



CAUTIOUS



MOVE

OR

REST

Foot Travel: Travel to an adjacent space

Recover: Make a MRL Test to recover Wounds & then remove Status Conditions

THEN

Improve: Spend XP to learn a Skill or Mastery

While you are Cautious, you may use Stealth to evade monsters.

Each adventurer in the party may attempt a PER Test. If every member of the party passes, increase the effective value of your Danger Card by 1 during this step.



BOLD



MOVE

OR

REST

Foot Travel: Travel to an adjacent space

OR

Force March: Travel quickly across a Road or an Explored Path & pass a CON test or become Fatigued

OR

Lake Port Travel: Travel from a Lake Port to another Lake Port

OR

River Port Travel: Travel from a River Port to an adjacent Port downriver for 2 GP per adventurer

OR

Void Travel: Travel from a Voidgate to the Maze, or vice versa

Recover: Make a MRL Test to recover Wounds & then remove Status Conditions

THEN

Explore: Pass a PER Test to place an Explored counter in your space

AND/OR

Improve: Spend XP to learn a Skill or Mastery

AND/OR

Invest: Pay 20 GP to increase the Town Level (also reduce the Bounty Level if you Invest in a Lowlands Settlement)

AND/OR

Trade: Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)

While you are Bold, you may attempt to Hunt for monsters that would otherwise avoid you.

Each adventurer in the party may attempt a PER Test. Each adventurer in the party must declare whether they will attempt this Test before anyone rolls. If more adventurers pass than fail, you may reduce the effective value of your Danger Card by 1 (to a minimum of 1) during this step.



GUARD



DEFENSE ROLL

vs. AGI +

PASS

Reduce the damage from each monster targeting you by your single highest Defense die or Power die.

FAIL

Use each Power die you rolled to reduce damage from a monster targeting you. (Assign each die to a different monster.)

ATTACK ROLL

vs. attack attribute

PASS

Inflict damage on the target equal to your highest single Attack die.

FAIL

You miss! No effect.

UNARMED STRIKE

ATTACK: AGI (MELEE) or STR (MELEE)

If you hit with this attack, inflict damage on your target equal to your lowest single Attack die.

While using this attack, your Power dice are halved (D3).

ESCAPE

COMBAT ACTION: Make an AGI Test. If you pass, you succeed in fleeing the fight (after attacks against you are resolved). If you fail, you remain in the fight but may attempt to Escape again on your following turn. If you are not being targeted or if all monsters targeting you are Dazed or have an ATT of 0 or less, you may Escape without making an AGI Test (see Escape, Rules pg. 25).



ASSAULT



DEFENSE ROLL

vs. AGI

PASS

Reduce the damage from each monster targeting you by your single highest Defense die.

FAIL

Take full damage from each monster targeting you.

ATTACK ROLL

vs. attack attribute +

PASS

Inflict damage on the target equal to your highest single Attack die or Power die.

FAIL

You miss! No effect.

UNARMED STRIKE

ATTACK: AGI (MELEE) or STR (MELEE)

If you hit with this attack, inflict damage on your target equal to your lowest single Attack die.

While using this attack, your Power dice are halved (D3). You may use a (halved) Power die for damage, if it is higher than your lowest Attack die.

