

Round sequence

- Choose Stance (☞ or ☞) considering what you want to do
- Travel or Rest (see ⇒) regarding Stance decision
- Move ☞ if present
- Draw & Resolve Danger Card (per party)
 - Increase Danger Level at shown location (once!)
 - Move Hand of Doom ☞ (if on map)
 - (modified ⇒) Level ≡ Danger / Bounty Level?
 - Draw ☞ and handle it if it reads „immediately“
 - Draw ☞ / ☞ considering # of party members
- Bribe ☞ (optional ⇒)
- Perform combat rounds (if any ☞, ☞, ☞ if drawn or in space)
 - ◆ Assign Target for each ☞, ☞, ☞
 - ◆ Resolve Arrival Abilities of new arrived Monsters
 - ◆ Fight member performs (in PER order \):
 1. Choose Combat Stance (☞ or ☞)
 2. Declare main combat action (& enemy if necessary!) - Details ⇒
 3. Perform Combat action
 4. Handle Monster Abilities & Effects
- Party victory
 - ◆ If not ☞ or Loot ☞ → Reduce danger Level (1 / turn & space)
 - ◆ Vict. Adventurer: Get XP⚡ and GP☞ from def. monster (D6 ≦ XP⚡ → Loot)
- Monster victory:
 - ◆ No adventurers left? Game lost
 - ◆ Increase Danger Level,
 - ◆ Shuffle ☞, ☞ back (☞ stays)
 - ◆ Discard ☞ (do not handle it!)
- Handle ☞ (if any left)



Combat Action sequence

- Throw Dice (2x Defense ☞ ☞, 2x Attack ☞ ☞, 0-2 Power ☞ ☞)
- Take ☞ for each Monster targeting you: #☞ = Damage result(↓) - ARM
 - ☞ AGI☞ → use each Power Die ☞ to reduce the dmg of a monster
 - ☞ AGI☞ → reduce monster dmg by highest Defense Die ☞ / Power Die ☞
 - ☞ AGI☞ → monster causes full damage
 - ☞ AGI☞ → reduce monster dmg by highest Defense Die ☞
- Inflict damage to declared Enemy: #☞ = Die result(↓) + card effects - ARM
 - ☞ ATT☞ → highest Attack Die ☞
 - ☞ ATT☞ → highest Attack Die ☞ / Power Die ☞

Travel Options (choose one)

- ◆ Move to adjacent space (to or from road/path)
- ◆ Move along a connection (Road or Path with ☞) (☞!)
CON Test☞ → *Fatigued* status
- ◆ Ship between two ☞ on Tomb Lake (☞!)
- ◆ Ship from ☞ 1 station downriver costs 2 GP☞ per member (☞!)
- ◆ Travel from ☞ to the Maze (☞!)

Rest Actions (in MRL order)

- ◆ Not infected? → MRL Test (opt.): Reduce ☞ by MRL (½ MRL if ☞)
- ◆ Remove all status counter from player board (required!)
- ◆ Choose action (once per action):
 - Learn Skill or Mastery (spend required XP⚡)
 - Explore path / ☞ (needs ☞!) PER Test ? → place ☞ / read ☞
 - Invest (if ☞ & ☞): Pay 20 GP☞ → increase Town level
 - Trade (if ☞ & ☞): Draw cards from Loot (#: Town Level)

Misc. Actions you may perform

- ◆ Modify Danger Card Level
 - ☞ - each member PER Test: majority pass → Card Level-1
 - ☞ - each member PER Test: all pass → Card Level +1
- ◆ Bribe ☞: one member: MRL Test
 - ☞ → pay GP☞ = Bounty Level + Sum XP⚡ of ☞
 - ☞ → increase Bounty Level and fight

Main Actions in Combat (choose one per Round)

- ◆ Escape from fight (☞ required)
resolve ☞ as usual, then AGI Test☞ → abort from fight
- ◆ Unarmed Strike (melee) - declare target enemy!
☞ as usual, AGI or STR Test☞ → dmg of lowest Attack Die ☞ or ½ Power Die ☞
- ◆ Attack with Weapon or Ability - declare target enemy!
ATT as written on Card - consider dmg modification on Card!
- ◆ Combat action from Item / Ability (see instruction on Card)

Quick Actions in Combat (max. one during Combat Round)

- ◆ (Re-)Equip / Unequip (Weapon, Gauntlet, Head, Jewellery Item)
- ◆ Load / Unload Ammo Item (to another appropriate Item)
- ◆ Give unused Item to adventurer in same Location

Arrival Monster Abilities (black row under pic)

Ambush	Space: PER Test 🟡 → <i>Stunned</i> status until end of first turn
Curse	Target: MAG Test 🟡 → -1 🍀 & <i>Demoralized</i> status
Fear	Space: MRL Test 🟡 → <i>Stunned</i> status until end of turn
Flash (C)	Target (C=each): PER Test 🟡 → <i>Blinded</i> until end of fight
Gas	Space: CON Test 🟡 → <i>Poisoned</i> status
Petrify	Space: AGI Test 🟡 → <i>Stunned</i> status until end of fight (shield: invert AGI penalty for this test)
Rally	Draw 1 <i>n</i> 🗡️ from the given monster decks (no new Rally effect)

In Combat Monster Abilities (colored row below)

Abuse <i>x</i>	Target has <i>x</i> ? → +1 ATT for monster
Acidic	🗡️ inflicts 🩸 → discard a shield or random item (excl. mission items)
Annoy	Targeted adventurer must use <i>Guard</i> stance
Berzerk	<u>First</u> round: +2 ATT for 🗡️ (if it's not <i>Dazed</i>)
Command (<i>x</i>)	+1 ATT for 🗡️ with lower XP (& matching <i>x</i>)
Defile <i>x</i>	🗡️ not killed in fight? → place (<i>x</i>) in space
Dimwit	<u>First</u> round: ATT = d6
Drain <i>n</i>	Recovers <i>n</i> 🩸 at end of combat round (if any)
Endless	Witch is present? → 🗡️ cannot get below 1 HP
Engage (<i>x</i>)	Target (<i>x</i>) if possible (instead of standard procedure)
Evade	Melee attacks: double dice result? → misses
Explode (<i>n</i>)	🗡️ has been destroyed? → 🗡️ inflicts 1 <i>n</i> <u>piercing</u> damage
Fury (<i>n</i>)	🗡️ is wounded? → +1 <i>n</i> ATT

Ghostly	STR, AGI, PER are halved for attacks
Horde <i>x</i>	Other 🗡️ with given Class <i>x</i> present? → +1 ATT
Infect	🗡️ inflicts 🩸 → <i>Infected</i> status
Necro (<i>n</i>)	🗡️ inflicts 🩸 → lose 1 <i>n</i> XP ⚡ also
Nullify	🗡️ inflicts 🩸 → <i>Suppressed</i> status
Onslaught (<i>n</i>)	Target in <i>Guard</i> stance? → +1 <i>n</i> ATT for monster
Pain	🗡️ inflicts 🩸 → CON Test 🟡 → <i>Stunned</i> status for combat round (venom effect bevor test)
Pierce (<i>n</i>)	Attack ignores <i>n</i> ARM (all if no <i>n</i>)
Pursue	You cannot escape (unless 🗡️ is <i>Dazed</i> , <i>Hexed</i>)
Regenerate (<i>n</i>)	🗡️ recovers 1 <i>n</i> 🩸 at the end of round
Retailate (<i>n</i>)	🗡️ wounded with Melee and still alive? → 🗡️ inflicts 1 <i>n</i> <u>piercing</u> damage
Skirmish	🗡️ is alive at the end of round? → increase Danger/Law level (max. to 6) & shuffle monster in deck
Slime	🗡️ inflicts 🩸 → <i>Slimed</i> status until end of fight
Summon	If 🗡️ is alive at the end of round, draw 1 monster (no Ambush/Rally)
Taunt	Target cannot choose a different (non-Taunting) target
Thief	🗡️ inflicts 🩸 → lose 🗡️ instead of HP (no ARM) if possible (put 🗡️ on the card)
Vector (<i>n</i>)	<u>First</u> 🩸 → CON Test 🟡 → gain 1 <i>n</i> plague counter (1 if eated)
Venom	🗡️ inflicts 🩸 → <i>Poisoned</i> status
Wither	🗡️ inflicts 🩸 → <i>Weakend</i> status

ATT-Wert

2 3 4 5 6 7 8 9 10 11

Wkt für 👍

3% 8% 17% 28% 42% 58% 72% 83% 92% 97%