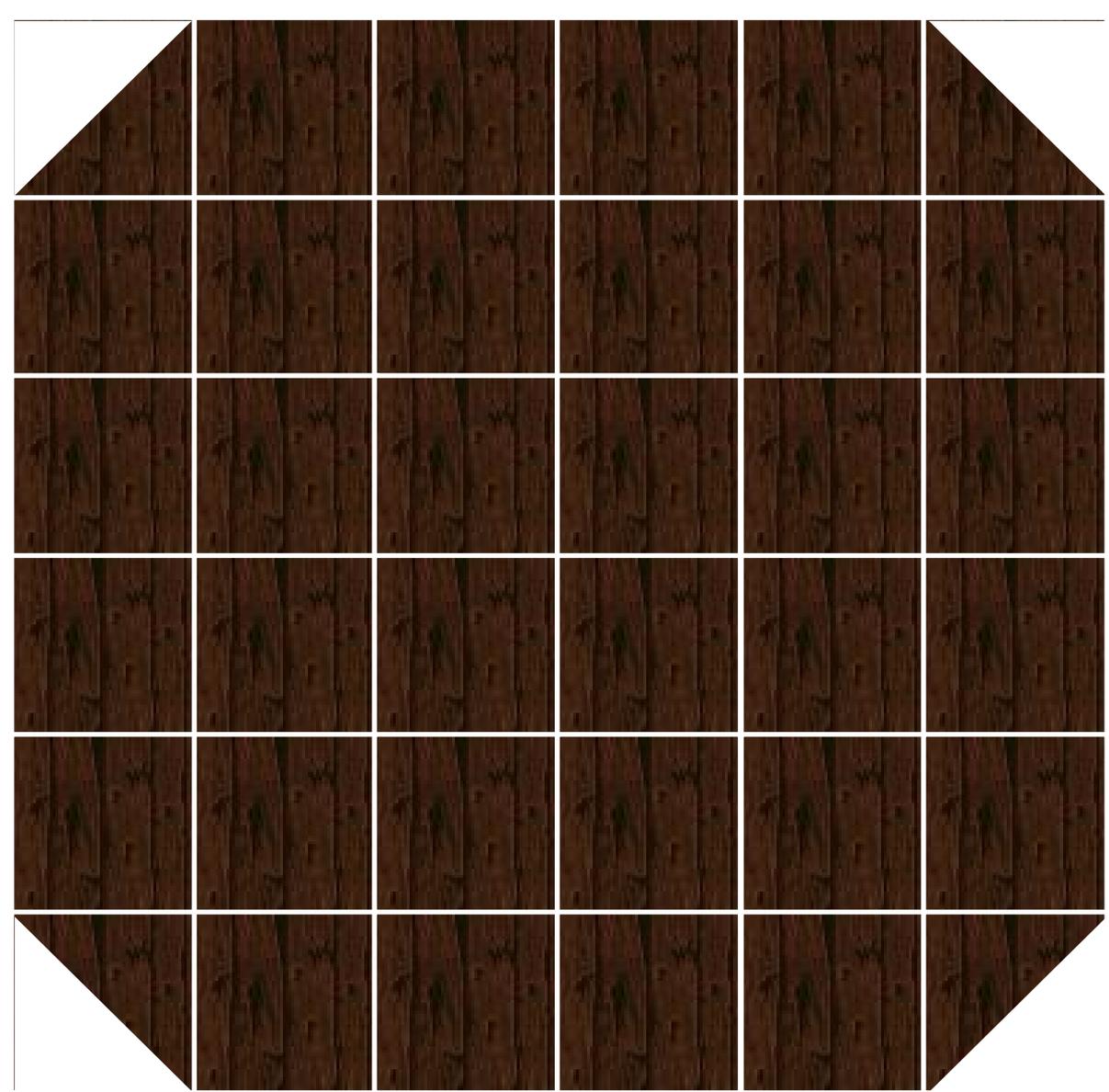
Doors



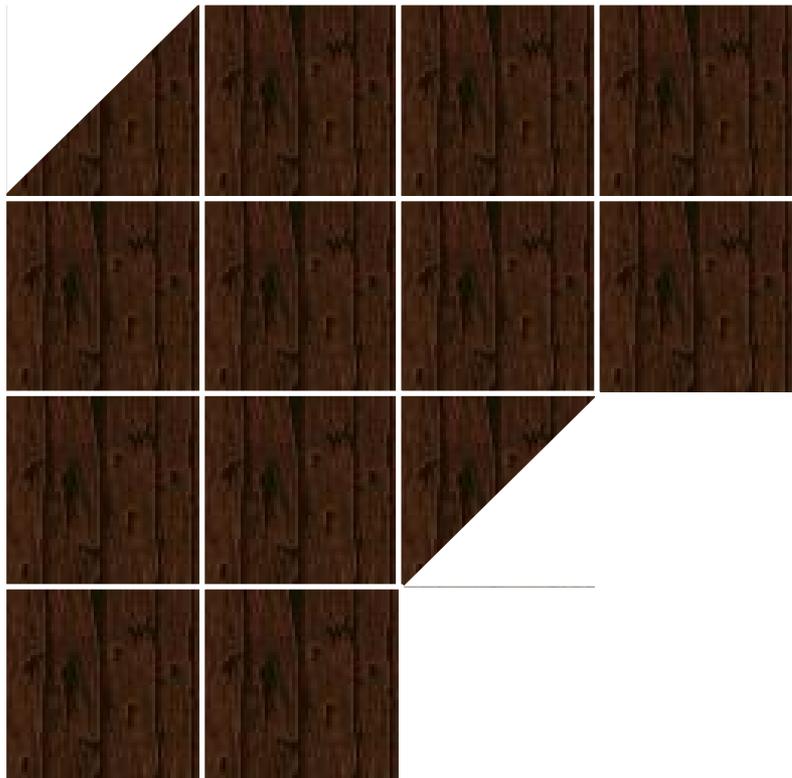
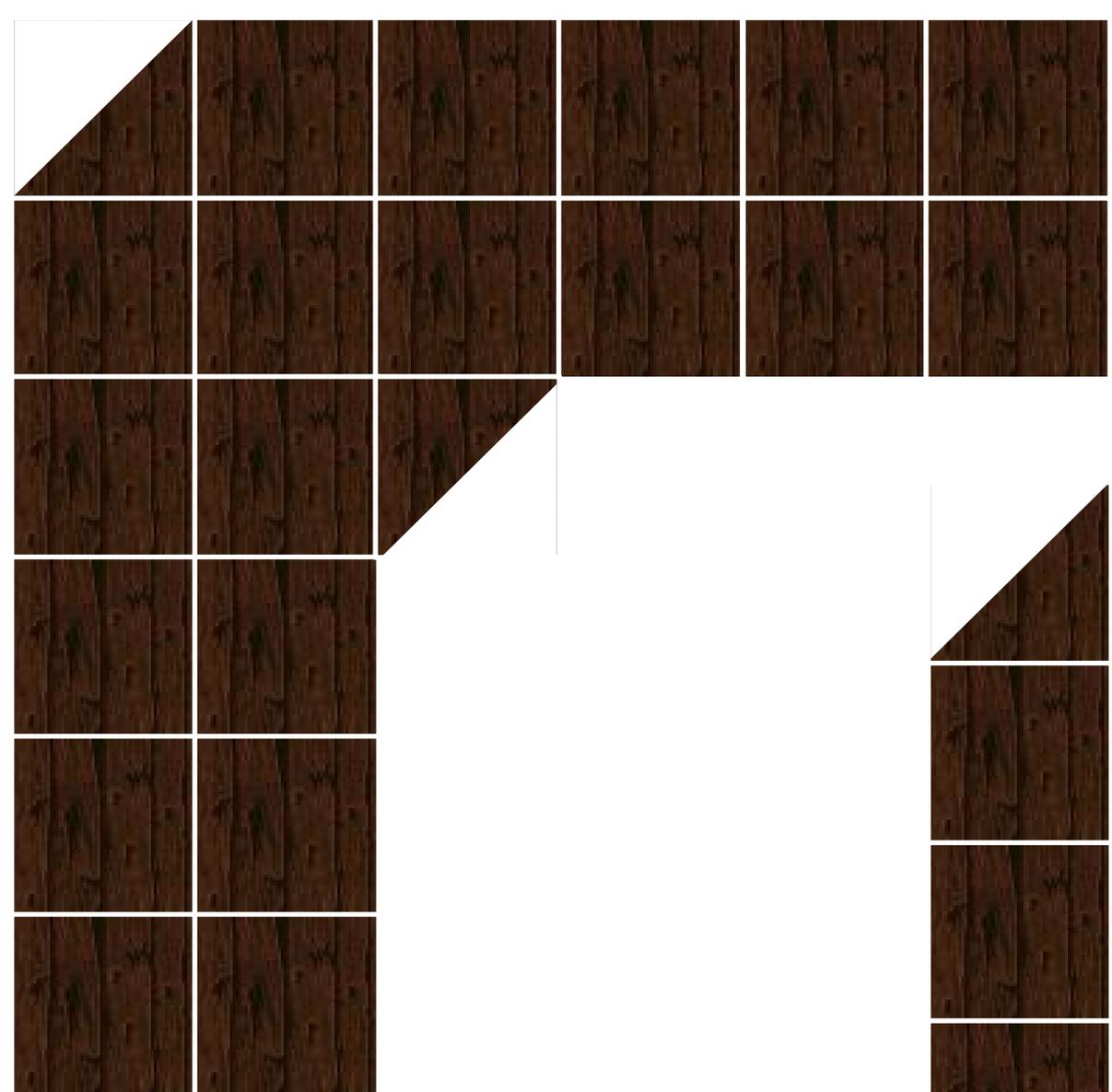
Rust Sectors



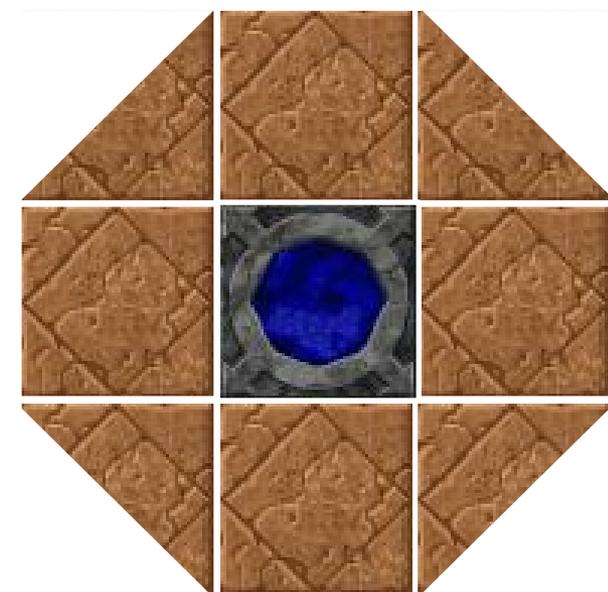
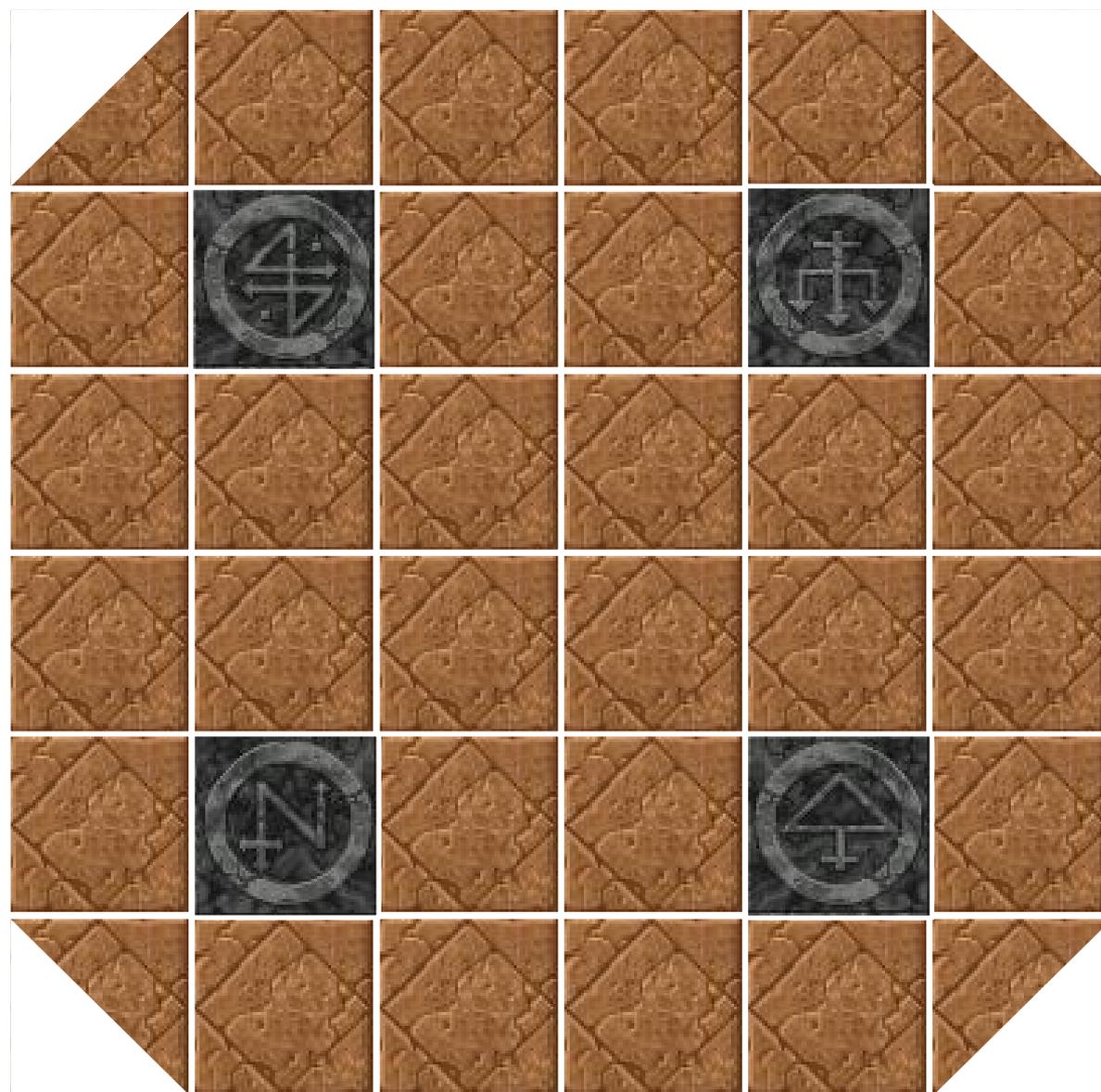
Rust Sectors



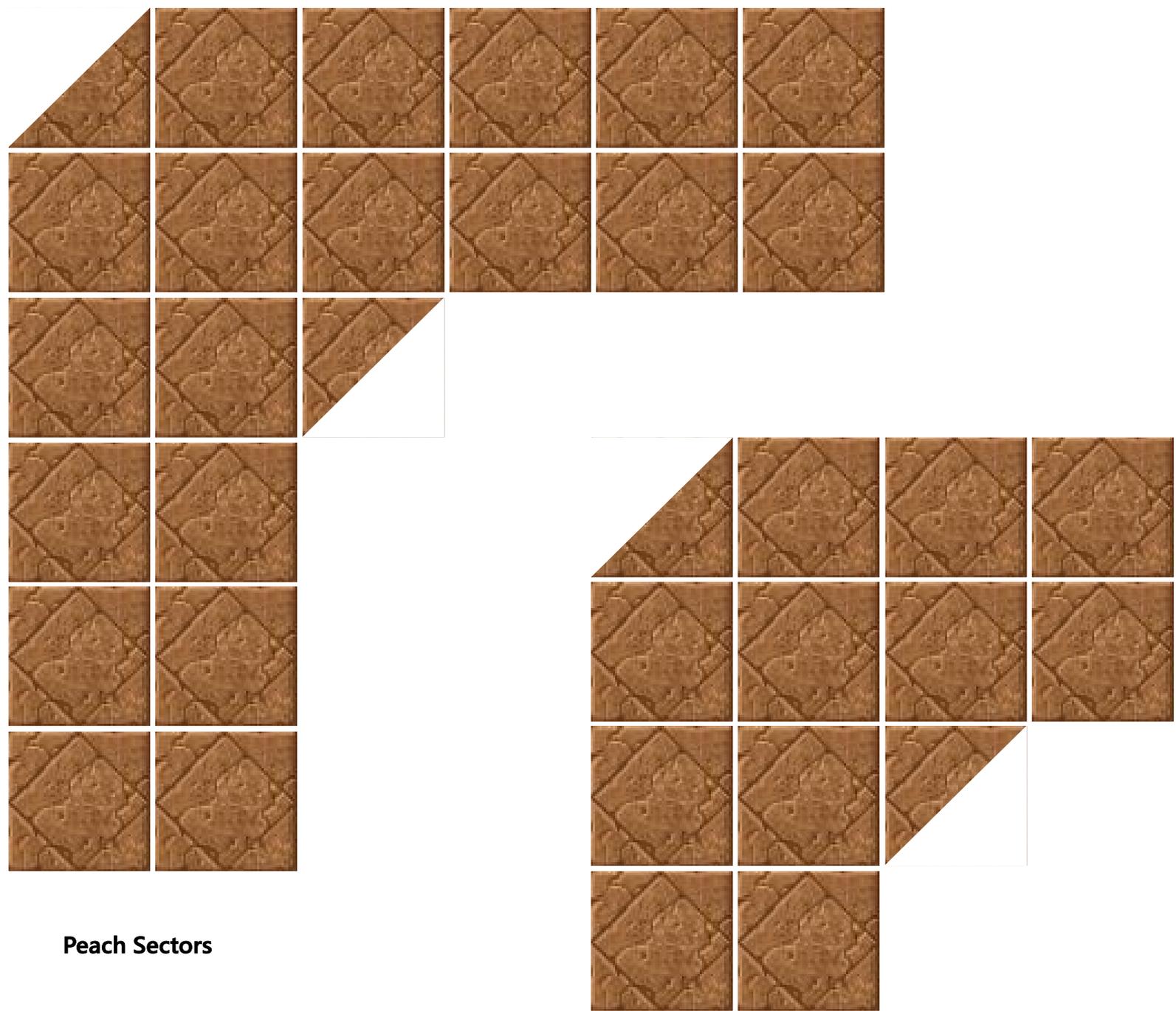
Wood Sectors



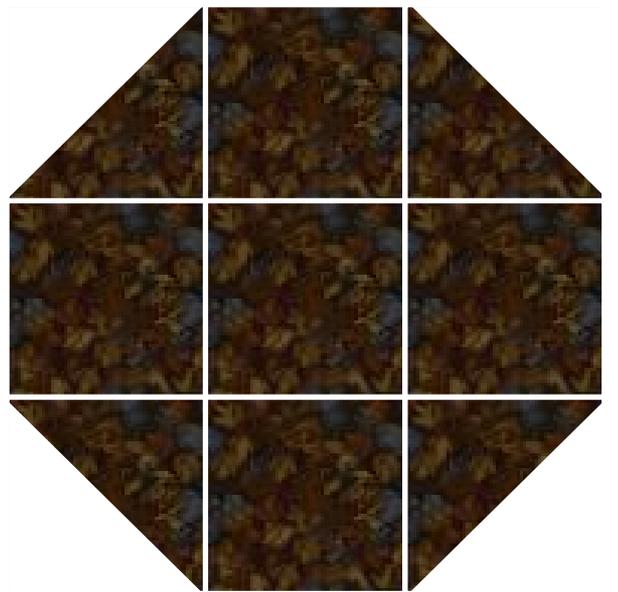
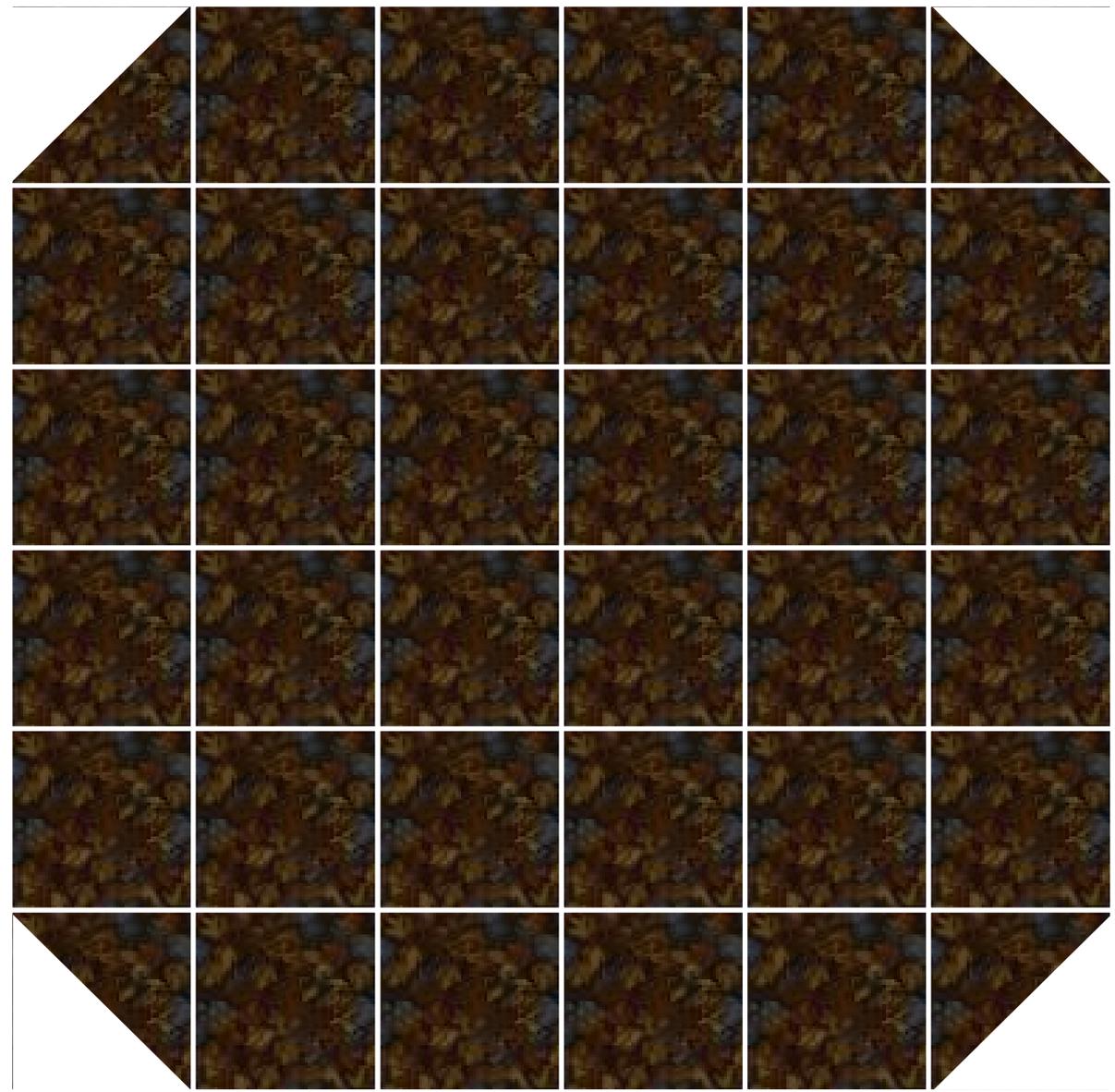
Wood Sectors



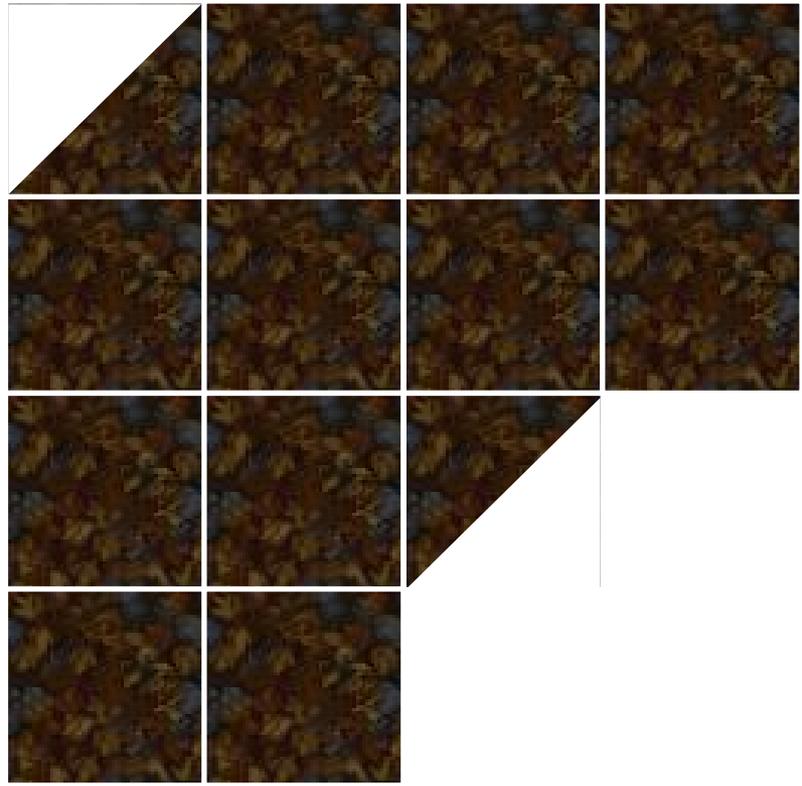
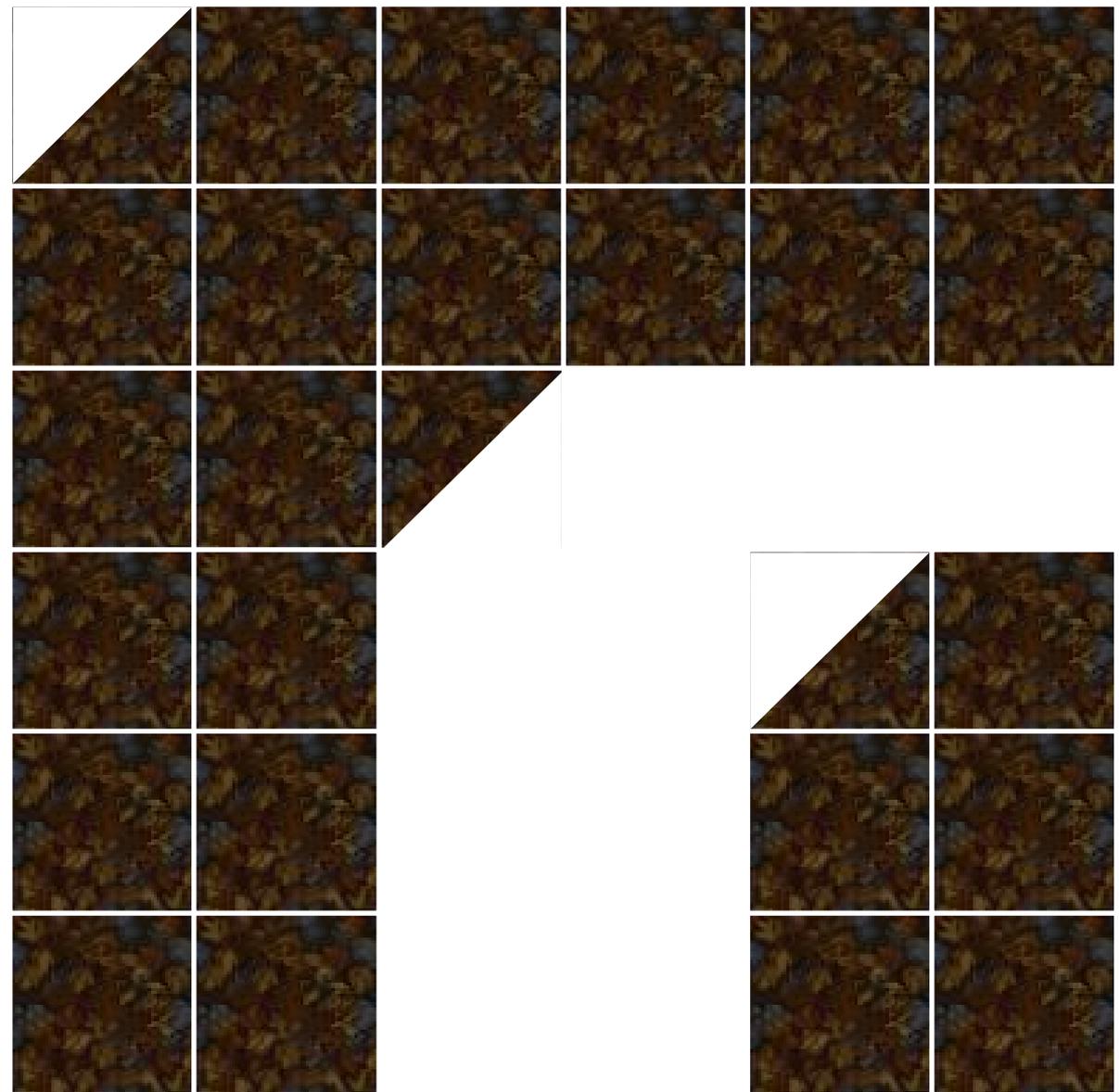
Peach Sectors



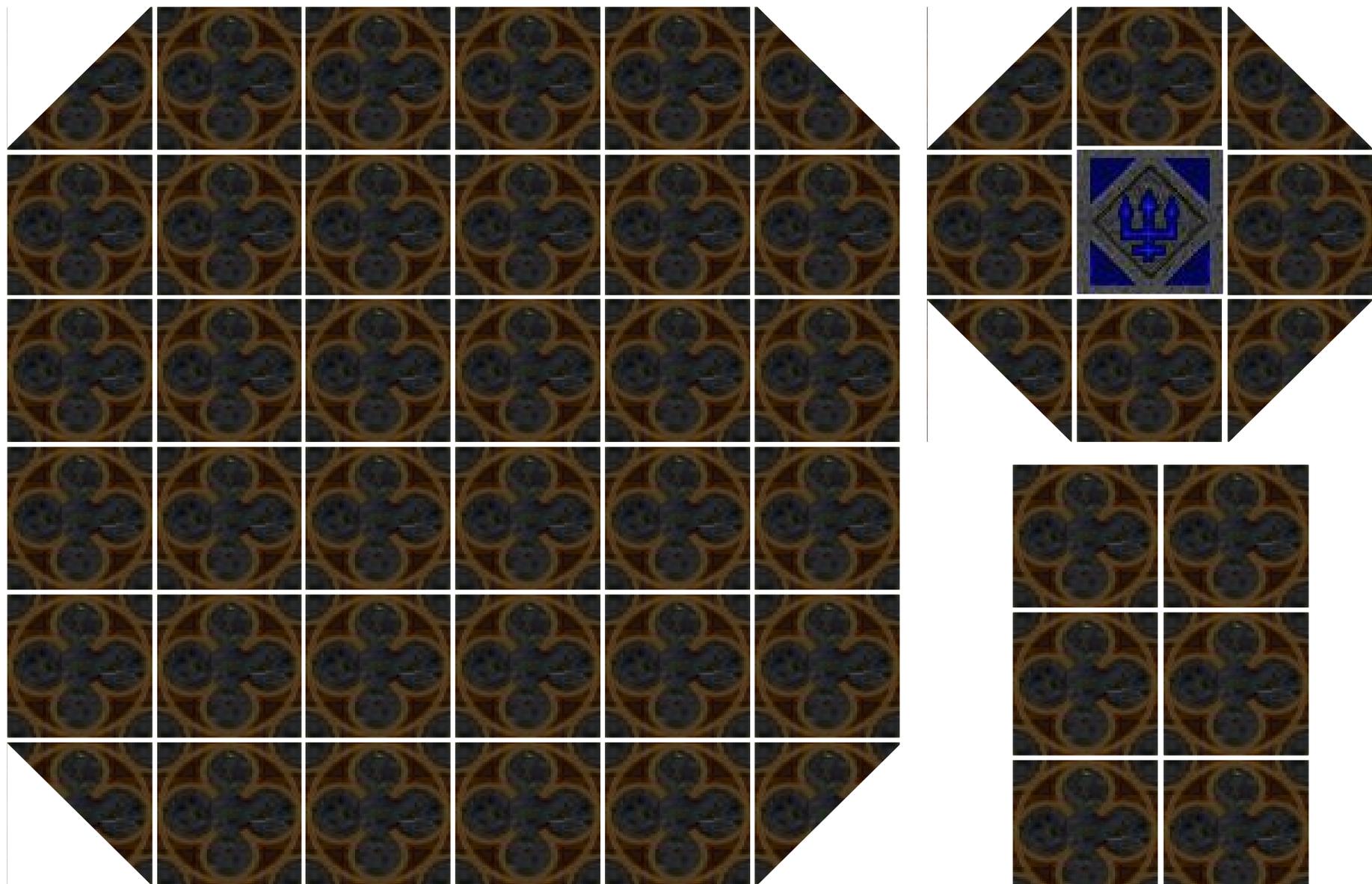
Peach Sectors



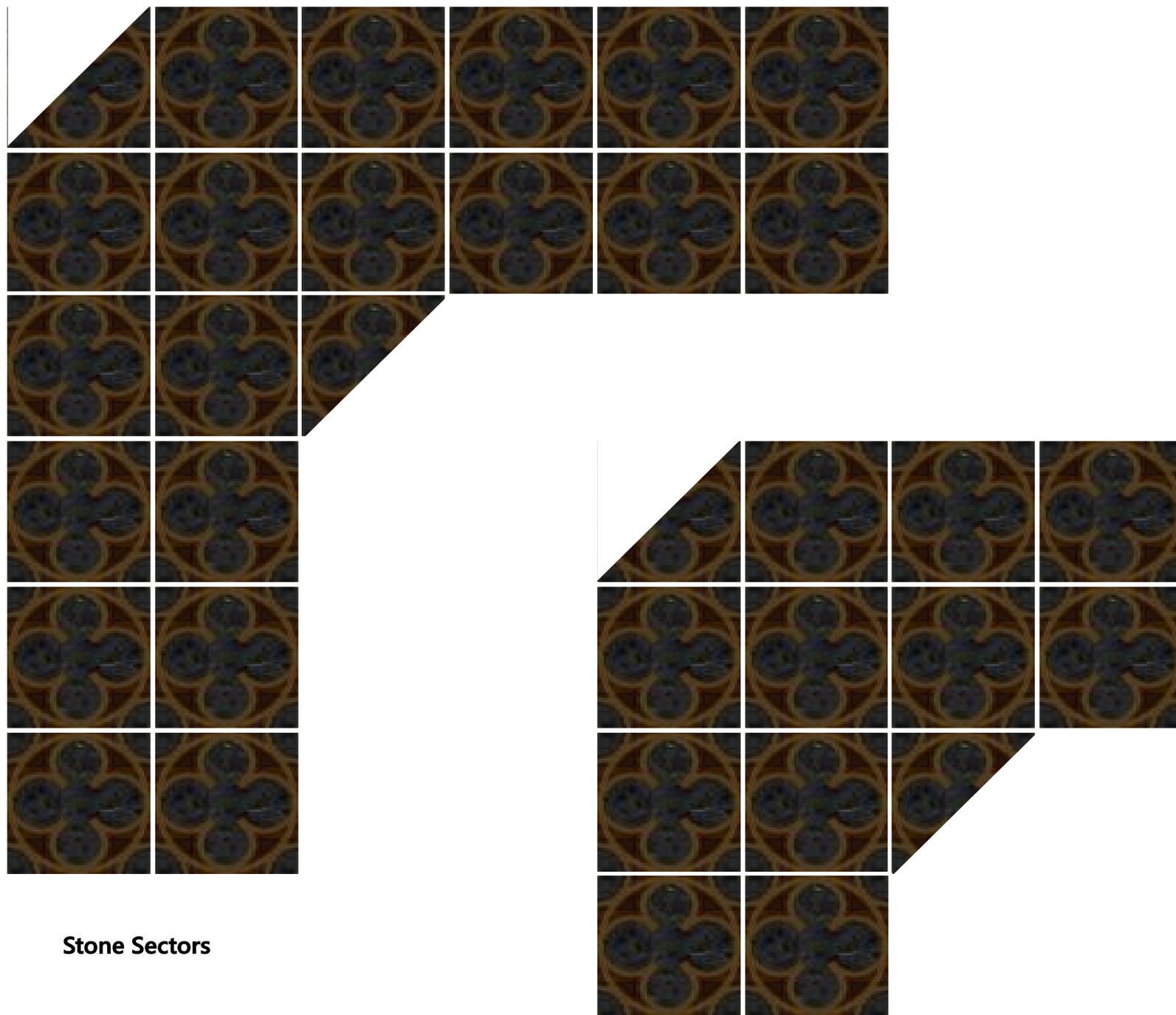
Dirt Sectors



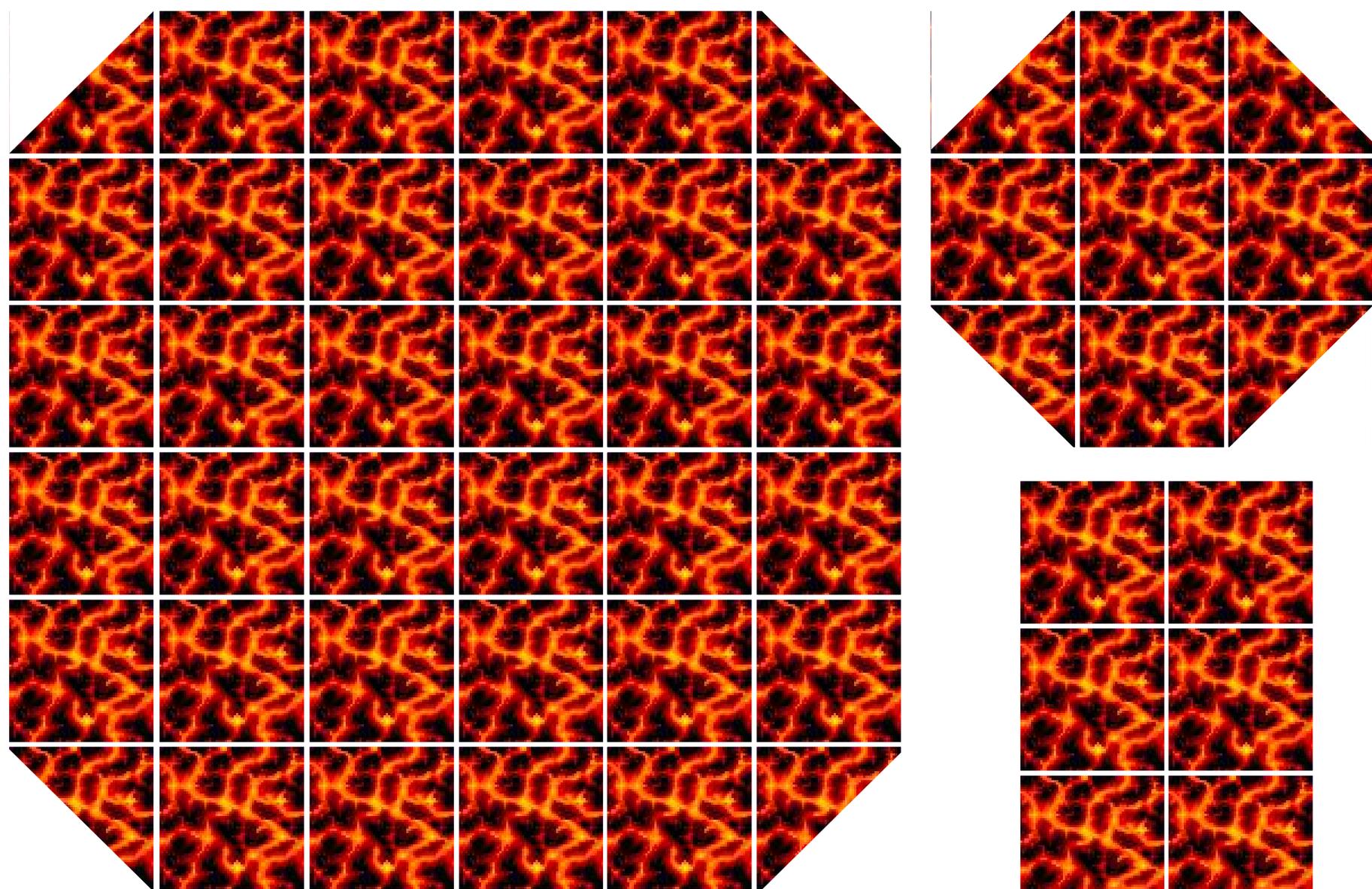
Dirt Sectors



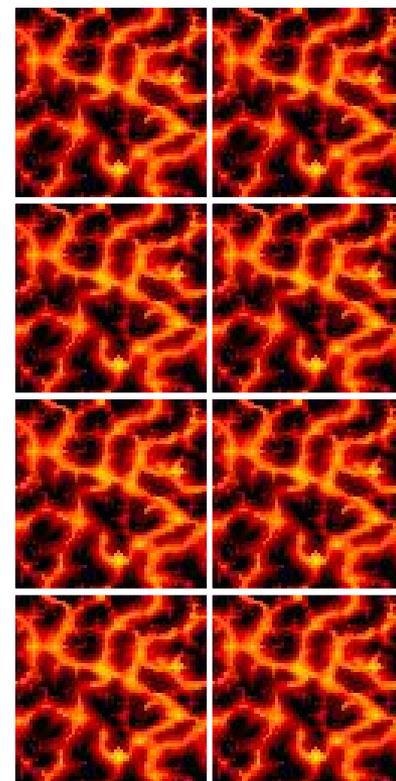
Stone Sectors

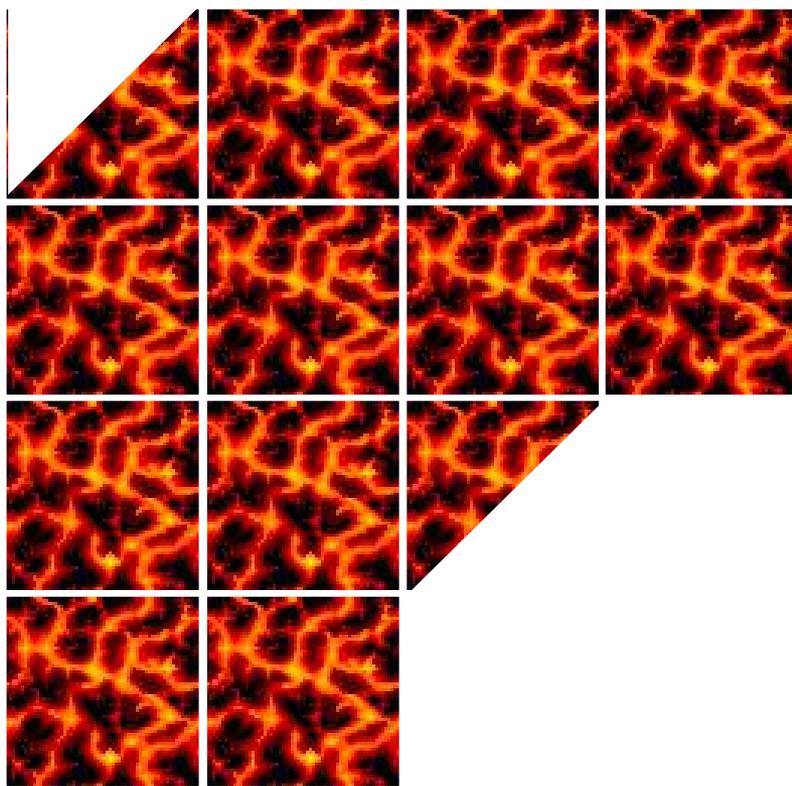
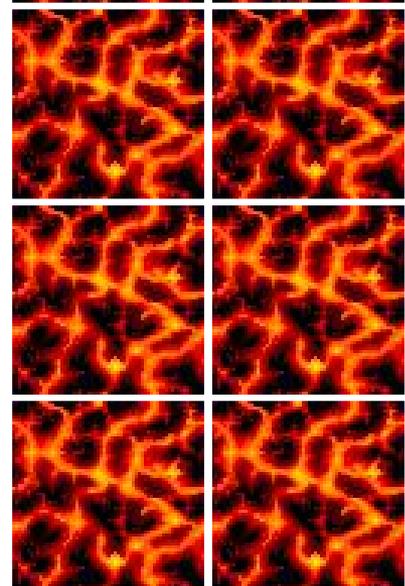
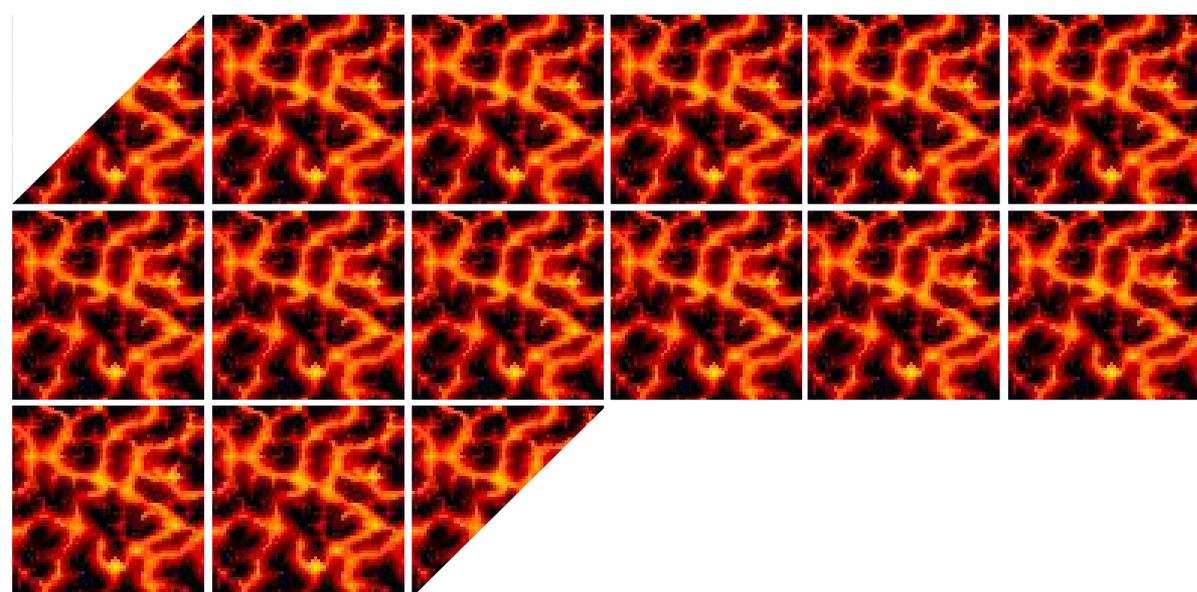


Stone Sectors



Lava Sectors





Lava Sectors