

DUNGEON DEGENERATES

Land of Doom

SETUP

PLAYING AREA

Place **Game Board** in middle of play area.

⚡ Search each **Monster** deck and remove those with **XP VAL 3** (printed in yellow). Create a discard pile for each deck consisting of its XP VAL 3 monsters. *The Epic Monster deck does not contain any.*

If beginning a Campaign - remove these cards from their decks (*they are only used when a mission calls for them to be added to the Mission Deck*):

- Crown of Cruelty (Epic Loot)
- Doombringer Horn (Epic Loot)
- The Dread Saint (Epic Monster)

Leaving discard piles in place, shuffle the **Sign of Power** deck, **Danger** deck, **Doom** deck, **Epic Loot** deck, each **Encounter** deck, and each **Monster** deck (*including Epic Monster deck*). **Skills** and **Triumphs** do not need to be shuffled.

Organize the counters into piles and place them, along with the dice and reference sheets, within reach.

ADVENTURER SETUP

Each player should choose an **Adventurer** and take its **Character Sheet** and **Standee**.

♣️💧💰❤️⚡ Take a **Luck**, **Wound**, **GP**, **HP**, and **XP** counter and place them on your Character Sheet in their initial values - the matching highlighted squares on the number track.

👤/🛡️👤/🛡️ Take one **Map Stance** counter and one **Combat Stance** counter and place them on your Character Sheet.

Take the **Skill** and **Loot** cards indicated on your Character Sheet and place them near your Character Sheet (*starting Loot cards have yellow text areas*).

Once starting Loot cards have been claimed, shuffle remaining **Loot** deck (*include unused starting items*).

You may choose to draw a **Weakness** card. If you meet its requirements you may either discard it or accept it. If you do not meet its requirements, discard it and redraw until you draw a card you qualify for.

If you accept a Weakness, you immediately gain any bonus XP indicated and may draw and select a second Weakness following the same process (*once only*).

CHOOSING A MISSION

Standalone Game - Choose a mission. Place the corresponding blue counter for the indicated starting **Bounty Level** in the area near **Brüttelburg**. Place the Adventurer standees on the indicated starting space.

Campaign - Begin with *On The Run*. For future missions, the starting **Bounty Level** remains the same as it was at previous mission end (*unless the Mission Book indicates otherwise*). Adventurers start in the same space where they ended the previous mission.

All Missions - Read the mission's unique rules and follow any additional setup steps indicated.

MAP OVERVIEW

LOCATIONS & SPACES

The Game Board consists of various **Locations**, typically surrounded and connected via **Paths** and **Roads**.

Space refers to any Location, Path, or Road. Adventurer standees move from space to space.

Map Overlays (*Crystal Chamber, Flooded Caves, Hidden Halls, Undercity Dungeon*) represent special Locations that are only used in specific missions.

PATHS & ROADS

Roads allow for faster travel and are colored in the standard color of their **Region** with a **violet** border.

Paths are unknown wilderness routes that take longer to traverse. Paths are **brown** with a border color matching their **Territory**. All Paths are considered to be **Secret Paths** until they have been **Explored**. An **Explored Path** can be crossed quickly like a Road.

The Fields and Tomb Lake have no Paths within them.

TERRITORIES

A **Territory** is a collection of Locations, Paths, and Roads. All Paths and Roads are considered to be part of a Territory and use its **Danger Level**. Locations that do not have their own Danger Level use its Territory's Danger Level.

Badlands Territories - The Blasted Heath (**dark red**), Burning Lakes (**purple**), The Wasteland (**red**)

Highlands Territories - The Foothills (**orange**), Slaver's Pass (**pink**)

Lowlands Territories - The Fields, The Witchwood (**dark blue**)

Wetlands Territories - The Rotting Swamp (**green**), Tomb Lake

REGIONS

The Game Board encompasses **The Borderlands**, the crumbling Eastern border of the **Würstreich**. The Borderlands is divided into 4 Regions: **Badlands**, **Highlands**, **Lowlands**, and **Wetlands**. Each Territory and Location falls within one of these Regions.

The Maze is an exception. It exists within a fifth Region, **The Void** (**black**) and cannot be reached by standard travel.

DANGER LEVEL & TOWN LEVEL

66 Many Locations have their own **Danger Level** (**orange**) or **Town Level** (**green**), each ranging from 1 to 6.

When adjusting the Danger Level or Town Level, place the appropriate counter over the printed number.

Locations that do not have their own Danger Level use their Territory's Danger Level. If instructed to adjust the Danger Level of a Path, Road, or Location without its own Danger Level, adjust the Territory's Danger Level.

🏠 A space with a Town Level does not have a Danger Level (and vice versa). These levels are opposite.

🏰 Only a **Settlement** can have a Town Level.

If instructed to increase the Danger Level in a Town, reduce its Town Level instead. If instructed to increase the Town Level in a Settlement with a Danger Level, reduce its Danger Level instead.

When reducing the Town Level in a Town with Town Level 1, remove its Town Level counter and

replace it with a Danger Level of 1. That Space is no longer a Town but is still a Settlement.

When reducing the Danger Level of a Settlement with a Danger Level of 1, remove its Danger Level counter and replace it with a Town Level of 1.

Danger Level and Town Level cannot increase above 6. If a Danger Level of 6 would be increased, it remains 6. If this happens during the Danger Phase as a result of a Danger Card, you must **Advance the Doom Track**.

BOUNTY LEVEL

🔪 Spaces with the **Law** icon are **Law Spaces**. **Bounty Level** represents the degree to which the Law is searching for the Party.

There is only one Bounty Level. The mission will determine the starting Bounty Level. Place the corresponding blue counter for the indicated starting **Bounty Level** in the area near **Brüttelburg**.

The Bounty Level can never be reduced below 1 or increased above 6.

THE STINKENDBLUT RIVER & TOMB LAKE

⚓ *Crystal Crater, East Bridge, Gutfish Ford, North Bridge, Pigskin Port, The Tunnel of Terror, and The Watchtower* are **River Ports**.

🏰 *Dusk Falls, Fishmonger Camp, Ghostgate, and Tower Island* are **Lake Ports**.

River Port Travel costs 2 GP per Adventurer. Adventurers can use River Port Travel to travel downriver (*away from the Tunnel of Terror*) between River Ports. River Port Travel can also be used from East Bridge to either Dusk Falls or Fishmonger Camp.

Adventurers can use **Lake Port Travel** to travel between Lake Ports at no cost.

MAP SPACE TRAITS

Each Location has unique Traits represented by icons on the board. Territories also have Traits. All Paths and Roads share the traits of their Territory.

Traits can be added to the board by game effects. When a Space gains a new trait, place the corresponding counter on that Space. A Space cannot have more than one of the same trait.

CORE MECHANICS

DICE TERMS & HALVING

There are 2 of each **Attack Dice**, **Defence Dice**, and **Power Dice**. When rolling outside a fight, any dice may be used.

When instructed to halve a number, always round up. When an Adventurer's attribute is halved or doubled, apply any attribute modifiers *before* halving. Otherwise, apply modifiers *after* halving or doubling, unless instructed otherwise.

ATTRIBUTES

Adventurers have 6 attributes - **Agility (AGI)**, **Constitution (CON)**, **Magic (MAG)**, **Morale (MRL)**, **Perception (PER)**, and **Strength (STR)**.

Attributes can be temporarily and permanently changed by game effects. An attribute cannot be increased above 11 or reduced below 2 by any effect.

Adventurer's Maximum Luck = MAG

Adventurer's Maximum Health = CON x 2

TESTS

When instructed to make an Attribute Test, roll 2D6 and compare the dice total to the indicated attribute.

PASS = Roll is less than or equal to your attribute.

FAIL = Roll is higher than your attribute.

Unless specifically contradicted by an ability or effect, a roll of 2 always passes and a roll of 12 always fails.

{Attr Tests} - Tests in brackets establish a number value or quantity. Make a standard attribute test. If you fail, the resulting value is 0. If you pass, the highest single rolled die is the resulting value (1 to 6).

LUCK

♣️ You can never have more Luck than your current MAG. If MAG drops lower than current Luck, reduce Luck so that it equals MAG.

Luck can be spent in 2 ways:

Heroic Effort - When rolling an Attribute Test you may spend 1 Luck to reroll any one die (*including Power Dice in a Fight*). You may reroll as many times as you like but each reroll costs 1 Luck. Later rerolls may choose to reroll the same die or a different die.

Prolong the Inevitable - If playing a Campaign (not a standalone mission), if the Doom Track would be advanced, Adventurers in the Borderlands (*any space other than The Maze*) may collectively spend Luck equal to the total number of living Adventurers to prevent the advance. Each Adventurer may contribute any amount of Luck.

GOLD PIECES (GP) & EXPERIENCE (XP)

💰 GP can be used to purchase Items when you trade in Town or with traveling merchants. GP can also be used to Invest in a Settlement to increase its Town Level.

GP may be exchanged within the Party at any time during the Map Phase or Encounter Phase, but not during a Fight.

⚡ XP is used to acquire new Skills and improve Skills into Masteries.

You can never have more than 21 GP or XP.

HIT POINTS (HP) & WOUNDS

❤️ HP determines how many Wounds you can accumulate before you are **Defeated**. HP is equal to double your CON. If your CON is changed your HP changes as well.


💧 Wounds represent injury inflicted by combat and hazards. Wounds can never be higher than HP. If HP drops lower than current Wounds, you are immediately Defeated. Reduce Wounds so that it equals HP. You cannot accumulate more Wounds while you are Defeated.

🔥🔥 Monsters and some Encounters also have HP and Wounds. When one accumulates Wounds, place an equivalent number of Wound counters on its card. If its Wounds equal its HP, it is **Destroyed**.

ARMOR (ARM)

Damage is reduced by a unit's ARM unless that damage is **Piercing Damage** (*Piercing Damage ignores ARM*). Adventurers normally have 0 ARM but this can be increased by acquiring certain Items.

STATUS CONDITIONS

 **Status Conditions** are temporary physical and mental states represented by counters placed along the lower edge of the Character Sheet.

When you gain a Status Condition, place the appropriate counter in the slot corresponding to that condition's *duration*. **If the duration is not specified, it is until you Rest (Recovery).**

- A Status Condition for **one fight round** or **until the end of your next turn** is placed in the **Fight Round** status area (left). This will be removed either before or after your turn during a fight.
- A Status Condition until the **end of a fight** is placed in the **End of Fight** status area (middle). This is discarded after the current fight concludes.
- A Status Condition **until you rest** is placed in the **Recovery** status area (right). This will be removed when you take the "Recover" Rest Action.

You can have any number of Status Conditions at a time but you cannot gain a condition you already have. If you gain a condition you already have for a *longer duration*, move the counter to indicate the new duration.

Status Conditions that increase a specific attribute are opposite those that reduce that attribute. If you gain a condition opposite one you already have - regardless of duration - remove the existing condition. The two conditions cancel each other out.

If a condition lowers an attribute you may lose the use of an Item or Skill based on that attribute. Similarly, some conditions may allow you to temporarily use an Item or Skill.

THE PARTY

All Adventurers in the same space are collectively called a **Party**. Adventurers in the same Party fight alongside each other and can share the benefits of certain Skills. Adventurers in a Party share the same **Map Stance**.

Any Adventurer can leave a Party during the **Map Action Phase** by choosing a separate **Map Action**.

CARD CLASSES

Adventurers, Encounters, Loot, Monsters, and Weaknesses have **Classes** listed on them that describe the card type and its relation to other cards and effects. Most Classes have no special rules beyond relational effects.

Items have **Classes** that limit how many can be equipped at a time or where they can be found.

An Adventurer's Class often determines what Items and Skills they may use and may grant ways to interact with Encounters.

When instructed to draw a card of a specific Class, draw cards until you find the specified Class and discard the rest.

RESHUFFLING & SEARCHING DECKS

When a deck is exhausted (all cards are in play or discarded), **reshuffle** the discards together to reform the deck. *Note that XP VAL 3 monsters will be added to their decks during the first reshuffle.*



When instructed to search a deck for a specific card, shuffle that deck (without its discards) after the indicated card is found.

If a mission instructs you to remove a card or "return it to the game box" do not shuffle it back into its deck. Such cards are not used again during the remainder of the game or campaign.

CARD & ACTION REQUIREMENTS


Some Skills and Items may only be used under particular circumstances. These are indicated on the card in a shaded box with an icon indicating the required action or trait needed to use its effect.


A blue box indicates an effect or action that can be used when you Rest.

  If multiple icons are shown in *separate* shaded boxes the action can be used as long as any one of these applies.

If multiple icons are *combined* in a shaded box all conditions must be met to use the action.

A pink box indicates an effect or action that can only be used in a space with the indicated trait.

 An orange box indicates an effect or action that can only be used while in Assault Stance.

 A green box indicates an effect or action that can only be used while in Guard Stance.

Many Items, Skills, and Weaknesses have **requirements** listed at the bottom of the card.

If you cease to meet an Item's requirements you cannot use that Item and must unequip it (*unless you are wearing it*). You immediately lose its benefits and effects when unequipped. If the Item has the **Body** or **Head** traits, you must continue to use it while in a fight. It is unequipped immediately at fight end if you still do not meet its requirements.

You may carry an Item if you do not meet its requirements but you cannot use it (ignore its effects).

You cannot learn a Skill or Mastery if you do not meet its requirements. You can learn a Skill or Mastery if you *temporarily* meet its requirements due to any attribute changes (and can continue to use it as long as its requirements are met). If you cease to meet requirements you do not lose it but can no longer use it.

If you no longer meet the requirements for a Weakness you already have, ignore its effects until you meet the requirements again. Do not discard it.

THE GAME TURN

The game is played as a series of **Game Turns**, each divided into a sequence of **3 Phases - Map Action Phase, Danger Phase, Encounter Phase**.



MAP ACTION PHASE

Each Party takes turns choosing and resolving a Map Stance and a Map Action.

The player in a Party with the **highest MRL** is the **Party Leader**. Each Party acts in MRL order beginning with the Party whose leader has the highest MRL.

If players or parties are tied for highest MRL, players may decide Party Leader(s) and in which order Parties will act. If unable to agree, roll a die.

CHOOSE A MAP STANCE

  Adventurers in the same Party share a Map Stance. If you are leaving the Party you may choose a different Map Stance.

When an Adventurer joins a Party, or vice versa (*by ending the Map Action Phase in the same space*), the entire Party's stance becomes Bold if *any* Adventurer in the Party was in Bold stance.


CHOOSE A MAP ACTION

Each Adventurer may use only 1 Map Action per turn. Any Adventurer may choose a different Map Action, thereby leaving the Party.

• FOOT TRAVEL

Travel to an adjacent space. You may move from a Path or Road to an adjacent Location or from a Location to an adjacent space (*Location, Path, or Road*).

• FORCE MARCH

Travel quickly across a Road or Explored Path and Pass a CON Test or become Fatigued. If you are in a Location, you may move through a Road or Explored Path to another Location on the other side of that Road or Explored Path. 

After moving, you must make a CON Test. If you fail you become Fatigued.

• LAKE PORT TRAVEL

Travel from a Lake Port to another Lake Port (free of charge).

• RIVER PORT TRAVEL

Travel from a River Port to an adjacent port downriver for 2 GP per Adventurer ("downriver" meaning away from the Tunnel of Terror).

Tunnel of Terror	→	Pigskin Port
Pigskin Port	→	East Bridge, North Bridge, or The Watchtower
North Bridge	→	The West branch of the river leads to the corrupt heart of the Würstreich.
East Bridge	→	Dusk Falls or Fishmonger Camp
The Watchtower	→	Gutfish Ford
Gutfish Ford	→	Crystal Crater
Crystal Crater	→	The East branch of the river leads to the uncharted lands beyond

• VOID TRAVEL

Travel from a Voidgate to the Maze (or vice versa). If you are in a space with a Voidgate you may move to the Maze. Or, if you are in the Maze, you may *attempt* to move back to a random Voidgate in the Borderlands.


When you Void Travel from the Maze, draw a **Danger Card** to determine your Location. Do not resolve the card. Refer only to the Location and its Region.

If there is already a Voidgate in the indicated Location, move the Party there.

If there is already a Voidgate in the same Region, one Adventurer in the Party may attempt a MAG Test. If you pass, move the Party to the existing Voidgate.



If you fail, or there is no Voidgate in the indicated Region, place a Voidgate and raise the Danger Level at the Location indicated, then move the Party there.

If the Danger Card has no Space or Region, you cannot Void Travel from the Maze and you must Rest there instead (see **Void Shock**).

 You cannot Void Travel to a Destroyed Space. You must stay in the Maze and Rest. (see **Void Shock**).

• REST

Each Adventurer, in MRL order, may take turns performing any number of Rest Actions.




 **Camp Actions** may be performed in a space with a Danger Level. **Town Actions** may be performed in a Location with a Town Level. 

You can perform any number of Rest Actions in a turn (including any granted by Items, Skills, etc.) but you cannot perform any action more than once.

Your first Rest Action must be to **Recover** but you do not have to roll dice if you have no Wounds (*unless an effect has a consequence for failure*).



Rest Actions

Recover (Required)

  **Make a MRL Test ("Recovery Test").** If you pass, remove Wounds equal to your current MRL. If you fail, remove Wounds equal to half your current MRL (*after modifiers*). You cannot recover Wounds this way while Infected or in a Perilous space. 



Remove Status Conditions. After resolving your Recovery Test, whether you pass or fail, remove all Status Conditions. If you are in a Metaphysical space you do not remove Status Conditions other than Detained.

Explore

  If you are in a space with a Clue counter or *without* an Explored counter, one adventurer (*per space per turn*) may make a PER Test.

If you pass, place an Explored counter in your space (*consult the Mission Book when you Explore a Clue counter*).



Improve

  Choose one (*and only one*) of the following:



- Take a Skill from the Skill Deck (*as long as you meet its requirements*) and pay its listed XP cost.
- Improve any Skill you already have into a Mastery and pay its listed XP cost. Flip it to its Mastery side.

You cannot learn a Skill if you already have that card.

Invest

  The Party may collectively spend 20 GP to increase the Town Level in your space. If you are in a Law space, also reduce the Bounty Level (*to a minimum of 1*). Investing at your Base costs only 16 GP.

Trade

  Reveal cards from the Loot Deck equal to the Town Level in your space. Discard and redraw each **"Loot Only"** card. You may reveal an additional card if there is an Explored counter in your space.

You must fight each Monster, then resolve each revealed Event. If you defeat the revealed Monsters (*if any*) you may then purchase any Ally, Item, or Service cards at their listed price.

You may also sell (*discard*) any of your Allies or Items for half their listed price.

Other Adventurers after the first Trade Action in the same Town do *not* redraw Loot cards. They must pick from the remaining available cards. At the end of the Map Action phase, discard all remaining revealed cards that were not purchased.

ANGER PHASE

Draw and resolve a Danger card for each Party, in MRL order (*highest to lowest*).

The first Party to draw a Danger card during each Danger Phase must resolve the entire card. Each subsequent Party uses only the Danger card value and icon key below it.

INCREASE DANGER LEVEL (Once per Danger Phase)


Increase the Danger Level in the Location or Territory indicated at the top of the Danger card.

If the Danger Level in the indicated space is already 6, you must **Advance the Doom Track**.


Danger cards with no specific space:

- **Each Space with a Voidgate:** Increase the Danger Level of each space on the board with a Voidgate counter. Do **not** advance the Doom Track, even if one or more of these spaces already has a Danger Level of 6.
- **Reshuffle Danger Deck:** This card does **not** increase the Danger Level. After resolving and discarding it at the end of the Encounter Phase, shuffle the Danger Deck and its discards together.
- **Your Current Space:** Increase the Danger Level in the first Party's current Location or Territory. If you are in the Maze there is no effect.


COMPARE DANGER VALUE

Compare the Danger Value of the card to the Danger Level in your current space.  Some Danger cards have multiple values - the checked value depends on your current space's traits.

OPTIONAL - You may attempt to change the Danger Value of the card based on your Map Stance:

– **HUNT** (*Bold Stance*) 

Each Adventurer in the Party may attempt a PER Test. Each Adventurer must declare *before anyone rolls*. **If more Adventurers pass than fail, reduce the effective value of your Danger card by 1 (to a minimum of 1) during this step.**

– **STEALTH** (*Cautious Stance*) 


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


If the Danger card's value is equal to or less than the Danger Level of your current space, you must draw and resolve cards as indicated by the icon key during your Encounter Phase.

If the Danger Card's value is higher than the Danger Level of your current space, you are "*Safe*". Ignore the icon key. No encounter or monster is drawn. Skip your Party's Encounter Phase unless there is a **Large Counter** in your space.

If you are in a Town you are automatically


"Safe" (*Towns have no Danger Level*). However, you can still be attacked by the Law in a Law Town or by Monsters in the Loot Deck, if drawn while Trading.

 **If you are in a Law Space** and draw a Danger card with the **Law Icon**, first compare the card value to the **Bounty Level**.


If the Danger card's value is equal to or less than the Bounty Level, draw Monsters from the **Law Deck** (*even in a Town*). If not, treat the Danger card as normal. If a random Epic Monster icon is indicated, draw an Epic Monster with the Law Lair. 


ARGE COUNTERS

Large Counters have special effects during Danger and Encounter Phases.

 **Clue Counter** - Consult the mission instructions.


If you resolve a specific encounter from the Mission Deck or an Encounter Deck as a result of a Clue, do **not** draw a Random Encounter this turn even if indicated by your Danger card.

 **Destroyed Counter** - Do not draw a Random Encounter this turn.

 **Epic Monster Counter** - You must fight each Epic Monster in your space, regardless your Danger card draw.


If your Danger card indicates you are attacked by random monsters, treat your Party size as one less when determining the number of Monster cards to draw (*if you are alone, draw none*).

Ignore Epic Monster and Law icons on your Danger Card.

 **Law Epic Monster Counter** - Treat your Danger card as having the Law Icon. Do not draw random monsters this turn unless they are Law (*if your Danger card's value is higher than the Bounty Level you draw no random monsters this turn*). Treat your Party size as one less when determining the number of Law Monster cards to draw (*if you are alone, draw none*).


You must fight the Epic Monster in your space, regardless your Danger card draw.


Ignore Random Encounter and Epic Monster icons on your Danger card.

 **Hand of Doom Counter** - Draw and resolve a Sign of Power card at the end of your Party's turn in the Danger Phase (*after increasing the Danger Level in the indicated Space, even if the Danger Card draw resulted in the Hand of Doom being placed in your space this turn*).


If the Hand of Doom left your space as a result of your Danger card, you do not have to draw a Sign of Power card.


Do not draw a Random Encounter. Instead, you may attempt to Dispel the Hand (*see **The Hand of Doom***).


 **The Maze** - If you are in the Maze during the Danger Phase, ignore the icon key (*do not draw Encounters or Monsters*). Instead, you suffer from **Void Shock** (*see **Void Shock***).


 **Voidgate Counter** - Do not draw a Random Encounter. Instead, you may attempt to Dispel the Voidgate (*see **The Hand of Doom***).

DANGER CARD ICONS

 Draw and resolve a card from your Region's Encounter Deck.


 If you are in a Law space and your Danger card value is less than or equal to the Bounty Level, fight monsters from the Law Deck this turn. If not, compare your Danger card to your space's Danger Level and draw monsters normally.

 Draw *n* cards from your Region's Monster Deck using the column matching your Party size.

 Draw an Epic Monster with a Lair matching your current space.

ENCOUNTER PHASE (Skip if you are "Safe")

In MRL order (*highest to lowest, based on Party Leader's MRL*), each Party must draw and resolve Encounters and Monsters.

 If the **Random Encounter** icon is present, draw an Encounter card from the deck corresponding to your current Region (*unless there is a Large Counter in your space; see above*).

READING ENCOUNTERS

If your Encounter card reads "**Resolve Immediately**", resolve the card *before* drawing Monster cards. Otherwise, resolve the card at the end of the Encounter Phase and *only if you defeated the Monsters in your space (otherwise, discard it)*.

Some Encounter cards are split in half and describe two different scenarios. In these cases, resolve only the half corresponding to your current space, based on the trait icons next to the card's titles.

INTERACTING WITH ENCOUNTERS


Some Encounters offer choices in **Bold** of how to interact with them. Each card specifies whether the choice is made by the Party or an Adventurer. Each option has a different outcome. Consult the appropriate shaded box to resolve your choice.


If you choose to **Ignore** an Encounter there may be consequences. If none are listed, discard Encounter.


If you choose to **Fight**, the Encounter is treated as a Monster and *added to those you must fight this turn*. If you have already fought, you must resolve an additional fight against the Encounter. The card's attributes and abilities are listed in a black box at the bottom. You cannot fight an Encounter if attributes are not provided.

Once you resolve an Encounter, discard it. Unless stated otherwise, Encounter effects only last for the duration of the Encounter Phase.


DRAWING MONSTER CARDS

 Consult the icon key on your Danger card, using the column matching your Party size. Draw the indicated number of Monster cards from your current Region's Monster deck or the Law deck (*see **Danger Card Icons*** above).

 If an Epic Monster icon is present *also* draw an Epic Monster with a Lair matching your current Region.

 If you are in a Law space, draw any Random Monsters from the Law Monster deck. Any random Epic Monsters must have the Law Lair.

BRIBERY & SURRENDER

 When attacked by Monsters from the **Law** deck, you may **Bribe** them to avoid fighting them.

One Adventurer in the Party must make a MRL Test. If you **fail**, increase the Bounty Level and you must fight. If you **pass**, the Party (as a group) must **pay GP equal to the Bounty Level + the total XP value of all Monsters in this space**. If you do, you may discard each Law card in your space. Do not gain any reward.

When attacked by the Law during a Campaign, you may choose to **Surrender**. If you do, your mission ends (*see **Capture in the Mission Book***).

AFTER-BATTLE ENCOUNTERS

If you defeated the Monsters in your space, you must resolve any remaining Encounter. This can potentially lead to an additional fight.

If the entire Party Escaped or was Defeated, discard the Encounter without resolving it (*or return it to the Mission Deck if it came from that deck*).

COMPLETING YOUR MISSION

At Encounter Phase end, if any Adventurer or Party completed the Mission Objective during this turn, you have completed the mission and may claim the Reward.

If you are playing a standalone game you are victorious! If playing a Campaign, see the **Mission Path** to determine next steps.

ENDING THE GAME TURN


Once each Party has completed its Encounter Phase, discard your Danger and Encounter cards (*unless instructed otherwise*). The Game Turn ends and a new one begins, starting with the next Map Action Phase.

MONSTERS


Monster cards represent adversaries you will fight. In addition to the Monster and Epic Monster decks, Monsters can be found in the Law and Loot decks.

When you draw one or more Monsters you must fight them. Monsters from the Law deck can be bribed instead (*see **Bribery & Surrender***).

Monsters have 5 attributes:

- **Armor (ARM)** - When a Monster takes Damage, that Damage is reduced by its ARM value.
- **Attack (ATT)** - Indicates how much damage the Monster inflicts on its Target during its Target's turn.
 -  A Monster's attack is considered to be **Melee** unless the **Range** icon is present. The attack type may affect Items and Skills used against it.
- **Hit Points (HP)** - Monsters accumulate Wounds during Combat. When a monster accumulates Wounds equal to its HP it is Destroyed. When you Destroy a Monster you may take it as a Trophy.
- **Target** - Determines which Adventurer a Monster will attack during a fight.
- **Value (VAL)** - Indicates the XP and GP received for Destroying this Monster in combat.

MONSTER STATUS CONDITIONS

 Like Adventurers, Monsters can accumulate Status Conditions, represented by counters placed on their card. A Monster cannot receive a status it already has.

Unless indicated otherwise, Monster Status Conditions last until the end of the current fight.

MONSTER ABILITIES

Monster Abilities are listed at the bottom of their card. **Arrival** abilities are listed in the black-shaded area above any **Standard** abilities.

If a Monster's Ability has a Map Trait icon, that ability can only be used in a space with that trait.

If a Monster's Ability has a Stance icon, it can only be used against an Adventurer in that stance.

A Monster can gain and lose abilities via game effects but can never gain an ability it already has.

Arrival Abilities take effect once, at the start of the Monster's first round in a fight (*"the start of the fight" unless the Monster was Summoned after the fight has begun*).

Players can choose the order to resolve Arrival Abilities.

Standard Abilities remain in effect throughout a fight.

EPIC MONSTERS

When you draw an Epic Monster check to determine if its **Lair** matches your current Region. If it does not, discard it and draw again until you find a match.

An Epic Monster's Lair can be found below its VAL. It is a box showing 1 or more color icons, each representing a Map Region:

-  **Highlands**
-  **Lowlands**
-  **Badlands**
-  **Wetlands**
-  **Law** 

If a **Map Trait icon** is shown, the Epic Monster will only appear in that Region in a space **with** that trait.

If the **trait icon** is **crossed out**, the Epic Monster will only appear in that Region in a space **without** that trait.

When you Destroy an Epic Monster your entire Party gains its XP VAL and you may draw Loot from the Epic Loot deck.

EPIC MONSTER COUNTERS



If you lose a fight against an Epic Monster (by *Defeat or Escape*) place its corresponding counter in your space and set its card aside for use when you fight it again.

At the end of a fight, Epic Monsters that were not Destroyed recover any Wounds inflicted on them during that fight and remove all Status Conditions counters.

You can travel into or out of a space with an Epic Monster but you cannot "pass through" a Path or Road containing an Epic Monster while using Force March.

During the Danger Phase, you must fight each Epic Monster in your space, in addition to any Monsters added by your Danger Card.



If you Destroy or Discard an Epic Monster, remove it from the board. If instructed to place an Epic Monster already on the board, move it to the indicated space.

MOVING EPIC MONSTER COUNTERS

Epic Monsters do not normally move. Some Missions may instruct you to place an Epic Monster and move it toward a Location, Adventurer, or the closest Party.

At the start of each Danger Phase, before drawing cards, move each Epic Monster one space toward its destination. Do not move it if there are any Adventurers in its space or if it is already at its destination. Players may choose the order in which Epic Monsters move.

If it is following the 'closest party' and there are multiple equidistant parties, use that Epic Monster's target to determine which party to follow. If still tied, the players may decide which party to follow.

- Epic Monsters **can** move into a Destroyed Space. 
- Epic Monsters **cannot** Void Travel to or from The Maze.
- Epic Monsters **can** move from Lake Port to Lake Port but **cannot** move along the River unless  Human or Fishoid.
- When an Epic Monster moves into a Town, reduce its Town Level **unless that Epic Monster is Law**.
- When a Law Epic Monster moves into a space with a non-Law Epic Monster, remove *all* Epic Monsters from that space and reduce its Danger Level.

LOOT & ITEMS

If instructed to draw a specific type of Loot card, draw until you find a card of that type and discard others.

When Looting, discard any "Town Only" cards and draw again. When Trading, discard any "Loot Only" cards and draw again.

When drawing multiple Loot cards, resolve them in this order: **Monsters**, **Diseases**, then **Events**. After resolving, Adventurers may purchase or acquire **Allies**, **Items**, and **Services**.

Allies

If found while Looting after a Fight, place it near your Character Sheet. If found while Trading, you may purchase/hire it for the listed price.

Allies can be exchanged and discarded like Items.

Diseases

Diseases apply immediately when drawn. Place near your Character Sheet. Normally, Diseases can only be contracted while Looting.

Monsters

When drawn from the Loot deck you must fight them before resolving other Loot cards.

If found while Looting after a fight, resolve each Adventurer's Loot Roll before fighting. The Party fights all Loot Monsters at once.

When you win a fight against Loot Monsters do **not** reduce the Danger Level in your space.

Services

These are typically "Town Only" and can only be purchased while Trading. If the Service provides a permanent benefit, keep it near your Character Sheet as a reminder, otherwise discard after resolving effects.

Items

When you Loot an Item, place it near your Character Sheet. If you draw an Item while Trading, you may purchase it for its listed cost.

When you acquire an Item, you may Equip it immediately. You may Unequip, Exchange, or Discard other Items to make room for it. If you do not equip it, you may give it to another Adventurer in your space.

Items provide additional actions and constant effects that apply while the Item is Equipped. If you do not meet an Item's requirements, you can still carry it but you cannot Equip or use it.

EQUIPPED ITEMS

Items with Classes indicated in **orange text** must first be Equipped to use them. If they are not Equipped, turn the card sideways to indicate that it is being carried and cannot be used (*although they still count against your carrying limit if they are Heavy*).

Outside of combat, you can Discard, Equip, or Unequip Items freely throughout the Map Action Phase.

Equip (Quick Action) - During combat, you must use this Quick Action to Equip or Unequip an Item. Choose one of the following:

- Unequip a Gauntlet, Head, or Jewelry Item and/or Equip a different Gauntlet, Head, or Jewelry Item.
- Unequip a 1H, LH, or 2H Item and/or Equip a different 1H, LH, or 2H Item.
- Load or Unload an Ammo Item into another Item that uses that type of Ammo.

Body

You can only have 1 Body Item equipped at a time and you cannot equip or unequip them during a fight.

Gauntlet

You can only have 1 Gauntlet equipped at a time.

Head

You can only have 1 Head Item equipped at a time.

Jewelry

You can equip any number of Jewelry Items.

Hands (1H, 2H, or LH)

You can equip 2 1H Items, or 1 2H Item, or a 1H and a LH Item.

You can Equip and Unequip Items that use hands at the start of your turn each Combat Round without using a Quick Action.

HEAVY ITEMS



You may carry any number of Items, but you may only carry up to 2 Heavy Items at a time.

When you acquire a new Heavy Item while you are already carrying your limit, you must discard one or give one to another Adventurer in your Party.

AMMUNITION (AMMO)

Some Items can use a specific type of ammo. This is indicated in the weapon's Class as "Uses <Ammo>".

Items that use Ammo do not require an Ammo card.

However, if you load an appropriate Ammo Item into them that weapon gains the Ammo card's special properties. This can be done any time during the Map Action Phase or by using the Equip action in combat. Only one Ammo card can be loaded into an Item at a time. An Ammo card that is not loaded into an Item is treated as an Unequipped Item - turn it sideways.

An Ammo Item cannot be used without an appropriate Item that uses that type of Ammo.

EXCHANGING ITEMS

Adventurers in the same Party may exchange Items and GP freely during the Map Action Phase.

A Rest Action provided by an Item can only be used once per turn, therefore two Adventurers cannot use the same Item Action in the same turn.

During combat, you must use the following Quick Action to exchange Items:

- Exchange (Quick Action)** - You may give an unequipped Item to another Adventurer, as long as you have not used that Item this turn.

LOOTING

If you win a fight, you may collect XP, GP, and possibly Loot, as rewards. If you Escaped or were Defeated, you do not get any rewards and must discard any Trophies.

If you Escaped and later returned, you may participate in Looting as long as you were alive and in the fight when it ended. You may still collect rewards from Trophies you collected prior to Escaping.



You gain XP and GP from each Monster Trophy, based on its VAL.

In addition, you gain XP from any Epic Monster, regardless who claimed it as a Trophy.

After collecting XP, make a **Loot Roll**. Roll a D6. **If you roll equal to or less than the total XP earned from Trophies this fight (excluding Epic Monsters Destroyed by others)**, you may draw a Loot card. If you have an Epic Monster Trophy you may draw from the Epic Loot Deck instead. If you collected Trophies worth 6XP or more, you do not have to roll.

If you draw a "Town Only" card, discard it and draw again.

Note that drawing Loot cards may lead to another fight. Resolve each Adventurer's Loot Roll before fighting.

Once you have finished drawing Loot cards, discard Trophies and remove any "Fight Round" and "End of Fight" duration Status Conditions.

PLAYING A CAMPAIGN

USING THE MISSION BOOK

To start, read the Mission Book introduction, then continue to the first mission, "*On The Run*".

When you have completed your first mission by fulfilling its objective(s), you will collect the indicated **Reward**. Then consult the **Mission Paths** section to determine which mission to attempt next. Often this will involve a choice of "factions" or employers to work for.

If you are able to leave the board setup between missions, or play multiple missions in a session, use these steps to setup the next game:

- Shuffle cards from the Mission Deck back into their various decks and create the Mission Deck for your next mission, as described in the Mission Book.
- Remove any remaining Clue counters and place them based on your next mission's instructions.
- Shuffle the Danger deck and its discard pile together (*this does not trigger effects that happen when you reshuffle the Danger deck during the game*).
- You may choose to reshuffle any Encounter decks and the Loot deck with their respective discard piles.

Otherwise, you may leave the various game components in place when you begin your next mission.

PACKING UP THE GAME

Record sheets have been provided on pages 34 & 35 to help track game details between sessions.

To save game status, note the following on the Campaign Record Sheet:

- Number of Doom counters of each color on the track.
- Name of your next mission, along with who you have chosen to work for (Faction).
- Name of each persistent Doom card in play.
- Name and location of each Epic Monster counter and each Voidgate in play.
- Each Location/Territory Town Level or Danger Level and the current Bounty Level.
- Any Location/Territory Map Trait Counters (*trait counters on Paths and Roads are lost*).
- Hand of Doom Location/Territory (*if on board*).

To save Adventurer status, note the following on the Adventurer Record Sheet:

- Adventurer's name, character type and current space.
- Current HP, GP, XP, and Luck.
- Skills, Masteries, Weaknesses, and Triumphs.
- Acquired Loot and Epic Loot.

RESOLVING A FIGHT

Fights are most common during the Encounter Phase but may occur at other times. A Party can have any number of fights per game turn but cannot participate in fights of other Parties in other spaces.

When you draw one or more Monsters, or when you fight an Encounter, you must resolve this Fight Sequence before continuing the Game Turn.

THE FIGHT SEQUENCE

The Fight Sequence consists of a number of Combat Rounds, concluding when all Monsters are Destroyed, all Adventurers are Defeated, or all surviving Adventurers or Monsters in the Space have Escaped.

1. ESTABLISH TARGETS

Assign each Monster to an Adventurer

2. ARRIVAL ABILITIES

Resolve the Arrival Abilities of Monsters that entered the Fight this round.

3. Adventurers take turns in PER order (highest to lowest)

a. COMBAT STANCE

Choose a Combat Stance (Assault or Guard)

b. DECLARE ACTION

Choose a Combat Action or Attack & Target

c. RESOLVE ACTION

Roll the dice and calculate the result

You may declare and resolve 1 Quick Action during your turn before or after declaring and resolving your Combat Action or Attack

4. END STEP

Resolve Abilities and Effects that occur at End of Round

ESTABLISH TARGETS

At the start of each Combat Round you must determine each Monster's target. Each Monster attacks a specific Adventurer based on the Target attribute on its card.

If multiple Adventurers are tied, players choose which Adventurer is targeted.

Some Weaknesses and other effects may change the Monster's standard target.

Monsters may change their target during subsequent Establish Targets steps based on accumulated Status Conditions that change Adventurer attributes.

Special Targeting Methods

Monsters with no Target or ATT value do not attack any Adventurer. If all Monsters in your space have no Target or ATT you may choose to Escape without making an AGI Test (see "Escape").

ALL Some Monsters target ALL Adventurers. These Monsters attack during each Adventurer's turn.

RESOLVE ARRIVAL ABILITIES

If this is the first Fight round, resolve Arrival Abilities of each Monster in any order.


On subsequent rounds, resolve Arrival Abilities of any Monsters summoned at the end of the previous turn.


ADVENTURERS TAKE TURNS

Each Adventurer takes a turn in PER order, even if they are Defeated or have Escaped. Defeated and Escaped Adventurers cannot be targeted and cannot use any attacks or actions on their turn, but conditions and effects may still end on their turn.

If you are not being attacked you still get a turn and may attack Monsters targeting others in your Party.

COMBAT STANCE

 Flip your Combat Stance counter so that your chosen stance is face up.

 Combat Stance determines how you use Items, Skills, and Power Dice.

ACTIONS IN COMBAT

You may choose to use *either* an **Attack** or a **Combat Action**. You can use an Attack or Combat Action from an Item or Skill as long as you meet its requirements.

You only get 1 Attack or Combat Action, regardless the number of actions available to you.

Additionally, you may declare and resolve 1 Quick Action during your turn, either before or after using your Attack or Combat Action. Any Adventurer may use the **Equip** or **Exchange** Quick Actions.

If you choose an Attack you must also choose a Target. Some Combat Actions and Quick Actions also require a target. If any Monsters are attacking you, your target must be one of these. If you are not being attacked you may target any Monster in your Space.

Attack types (**Melee**, **Range**, or **Reach**) have no associated rules but may be referenced by other abilities and effects.


Any Adventurer may use:

• Unarmed Strike (Attack / Melee) - AGI or STR

If you hit with this attack, inflict DMG to Target equal to your *lowest* single Attack die.

While using this attack, Power Dice are halved (D3). If in Assault Stance, you may use a halved Power Die for DMG if it is higher than your lowest Attack die.

• Escape (Combat Action) - AGI Test

 **If you pass**, you are removed from the fight at the end of your turn (*after rolling Defence dice and calculating DMG from monsters targeting you; it is possible to become Defeated as you Escape*). You can no longer take actions or be targeted for the remainder of the fight (*unless you return to the fight*).


If you fail, you remain in the fight but may attempt to Escape on subsequent turns.

If you are not being targeted, or all monsters targeting you are Dazed or have an ATT of 0 or less, you may Escape without making an AGI Test.

You cannot attempt to Escape if you are targeted by a monster with Pursue (unless it is *Dazed* or *Hexed*).

You may choose to return to the fight at the start of any future turn. If you do, you may use Skills that have an effect when you "enter a fight".

COMBAT DICE

 Once you have chosen a Combat Stance and an Attack or Combat Action (*and any required Target*), you will roll one or more Tests.

If you are being attacked by one or more Monsters, roll an AGI Test with **2 green Defence dice**.

If you are using an Attack, or using a Combat Action that requires a Test, you will also roll **2 orange Attack dice**. The tested attribute is determined by the specific Attack or Combat Action being used. If an Attack allows you to choose, you must declare *before* rolling.


You will also roll a **purple Power die**. Its function depends on your chosen Combat Stance. Some Items allow you to roll additional Power dice but if you are *Stunned* you roll none.

*All dice should be rolled together.
You may use Luck to reroll any of them.*


SUFFERING WOUNDS

Each Monster targeting you inflicts DMG equal to its ATT value (*modified by Abilities, Status Conditions, etc.*). This is reduced by your ARM value (if any).

If your Defence dice total is equal to or less than your AGI, reduce the DMG from *each* Monster targeting you by your highest single Defence die.

 **If you are in Guard Stance**, you may *instead* reduce DMG from each Monster by your highest single Power die.

If your Defence dice total is greater than your AGI, you take full DMG from all monsters (*each monster's ATT is reduced by only your ARM*).


 **If you are in Guard Stance**, you may use each of your Power dice to reduce DMG from one Monster *only*. You may not assign multiple Power dice to the same Monster.


Total the DMG inflicted on you and add that many Wounds on your Character Sheet. If your Wounds equal your HP you are Defeated and removed from the fight.

INFLECTING WOUNDS

Whether Defeated or not, calculate Attack or Combat Action results (*Status Condition effects applied this turn do not affect your Attack or Combat Action until next turn*). Attacks are simultaneous.

If your Attack dice total is equal to or lower than your tested attribute value, deal DMG to your target equal to your highest single Attack die.

 **If you are in Assault Stance**, you may *instead* inflict DMG equal to your highest single Power die.

Reduce the DMG by the target's ARM value (*if any*, "Piercing" DMG ignores ARM) and place Wound counters on the target equal to the remaining DMG. 

If the number of Wounds equals or exceeds the target's HP it is Destroyed. You may take it as a Trophy. Set its card aside until the end of the fight.

If your Attack dice total is greater than your tested attribute value, your attack misses.

END STEP

After completing your Attack or Combat Action (*and any optional Quick Action*), your turn is over. When each Adventurer has taken a turn the Combat Round ends.

END OF ROUND EFFECTS: Some Monster abilities, Skills, and Items have an effect at the end of a Combat Round. If there are multiple such effects, resolve them in this order:

1. Resolve Adventurer Items, Skills, etc.
2. Summon
3. Skirmish & Thief
4. Drain & Regenerate

If there is at least one Adventurer and Monster still in the fight, start a new Combat Round.


ENDING THE FIGHT

The fight ends when all Adventurers or Monsters are removed. Adventurers are removed by Defeat or Escape. Monsters are removed when Destroyed, when Escaped, or when discarded/removed through effects.

If all Monsters are removed, the Party is victorious. If all Adventurers are removed, the Monsters are victorious. If both sides are removed simultaneously, there is no victor.

Party Victorious

Reduce the Danger Level in your space (*only once per turn even if you win multiple fights*). If you Destroyed an Epic Monster, reduce the Danger Level to 1 instead.

 If the Danger Level was already 1 and you are in a Settlement, remove the Danger Level counter and replace it with a Town Level 1 counter.

Do not change the Danger Level if you fought *only* Law Monsters or any Loot Monsters.

Undefeated/Non-Escaped Adventurers may collect rewards and potentially Loot (see **Looting**).

Monsters Victorious

Each Defeated Adventurer is killed and removed from the game. Discard their Skills and Items.

If there are no surviving Adventurers on the board, the game is lost. Otherwise, increase the Danger Level in the Defeated Party's space.

If any Adventurers Escaped, discard their Trophies without reward. Shuffle any surviving Monsters back into their decks.


If an Epic Monster remains, set its card aside and place its counter in the fight space.

If there is an unresolved "After Battle" Encounter, discard it without resolving it.

Law Victorious

When Defeated by the Law, follow the "Monsters Victorious" steps but do *not* increase the Danger Level. During a Campaign you are **Captured**.

No Victor

Reduce the Danger Level in your space (*reduce it to 1 if you Destroyed an Epic Monster*). If it was already 1 and  you are in a Settlement, remove the Danger Level counter and replace it with a Town Level 1 counter.

Do *not* change the Danger Level if you fought the Law. Each Adventurer must discard Trophies without reward.

DEFEAT AND DEATH

When you accumulate Wounds equal to your HP you are Defeated. Knock your standee over. Lose half of your XP and discard any Trophies. You cannot fight, use actions, or be targeted by Monsters.

You must Rest during the next Map Action Phase. If you do not recover any Wounds by the end of that Map Action Phase you will die.

If you die by losing a fight while Defeated, discard all of your cards. If you die outside of combat, Party members may take any of your Items. Then discard all other cards and remove your standee from the board.

If there are 2 or less Doom Track counters, you may create a new Adventurer and place your standee on the Settlement closest to an Adventurer (*choose if tied*).

If you choose a new Adventurer whose starting Items or Skills are already claimed, you must do without them. Instead, gain GP or XP equal to their cost. If a starting Item is in a discard pile, you may take it.

DOOM

THE DOOM TRACK

The Doom Track is printed at the top of the board. As the Hand of Doom appears, the Doom Track advances and the world becomes more dangerous.

- When the first Party draws a Danger card during the Danger Phase, if the Danger Level would be increased in a Location or Territory that is already at Danger Level 6, advance the Doom Track.
- The Doom Track can also be advanced by an effect that specifically states “advance the Doom Track”.

The Doom Track is **not** advanced when the Danger Level increases for any other reason. Only Danger cards or the Doombringer Horn will summon the Hand of Doom.

Prolong the Inevitable - If playing a Campaign (not a standalone mission), if the Doom Track would be advanced, Adventurers in the Borderlands (*any space other than The Maze*) may collectively spend Luck equal to the total number of living Adventurers to prevent the advance. Each Adventurer may contribute any amount of Luck.

ADVANCING THE DOOM TRACK

- Place a Doom counter on the Doom Track.
- Move the Hand of Doom.
- Draw and resolve a card from the Doom deck.

When you advance the Doom Track, place a Doom counter matching the color of the triggering space on the Doom Track.

The first time you place a Doom counter of a given color, shuffle the corresponding Region's Monster deck in with its discard pile.

The first time a blue (Lowlands) Doom counter is placed, also shuffle the Law deck in with its discards (*in addition to shuffling the Lowlands Monster deck with its own discards*).

FILLING THE DOOM TRACK

When the Doom Track is advanced, if there are already 5 Doom counters on the track, the game ends!

The Hand of Doom has achieved its diabolical goals and the total collapse of the Würstreich is assured as the Borderlands crumble under the terrible power of the Necromancer's relentless onslaught!

You may draw a final Doom card to discover the nature of the final threat that tipped the balance.

THE HAND OF DOOM

Place the Hand of Doom counter in the triggering space (*indicated on the Danger card*). Remove all Wounds if any are present. If the Danger card corresponds to a Territory, a specific Location is listed below that Territory.

While the Hand of Doom is in a space, that space is Perilous (*you cannot recover Wounds using the Recovery Action there*).

If the Hand of Doom is in your space:

- Ignore any Random Encounter result on your Danger card (*do not draw a Random Encounter*).
- After resolving your Danger card, draw a **Sign of Power** card and resolve its effects.
- During the Encounter Phase, after defeating any Monsters in your space, each Adventurer may use the **Dispel** action to attempt to drive off the Hand (*you cannot use Dispel if you are Defeated or lost a fight this turn*).

DOOM CARDS

After moving the Hand of Doom, draw and resolve a Doom card.

When you draw a Doom card, first check that the Hand's current space matches one of the spaces listed on the card. If it does not, set the card aside and draw again - repeat this until you draw a valid card, unless there are no valid cards remaining.

Next, resolve the card effects. If the card has a pink “Remains in Play” section, place it on or next to the board in the affected Region. This is a “persistent” Doom card. The effects within the pink text box apply for the remainder of the game and campaign.

After you resolve a Doom card, shuffle the Doom deck together with any Doom cards you set aside while looking for a card matching your space.

DISPEL

TARGET: HAND OF DOOM OR VOIDGATE

Place (MAG Test) Wounds on the Hand of Doom counter or a Voidgate in your space. If you fail the MAG Test, place 0 Wounds. If you pass, place Wounds equal to the highest single rolled die value (1 to 6).

Whether or not you passed your MAG Test, you take Piercing damage equal to your lowest single die value.

DRIVING OFF THE HAND OF DOOM

If the Hand has 6 or more Wounds on it, discard its Wounds and remove the Hand from the board.

Remove a Doom counter from the track matching your current Region's color.

CLOSING A VOIDGATE

If the Voidgate has 6 or more Wounds on it, discard its Wounds and remove the Voidgate from the board.

Reduce the Danger Level in your space.

VOIDGATES & THE MAZE

VOIDGATES

Voidgates can be placed on the board by Doom cards, Encounter cards, and other effects.

If a card calls for a Voidgate to be placed on a Territory (*without indicating a specific space*), the active Party's leader places the counter on a Road, Path, or Location of their choice within that Territory.

If a Voidgate would be placed in a Region that already has 2 Voidgates, do not place a third. Instead, increase the Danger Level in each space with a Voidgate in that Region.

If a Voidgate would be placed in a Space that already has a Voidgate in it, do not place a second Voidgate (*there can only be one Voidgate per space*). However, you must increase the Danger Level in that space if instructed by the card or effect, even if you did not place a Voidgate.

If you are in a space with a Voidgate at the start of the Map Action Phase, you may use your Map Action to **Void Travel** to the Maze, unless you are Detained (see **Void Travel** under “Map Actions”).

While in a Space with a Voidgate:

- Ignore any Random Encounter result on your Danger card (*do not draw a Random Encounter*).
- Instead, each Adventurer may attempt to close the Voidgate using the **Dispel** action (*you cannot use Dispel if you are Defeated or lost a fight this turn*).

THE MAZE

If you are in the Maze in Bold stance during the Map Action Phase, you may attempt to **Void Travel** back to the Borderlands (see **Void Travel** under “Map Actions”).

When you Explore in the Maze, do **not** place an Explored counter - the Maze can never have an Explored counter.

If you are in the Maze during the Danger Phase, ignore the Danger card icon key (*do not draw Encounters or Monsters*). Instead, you suffer from **Void Shock**!

VOID SHOCK

When you suffer from **Void Shock** during the Danger Phase, you take Piercing damage equal to the value of your Danger card.

If you suffer from **Void Shock** outside of the Danger Phase, draw a Danger card to determine how much Piercing damage you take (*then discard that Danger card without resolving it*).

If your Danger card has multiple values:

- If your MAG is 7 or less - use the highest value shown.
- If your MAG is 8 or more - use the lowest value shown.

APPENDIX

JOINING A GAME IN PROGRESS

You may create a new Adventurer and introduce them into the game at the start of any turn. Set up their standee in any space with an Adventurer or in any Town.

If you choose a new Adventurer whose starting Items or Skills are already claimed, you must do without them. Instead, gain GP or XP equal to their cost. If a starting Item is in a discard pile, you may take it.

SUGGESTED SKILLS & WEAKNESSES

Some Adventurers begin the game with enough XP to learn a new Skill or Mastery immediately. Suggested Skills are listed on the back of each Character Sheet. A suggested Weakness is also provided. You may take this Weakness rather than drawing one randomly.

EXPANDING THE GAME

You can simply shuffle additional cards into their respective decks. This includes the starting Items for additional Adventurers. Their Items are shuffled into the Loot deck if those Adventurers are not being used.

You may include multiple copies of Monsters, Loot, Skills, etc., but do not include more than one copy of any card marked with the **Unique** icon.

If you combine multiple copies of this box together, do not include multiple copies of any Danger, Doom, or Encounter cards.

ADJUSTING DIFFICULTY

To make the game easier, start the game by drawing 3 Danger cards. Reduce the Danger Level at the space indicated on each of these cards. Then, each Adventurer may choose one of the following:

- Take the first Item card from the Loot deck.
- Gain D6+2 GP
- Gain D3+1 XP
- Gain 1 Luck

To make the game more dangerous, start by drawing 3 Danger cards before the game begins. Increase the Danger Level at the space indicated on each of these cards. Shuffle the XP VAL 3 monsters in with their decks and each Adventurer starts with 0 GP.

TACTICAL TIPS

- Don't forget; you can usually run away.
- Find somewhere safe to Rest. Do not rush into a dangerous and remote area with a lot of Wounds.
- Concentrate your attacks and kill skirmishers and summoners first.
- Use Guard stance frequently and save your Luck for those life-or-death situations.
- Investing in Skills like Martial Discipline and Provoke will give you tactical control over combat.
- Recovery Skills will help you travel faster with fewer Rests - *Mend Wounds, Fieldcraft*, etc.
- When you're in Town, try to buy some gear - you never know when you'll need it. Carry a backup weapon if you can.
- Rest Action order can be quite important.
- Trade Items within your Party.
- Pay attention to your unique Luck generating ability and generate as much as possible...you will need it.
- Stick together and protect your companions!


DUNGEON DEGENERATES

Land of Doom

SETUP

PLAYING AREA

Place **Game Board** in middle of play area.

 Search each **Monster** deck and remove those with **XP VAL 3** (printed in yellow). Create a discard pile for each deck consisting of its XP VAL 3 monsters. *The Epic Monster deck does not contain any.*

If beginning a Campaign - remove these cards from their decks (*they are only used when a mission calls for them to be added to the Mission Deck*):






- **Crown of Cruelty** (*Epic Loot*)
- **Doombringer Horn** (*Epic Loot*)
- **The Dread Saint** (*Epic Monster*)



Leaving discard piles in place, shuffle the **Sign of Power** deck, **Danger** deck, **Doom** deck, **Epic Loot** deck, each **Encounter** deck, and each **Monster** deck (*including Epic Monster deck*). **Skills** and **Triumphs** do not need to be shuffled.

Organize the counters into piles and place them, along with the dice and reference sheets, within reach.

ADVENTURER SETUP

Each player should choose an **Adventurer** and take its **Character Sheet** and **Standee**.

     Take a **Luck**, **Wound**, **GP**, **HP**, and **XP** counter and place them on your **Character Sheet** in their initial values - the matching highlighted squares on the number track.

  Take one **Map Stance** counter and one **Combat Stance** counter and place them on your **Character Sheet**.

Take the **Skill** and **Loot** cards indicated on your **Character Sheet** and place them near your **Character Sheet** (*starting Loot cards have yellow text areas*).

Once starting **Loot** cards have been claimed, shuffle remaining **Loot** deck (*include unused starting items*).

You may choose to draw a **Weakness** card. If you meet its requirements you may either discard it or accept it. If you do not meet its requirements, discard it and redraw until you draw a card you qualify for.

If you accept a **Weakness**, you immediately gain any bonus **XP** indicated and may draw and select a second **Weakness** following the same process (*once only*).

CHOOSING A MISSION

Standalone Game - Choose a mission. Place the corresponding blue counter for the indicated starting **Bounty Level** in the area near **Brüttelburg**. Place the **Adventurer** standees on the indicated starting space.

Campaign - Begin with *On The Run*. For future missions, the starting **Bounty Level** remains the same as it was at previous mission end (*unless the Mission Book indicates otherwise*). **Adventurers** start in the same space where they ended the previous mission.

All Missions - Read the mission's unique rules and follow any additional setup steps indicated.

MAP OVERVIEW

LOCATIONS & SPACES

The Game Board consists of various **Locations**, typically surrounded and connected via **Paths** and **Roads**.

Space refers to any **Location**, **Path**, or **Road**. **Adventurer** standees move from space to space.

Map Overlays (*Crystal Chamber, Flooded Caves, Hidden Halls, Undercity Dungeon*) represent special **Locations** that are only used in specific missions.

PATHS & ROADS

Roads allow for faster travel and are colored in the standard color of their **Region** with a **violet** border.

Paths are unknown wilderness routes that take longer to traverse. **Paths** are **brown** with a border color matching their **Territory**. All **Paths** are considered to be **Secret Paths** until they have been **Explored**. An **Explored Path** can be crossed quickly like a **Road**.

The Fields and Tomb Lake have no Paths within them.

TERRITORIES

A **Territory** is a collection of **Locations**, **Paths**, and **Roads**. All **Paths** and **Roads** are considered to be part of a **Territory** and use its **Danger Level**. **Locations** that do not have their own **Danger Level** use its **Territory's** **Danger Level**.

Badlands Territories - The Blasted Heath (*dark red*), Burning Lakes (*purple*), The Wasteland (*red*)

Highlands Territories - The Foothills (*orange*), Slaver's Pass (*pink*)

Lowlands Territories - The Fields, The Witchwood (*dark blue*)



Wetlands Territories - The Rotting Swamp (*green*), Tomb Lake

REGIONS

The Game Board encompasses **The Borderlands**, the crumbling Eastern border of the **Würstreich**. The **Borderlands** is divided into 4 **Regions**: **Badlands**, **Highlands**, **Lowlands**, and **Wetlands**. Each **Territory** and **Location** falls within one of these **Regions**.


The Maze is an exception. It exists within a fifth **Region**, **The Void** (*black*) and cannot be reached by standard travel.


DANGER LEVEL & TOWN LEVEL

  Many **Locations** have their own **Danger Level** (*orange*) or **Town Level** (*green*), each ranging from 1 to 6.

When adjusting the **Danger Level** or **Town Level**, place the appropriate counter over the printed number.

Locations that do not have their own **Danger Level** use their **Territory's** **Danger Level**. If instructed to adjust the **Danger Level** of a **Path**, **Road**, or **Location** without its own **Danger Level**, adjust the **Territory's** **Danger Level**.

 A space with a **Town Level** does not have a **Danger Level** (and vice versa). These levels are opposite.

 Only a **Settlement** can have a **Town Level**.

If instructed to increase the **Danger Level** in a **Town**, reduce its **Town Level** instead. If instructed to increase the **Town Level** in a **Settlement** with a **Danger Level**, reduce its **Danger Level** instead.


When reducing the **Town Level** in a **Town** with **Town Level** 1, remove its **Town Level** counter and

replace it with a **Danger Level** of 1. That **Space** is no longer a **Town** but is still a **Settlement**.

When reducing the **Danger Level** of a **Settlement** with a **Danger Level** of 1, remove its **Danger Level** counter and replace it with a **Town Level** of 1.

Danger Level and **Town Level** cannot increase above 6. If a **Danger Level** of 6 would be increased, it remains 6. If this happens during the **Danger Phase** as a result of a **Danger Card**, you must **Advance the Doom Track**.


BOUNTY LEVEL

 Spaces with the **Law** icon are **Law Spaces**. **Bounty Level** represents the degree to which the **Law** is searching for the **Party**.

There is only one **Bounty Level**. The mission will determine the starting **Bounty Level**. Place the corresponding blue counter for the indicated starting **Bounty Level** in the area near **Brüttelburg**.

The **Bounty Level** can never be reduced below 1 or increased above 6.

THE STINKENDBLUT RIVER & TOMB LAKE

 *Crystal Crater, East Bridge, Guttish Ford, North Bridge, Pigskin Port, The Tunnel of Terror, and The Watchtower* are **River Ports**.

 *Dusk Falls, Fishmonger Camp, Ghostgate, and Tower Island* are **Lake Ports**.

River Port Travel costs 2 **GP** per **Adventurer**. **Adventurers** can use **River Port Travel** to travel downriver (*away from the Tunnel of Terror*) between **River Ports**. **River Port Travel** can also be used from **East Bridge** to either **Dusk Falls** or **Fishmonger Camp**.

Adventurers can use **Lake Port Travel** to travel between **Lake Ports** at no cost.

MAP SPACE TRAITS

Each **Location** has unique **Traits** represented by icons on the board. **Territories** also have **Traits**. All **Paths** and **Roads** share the traits of their **Territory**.

Traits can be added to the board by game effects. When a **Space** gains a new trait, place the corresponding counter on that **Space**. A **Space** cannot have more than one of the same trait.

CORE MECHANICS

DICE TERMS & HALVING

There are 2 of each **Attack Dice**, **Defence Dice**, and **Power Dice**. When rolling outside a fight, any dice may be used.

When instructed to halve a number, always round up. When an **Adventurer's** attribute is halved or doubled, apply any attribute modifiers *before* halving. Otherwise, apply modifiers *after* halving or doubling, unless instructed otherwise.

ATTRIBUTES

Adventurers have 6 attributes - **Agility (AGI)**, **Constitution (CON)**, **Magic (MAG)**, **Morale (MRL)**, **Perception (PER)**, and **Strength (STR)**.

Attributes can be temporarily and permanently changed by game effects. An attribute cannot be increased above 11 or reduced below 2 by any effect.

Adventurer's Maximum Luck = MAG

Adventurer's Maximum Health = CON x 2

TESTS

When instructed to make an **Attribute Test**, roll 2D6 and compare the dice total to the indicated attribute.


PASS = Roll is less than or equal to your attribute.

FAIL = Roll is higher than your attribute.

Unless specifically contradicted by an ability or effect, a roll of 2 always passes and a roll of 12 always fails.

{Attr Tests} - Tests in brackets establish a number value or quantity. Make a standard attribute test. If you fail, the resulting value is 0. If you pass, the highest single rolled die is the resulting value (1 to 6).

LUCK


 You can never have more **Luck** than your current **MAG**. If **MAG** drops lower than current **Luck**, reduce **Luck** so that it equals **MAG**.

Luck can be spent in 2 ways:


Heroic Effort - When rolling an **Attribute Test** you may spend 1 **Luck** to reroll any one die (*including Power Dice in a Fight*). You may reroll as many times as you like but each reroll costs 1 **Luck**. Later rerolls may choose to reroll the same die or a different die.

Prolong the Inevitable - If playing a **Campaign** (not a standalone mission), if the **Doom Track** would be advanced, **Adventurers** in the **Borderlands** (*any space other than The Maze*) may collectively spend **Luck** equal to the total number of living **Adventurers** to prevent the advance. Each **Adventurer** may contribute any amount of **Luck**.

GOLD PIECES (GP) & EXPERIENCE (XP)


 **GP** can be used to purchase **Items** when you trade in **Town** or with traveling merchants. **GP** can also be used to **Invest** in a **Settlement** to increase its **Town Level**.


GP may be exchanged within the **Party** at any time during the **Map Phase** or **Encounter Phase**, but not during a **Fight**.



 **XP** is used to acquire new **Skills** and improve **Skills** into **Masteries**.

You can never have more than 21 GP or XP.

HIT POINTS (HP) & WOUNDS

 **HP** determines how many **Wounds** you can accumulate before you are **Defeated**. **HP** is equal to double your **CON**. If your **CON** is changed your **HP** changes as well.


 **Wounds** represent injury inflicted by combat and hazards. **Wounds** can never be higher than **HP**. If **HP** drops lower than current **Wounds**, you are immediately **Defeated**. Reduce **Wounds** so that it equals **HP**. You cannot accumulate more **Wounds** while you are **Defeated**.

  **Monsters** and some **Encounters** also have **HP** and **Wounds**. When one accumulates **Wounds**, place an equivalent number of **Wound** counters on its card. If its **Wounds** equal its **HP**, it is **Destroyed**.

ARMOR (ARM)

Damage is reduced by a unit's **ARM** unless that damage is **Piercing Damage** (*Piercing Damage ignores ARM*). **Adventurers** normally have 0 **ARM** but this can be increased by acquiring certain **Items**.

STATUS CONDITIONS

 **Status Conditions** are temporary physical and mental states represented by counters placed along the lower edge of the Character Sheet.

When you gain a Status Condition, place the appropriate counter in the slot corresponding to that condition's *duration*. **If the duration is not specified, it is until you Rest (Recovery).**

- A Status Condition for **one fight round** or **until the end of your next turn** is placed in the **Fight Round** status area (left). This will be removed either before or after your turn during a fight.
- A Status Condition until the **end of a fight** is placed in the **End of Fight** status area (middle). This is discarded after the current fight concludes.
- A Status Condition **until you rest** is placed in the **Recovery** status area (right). This will be removed when you take the "Recover" Rest Action.

You can have any number of Status Conditions at a time but you cannot gain a condition you already have. If you gain a condition you already have for a *longer duration*, move the counter to indicate the new duration.

Status Conditions that increase a specific attribute are opposite those that reduce that attribute. If you gain a condition opposite one you already have - regardless of duration - remove the existing condition. The two conditions cancel each other out.

If a condition lowers an attribute you may lose the use of an Item or Skill based on that attribute. Similarly, some conditions may allow you to temporarily use an Item or Skill.

THE PARTY

All Adventurers in the same space are collectively called a **Party**. Adventurers in the same Party fight alongside each other and can share the benefits of certain Skills. Adventurers in a Party share the same **Map Stance**.

Any Adventurer can leave a Party during the **Map Action Phase** by choosing a separate **Map Action**.

CARD CLASSES

Adventurers, Encounters, Loot, Monsters, and Weaknesses have **Classes** listed on them that describe the card type and its relation to other cards and effects. Most Classes have no special rules beyond relational effects.

Items have **Classes** that limit how many can be equipped at a time or where they can be found.

An Adventurer's Class often determines what Items and Skills they may use and may grant ways to interact with Encounters.

When instructed to draw a card of a specific Class, draw cards until you find the specified Class and discard the rest.

RESHUFFLING & SEARCHING DECKS

When a deck is exhausted (all cards are in play or discarded), **reshuffle** the discards together to reform the deck. *Note that XP VAL 3 monsters will be added to their decks during the first reshuffle.*



When instructed to search a deck for a specific card, shuffle that deck (without its discards) after the indicated card is found.

If a mission instructs you to remove a card or "return it to the game box" do not shuffle it back into its deck. Such cards are not used again during the remainder of the game or campaign.

CARD & ACTION REQUIREMENTS


Some Skills and Items may only be used under particular circumstances. These are indicated on the card in a shaded box with an icon indicating the required action or trait needed to use its effect.


A blue box indicates an effect or action that can be used when you Rest.

  If multiple icons are shown in *separate* shaded boxes the action can be used as long as any one of these applies.

If multiple icons are *combined* in a shaded box all conditions must be met to use the action.

A pink box indicates an effect or action that can only be used in a space with the indicated trait.

 An orange box indicates an effect or action that can only be used while in Assault Stance.

 A green box indicates an effect or action that can only be used while in Guard Stance.

Many Items, Skills, and Weaknesses have **requirements** listed at the bottom of the card.

If you cease to meet an Item's requirements you cannot use that Item and must unequip it (*unless you are wearing it*). You immediately lose its benefits and effects when unequipped. If the Item has the **Body** or **Head** traits, you must continue to use it while in a fight. It is unequipped immediately at fight end if you still do not meet its requirements.

You may carry an Item if you do not meet its requirements but you cannot use it (ignore its effects).

You cannot learn a Skill or Mastery if you do not meet its requirements. You can learn a Skill or Mastery if you *temporarily* meet its requirements due to any attribute changes (and can continue to use it as long as its requirements are met). If you cease to meet requirements you do not lose it but can no longer use it.

If you no longer meet the requirements for a Weakness you already have, ignore its effects until you meet the requirements again. Do not discard it.

THE GAME TURN

The game is played as a series of **Game Turns**, each divided into a sequence of **3 Phases - Map Action Phase, Danger Phase, Encounter Phase**.



MAP ACTION PHASE

Each Party takes turns choosing and resolving a Map Stance and a Map Action.

The player in a Party with the **highest MRL** is the **Party Leader**. Each Party acts in MRL order beginning with the Party whose leader has the highest MRL.

If players or parties are tied for highest MRL, players may decide Party Leader(s) and in which order Parties will act. If unable to agree, roll a die.

CHOOSE A MAP STANCE

  Adventurers in the same Party share a Map Stance. If you are leaving the Party you may choose a different Map Stance.

When an Adventurer joins a Party, or vice versa (*by ending the Map Action Phase in the same space*), the entire Party's stance becomes Bold if *any* Adventurer in the Party was in Bold stance.


CHOOSE A MAP ACTION

Each Adventurer may use only 1 Map Action per turn. Any Adventurer may choose a different Map Action, thereby leaving the Party.

• FOOT TRAVEL

Travel to an adjacent space. You may move from a Path or Road to an adjacent Location or from a Location to an adjacent space (*Location, Path, or Road*).

• FORCE MARCH

Travel quickly across a Road or Explored Path and Pass a CON Test or become Fatigued. If you are in a Location, you may move through a Road or Explored Path to another Location on the other side of that Road or Explored Path. 

After moving, you must make a CON Test. If you fail you become Fatigued.

• LAKE PORT TRAVEL

Travel from a Lake Port to another Lake Port (free of charge).

• RIVER PORT TRAVEL

Travel from a River Port to an adjacent port downriver for 2 GP per Adventurer ("downriver" meaning away from the Tunnel of Terror).

Tunnel of Terror	➔	Pigskin Port
Pigskin Port	➔	East Bridge, North Bridge, or The Watchtower <i>The West branch of the river leads to the corrupt heart of the Würstreich.</i>
North Bridge	➔	Dusk Falls or Fishmonger Camp
East Bridge	➔	Gutfish Ford
The Watchtower	➔	Crystal Crater <i>The East branch of the river leads to the uncharted lands beyond</i>
Gutfish Ford	➔	
Crystal Crater	➔	

• VOID TRAVEL

Travel from a Voidgate to the Maze (or vice versa). If you are in a space with a Voidgate you may move to the Maze. Or, if you are in the Maze, you may *attempt* to move back to a random Voidgate in the Borderlands.


When you Void Travel from the Maze, draw a **Danger Card** to determine your Location. Do not resolve the card. Refer only to the Location and its Region.

If there is already a Voidgate in the indicated Location, move the Party there.

If there is already a Voidgate in the same Region, one Adventurer in the Party may attempt a MAG Test. If you pass, move the Party to the existing Voidgate.



If you fail, or there is no Voidgate in the indicated Region, place a Voidgate and raise the Danger Level at the Location indicated, then move the Party there.

If the Danger Card has no Space or Region, you cannot Void Travel from the Maze and you must Rest there instead (see ***Void Shock***).

 You cannot Void Travel to a Destroyed Space. You must stay in the Maze and Rest. (see ***Void Shock***).

• REST

Each Adventurer, in MRL order, may take turns performing any number of Rest Actions.




 **Camp Actions** may be performed in a space with a Danger Level. **Town Actions** may be performed in a Location with a Town Level. 

You can perform any number of Rest Actions in a turn (including any granted by Items, Skills, etc.) but you cannot perform any action more than once.

Your first Rest Action must be to **Recover** but you do not have to roll dice if you have no Wounds (*unless an effect has a consequence for failure*).



Rest Actions

Recover (Required)

  **Make a MRL Test ("Recovery Test").** If you pass, remove Wounds equal to your current MRL. If you fail, remove Wounds equal to half your current MRL (*after modifiers*). You cannot recover Wounds this way while Infected or in a Perilous space. 



Remove Status Conditions. After resolving your Recovery Test, whether you pass or fail, remove all Status Conditions. If you are in a Metaphysical space you do not remove Status Conditions other than Detained.

Explore

  If you are in a space with a Clue counter or *without* an Explored counter, one adventurer (*per space per turn*) may make a PER Test.

If you pass, place an Explored counter in your space (*consult the Mission Book when you Explore a Clue counter*).



Improve

  Choose one (*and only one*) of the following:



- Take a Skill from the Skill Deck (*as long as you meet its requirements*) and pay its listed XP cost.
- Improve any Skill you already have into a Mastery and pay its listed XP cost. Flip it to its Mastery side.

You cannot learn a Skill if you already have that card.

Invest

  The Party may collectively spend 20 GP to increase the Town Level in your space. If you are in a Law space, also reduce the Bounty Level (*to a minimum of 1*). Investing at your Base costs only 16 GP.

Trade

  Reveal cards from the Loot Deck equal to the Town Level in your space. Discard and redraw each "**Loot Only**" card. You may reveal an additional card if there is an Explored counter in your space.

You must fight each Monster, then resolve each revealed Event. If you defeat the revealed Monsters (*if any*) you may then purchase any Ally, Item, or Service cards at their listed price.

You may also sell (*discard*) any of your Allies or Items for half their listed price.

Other Adventurers after the first Trade Action in the same Town do *not* redraw Loot cards. They must pick from the remaining available cards. At the end of the Map Action phase, discard all remaining revealed cards that were not purchased.

DANGER PHASE

Draw and resolve a Danger card for each Party, in MRL order (*highest to lowest*).

The first Party to draw a Danger card during each Danger Phase must resolve the entire card. Each subsequent Party uses only the Danger card value and icon key below it.

INCREASE DANGER LEVEL *(Once per Danger Phase)*


Increase the Danger Level in the Location or Territory indicated at the top of the Danger card.

If the Danger Level in the indicated space is already 6, you must **Advance the Doom Track**.


Danger cards with no specific space:

- **Each Space with a Voidgate:** Increase the Danger Level of each space on the board with a Voidgate counter. Do **not** advance the Doom Track, even if one or more of these spaces already has a Danger Level of 6.
- **Reshuffle Danger Deck:** This card does **not** increase the Danger Level. After resolving and discarding it at the end of the Encounter Phase, shuffle the Danger Deck and its discards together.
- **Your Current Space:** Increase the Danger Level in the first Party's current Location or Territory. If you are in the Maze there is no effect.


COMPARE DANGER VALUE

Compare the Danger Value of the card to the Danger Level in your current space.  Some Danger cards have multiple values - the checked value depends on your current space's traits.

OPTIONAL - You may attempt to change the Danger Value of the card based on your Map Stance:

– **HUNT** (*Bold Stance*) 

Each Adventurer in the Party may attempt a PER Test. Each Adventurer must declare *before anyone rolls*. **If more Adventurers pass than fail, reduce the effective value of your Danger card by 1 (to a minimum of 1) during this step.**

– **STEALTH** (*Cautious Stance*) 


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

If the Danger card's value is equal to or less than the Danger Level of your current space, you must draw and resolve cards as indicated by the icon key during your Encounter Phase.

If the Danger Card's value is higher than the Danger Level of your current space, you are “*Safe*”. Ignore the icon key. No encounter or monster is drawn. Skip your Party's Encounter Phase unless there is a **Large Counter** in your space.


If you are in a Town you are automatically “Safe” (*Towns have no Danger Level*). However, you can still be attacked by the Law in a Law Town or by Monsters in the Loot Deck, if drawn while Trading.


 **If you are in a Law Space** and draw a Danger card with the **Law Icon**, first compare the card value to the **Bounty Level**.


If the Danger card's value is equal to or less than the Bounty Level, draw Monsters from the **Law Deck** (*even in a Town*). If not, treat the Danger card as normal. If a random Epic Monster icon is indicated, draw an Epic Monster with the Law Lair. 

LARGE COUNTERS

Large Counters have special effects during Danger and Encounter Phases.


 **Clue Counter** - Consult the mission instructions. If you resolve a specific encounter from the Mission Deck or an Encounter Deck as a result of a Clue, do **not** draw a Random Encounter this turn even if indicated by your Danger card.

 **Destroyed Counter** - Do not draw a Random Encounter this turn.

 **Epic Monster Counter** - You must fight each Epic Monster in your space, regardless your Danger card draw.


If your Danger card indicates you are attacked by random monsters, treat your Party size as one less when determining the number of Monster cards to draw (*if you are alone, draw none*).

Ignore Epic Monster and Law icons on your Danger Card.

 **Law Epic Monster Counter** - Treat your Danger card as having the Law Icon. Do not draw random monsters this turn unless they are Law (*if your Danger card's value is higher than the Bounty Level you draw no random monsters this turn*). Treat your Party size as one less when determining the number of Law Monster cards to draw (*if you are alone, draw none*).


You must fight the Epic Monster in your space, regardless your Danger card draw.


Ignore Random Encounter and Epic Monster icons on your Danger card.

 **Hand of Doom Counter** - Draw and resolve a Sign of Power card at the end of your Party's turn in the Danger Phase (*after increasing the Danger Level in the indicated Space, even if the Danger Card draw resulted in the Hand of Doom being placed in your space this turn*).


If the Hand of Doom left your space as a result of your Danger card, you do not have to draw a Sign of Power card.


Do not draw a Random Encounter. Instead, you may attempt to Dispel the Hand (*see **The Hand of Doom***).


 **The Maze** - If you are in the Maze during the Danger Phase, ignore the icon key (*do not draw Encounters or Monsters*). Instead, you suffer from **Void Shock** (*see **Void Shock***).


 **Voidgate Counter** - Do not draw a Random Encounter. Instead, you may attempt to Dispel the Voidgate (*see **The Hand of Doom***).

DANGER CARD ICONS

 Draw and resolve a card from your Region's Encounter Deck.


 If you are in a Law space and your Danger card value is less than or equal to the Bounty Level, fight monsters from the Law Deck this turn. If not, compare your Danger card to your space's Danger Level and draw monsters normally.

 Draw **n** cards from your Region's Monster Deck using the column matching your Party size.

 Draw an Epic Monster with a Lair matching your current space.

ENCOUNTER PHASE *(Skip if you are “Safe”)*

In MRL order (*highest to lowest, based on Party Leader's MRL*), each Party must draw and resolve Encounters and Monsters.

 If the **Random Encounter** icon is present, draw an Encounter card from the deck corresponding to your current Region (*unless there is a Large Counter in your space; see above*).

READING ENCOUNTERS

If your Encounter card reads “**Resolve Immediately**”, resolve the card *before* drawing Monster cards. Otherwise, resolve the card at the end of the Encounter Phase *and only if you defeated the Monsters in your space (otherwise, discard it)*.

Some Encounter cards are split in half and describe two different scenarios. In these cases, resolve only the half corresponding to your current space, based on the trait icons next to the card's titles.

INTERACTING WITH ENCOUNTERS


Some Encounters offer choices in **Bold** of how to interact with them. Each card specifies whether the choice is made by the Party or an Adventurer. Each option has a different outcome. Consult the appropriate shaded box to resolve your choice.


If you choose to **Ignore** an Encounter there may be consequences. If none are listed, discard Encounter.


If you choose to **Fight**, the Encounter is treated as a Monster *and added to those you must fight this turn*. If you have already fought, you must resolve an additional fight against the Encounter. The card's attributes and abilities are listed in a black box at the bottom. You cannot fight an Encounter if attributes are not provided.

Once you resolve an Encounter, discard it. Unless stated otherwise, Encounter effects only last for the duration of the Encounter Phase.


DRAWING MONSTER CARDS

 Consult the icon key on your Danger card, using the column matching your Party size. Draw the indicated number of Monster cards from your current Region's Monster deck or the Law deck (*see **Danger Card Icons*** above).

 If an Epic Monster icon is present *also* draw an Epic Monster with a Lair matching your current Region.

 If you are in a Law space, draw any Random Monsters from the Law Monster deck. Any random Epic Monsters must have the Law Lair.

BRIBERY & SURRENDER

 When attacked by Monsters from the **Law** deck, you may **Bribe** them to avoid fighting them.

One Adventurer in the Party must make a MRL Test. If you **fail**, increase the Bounty Level and you must fight. If you **pass**, the Party (as a group) must **pay GP equal to the Bounty Level + the total XP value of all Monsters in this space**. If you do, you may discard each Law card in your space. Do not gain any reward.

When attacked by the Law during a Campaign, you may choose to **Surrender**. If you do, your mission ends (*see **Capture in the Mission Book***).

AFTER-BATTLE ENCOUNTERS

If you defeated the Monsters in your space, you must resolve any remaining Encounter. This can potentially lead to an additional fight.

If the entire Party Escaped or was Defeated, discard the Encounter without resolving it (*or return it to the Mission Deck if it came from that deck*).

COMPLETING YOUR MISSION

At Encounter Phase end, if any Adventurer or Party completed the Mission Objective during this turn, you have completed the mission and may claim the Reward.

If you are playing a standalone game you are victorious! If playing a Campaign, see the **Mission Path** to determine next steps.

ENDING THE GAME TURN


Once each Party has completed its Encounter Phase, discard your Danger and Encounter cards (*unless instructed otherwise*). The Game Turn ends and a new one begins, starting with the next Map Action Phase.

MONSTERS


Monster cards represent adversaries you will fight. In addition to the Monster and Epic Monster decks, Monsters can be found in the Law and Loot decks.

When you draw one or more Monsters you must fight them. Monsters from the Law deck can be bribed instead (*see **Bribery & Surrender***).

Monsters have 5 attributes:

- **Armor (ARM)** - When a Monster takes Damage, that Damage is reduced by its ARM value.
- **Attack (ATT)** - Indicates how much damage the Monster inflicts on its Target during its Target's turn.
 -  A Monster's attack is considered to be **Melee** unless the **Range** icon is present. The attack type may affect Items and Skills used against it.
- **Hit Points (HP)** - Monsters accumulate Wounds during Combat. When a monster accumulates Wounds equal to its HP it is Destroyed. When you Destroy a Monster you may take it as a Trophy.
- **Target** - Determines which Adventurer a Monster will attack during a fight.
- **Value (VAL)** - Indicates the XP and GP received for Destroying this Monster in combat.

MONSTER STATUS CONDITIONS

 Like Adventurers, Monsters can accumulate Status Conditions, represented by counters placed on their card. A Monster cannot receive a status it already has.

Unless indicated otherwise, Monster Status Conditions last until the end of the current fight.

MONSTER ABILITIES

Monster Abilities are listed at the bottom of their card. **Arrival** abilities are listed in the black-shaded area above any **Standard** abilities.

If a Monster's Ability has a Map Trait icon, that ability can only be used in a space with that trait.

If a Monster's Ability has a Stance icon, it can only be used against an Adventurer in that stance.

A Monster can gain and lose abilities via game effects but can never gain an ability it already has.

Arrival Abilities take effect once, at the start of the Monster's first round in a fight (*“the start of the fight” unless the Monster was Summoned after the fight has begun*).

Players can choose the order to resolve Arrival Abilities.

Standard Abilities remain in effect throughout a fight.

EPIC MONSTERS

When you draw an Epic Monster check to determine if its **Lair** matches your current Region. If it does not, discard it and draw again until you find a match.

An Epic Monster's Lair can be found below its VAL. It is a box showing 1 or more color icons, each representing a Map Region:

-  **Highlands**
-  **Lowlands**
-  **Badlands**
-  **Wetlands**
-  **Law** 

If a **Map Trait icon** is shown, the Epic Monster will only appear in that Region in a space **with** that trait.

If the **trait icon** is **crossed out**, the Epic Monster will only appear in that Region in a space **without** that trait.

When you Destroy an Epic Monster your entire Party gains its XP VAL and you may draw Loot from the Epic Loot deck.

EPIC MONSTER COUNTERS



If you lose a fight against an Epic Monster (by *Defeat or Escape*) place its corresponding counter in your space and set its card aside for use when you fight it again.

At the end of a fight, Epic Monsters that were not Destroyed recover any Wounds inflicted on them during that fight and remove all Status Conditions counters.

You can travel into or out of a space with an Epic Monster but you cannot "pass through" a Path or Road containing an Epic Monster while using Force March.

During the Danger Phase, you must fight each Epic Monster in your space, in addition to any Monsters added by your Danger Card.



If you Destroy or Discard an Epic Monster, remove it from the board. If instructed to place an Epic Monster already on the board, move it to the indicated space.

MOVING EPIC MONSTER COUNTERS

Epic Monsters do not normally move. Some Missions may instruct you to place an Epic Monster and move it toward a Location, Adventurer, or the closest Party.

At the start of each Danger Phase, before drawing cards, move each Epic Monster one space toward its destination. Do not move it if there are any Adventurers in its space or if it is already at its destination. Players may choose the order in which Epic Monsters move.

If it is following the 'closest party' and there are multiple equidistant parties, use that Epic Monster's target to determine which party to follow. If still tied, the players may decide which party to follow.

- Epic Monsters **can** move into a Destroyed Space. 
- Epic Monsters **cannot** Void Travel to or from The Maze.
- Epic Monsters **can** move from Lake Port to Lake Port but **cannot** move along the River unless  Human or Fishoid.
- When an Epic Monster moves into a Town, reduce its Town Level **unless that Epic Monster is Law**.
- When a Law Epic Monster moves into a space with a non-Law Epic Monster, remove **all** Epic Monsters from that space and reduce its Danger Level.

LOOT & ITEMS

If instructed to draw a specific type of Loot card, draw until you find a card of that type and discard others.

When Looting, discard any "Town Only" cards and draw again. When Trading, discard any "Loot Only" cards and draw again.

When drawing multiple Loot cards, resolve them in this order: **Monsters, Diseases**, then **Events**. After resolving, Adventurers may purchase or acquire **Allies, Items**, and **Services**.

Allies

If found while Looting after a Fight, place it near your Character Sheet. If found while Trading, you may purchase/hire it for the listed price.

Allies can be exchanged and discarded like Items.

Diseases

Diseases apply immediately when drawn. Place near your Character Sheet. Normally, Diseases can only be contracted while Looting.

Monsters

When drawn from the Loot deck you must fight them before resolving other Loot cards.

If found while Looting after a fight, resolve each Adventurer's Loot Roll before fighting. The Party fights all Loot Monsters at once.

When you win a fight against Loot Monsters do **not** reduce the Danger Level in your space.

Services

These are typically "Town Only" and can only be purchased while Trading. If the Service provides a permanent benefit, keep it near your Character Sheet as a reminder, otherwise discard after resolving effects.

Items

When you Loot an Item, place it near your Character Sheet. If you draw an Item while Trading, you may purchase it for its listed cost.

When you acquire an Item, you may Equip it immediately. You may Unequip, Exchange, or Discard other Items to make room for it. If you do not equip it, you may give it to another Adventurer in your space.

Items provide additional actions and constant effects that apply while the Item is Equipped. If you do not meet an Item's requirements, you can still carry it but you cannot Equip or use it.

EQUIPPED ITEMS

Items with Classes indicated in **orange text** must first be Equipped to use them. If they are not Equipped, turn the card sideways to indicate that it is being carried and cannot be used (*although they still count against your carrying limit if they are Heavy*).

Outside of combat, you can Discard, Equip, or Unequip Items freely throughout the Map Action Phase.

Equip (Quick Action) - During combat, you must use this Quick Action to Equip or Unequip an Item. Choose one of the following:

- Unequip a Gauntlet, Head, or Jewelry Item and/or Equip a different Gauntlet, Head, or Jewelry Item.
- Unequip a 1H, LH, or 2H Item and/or Equip a different 1H, LH, or 2H Item.
- Load or Unload an Ammo Item into another Item that uses that type of Ammo.

Body

You can only have 1 Body Item equipped at a time and you cannot equip or unequip them during a fight.

Gauntlet

You can only have 1 Gauntlet equipped at a time.

Head

You can only have 1 Head Item equipped at a time.

Jewelry

You can equip any number of Jewelry Items.

Hands (1H, 2H, or LH)

You can equip 2 1H Items, or 1 2H Item, or a 1H and a LH Item.

You can Equip and Unequip Items that use hands at the start of your turn each Combat Round without using a Quick Action.

HEAVY ITEMS



You may carry any number of Items, but you may only carry up to 2 Heavy Items at a time.

When you acquire a new Heavy Item while you are already carrying your limit, you must discard one or give one to another Adventurer in your Party.

AMMUNITION (AMMO)

Some Items can use a specific type of ammo. This is indicated in the weapon's Class as "Uses <Ammo>".

Items that use Ammo do not require an Ammo card.

However, if you load an appropriate Ammo Item into them that weapon gains the Ammo card's special properties. This can be done any time during the Map Action Phase or by using the Equip action in combat.

Only one Ammo card can be loaded into an Item at a time. An Ammo card that is not loaded into an Item is treated as an Unequipped Item - turn it sideways.

An Ammo Item cannot be used without an appropriate Item that uses that type of Ammo.

EXCHANGING ITEMS

Adventurers in the same Party may exchange Items and GP freely during the Map Action Phase.

A Rest Action provided by an Item can only be used once per turn, therefore two Adventurers cannot use the same Item Action in the same turn.

During combat, you must use the following Quick Action to exchange Items:

- Exchange (Quick Action)** - You may give an unequipped Item to another Adventurer, as long as you have not used that Item this turn.

LOOTING

If you win a fight, you may collect XP, GP, and possibly Loot, as rewards. If you Escaped or were Defeated, you do not get any rewards and must discard any Trophies.

If you Escaped and later returned, you may participate in Looting as long as you were alive and in the fight when it ended. You may still collect rewards from Trophies you collected prior to Escaping.



You gain XP and GP from each Monster Trophy, based on its VAL.

In addition, you gain XP from any Epic Monster, regardless who claimed it as a Trophy.

After collecting XP, make a **Loot Roll**. Roll a D6. **If you roll equal to or less than the total XP earned from Trophies this fight (excluding Epic Monsters Destroyed by others)**, you may draw a Loot card. If you have an Epic Monster Trophy you may draw from the Epic Loot Deck instead. If you collected Trophies worth 6XP or more, you do not have to roll.

If you draw a "Town Only" card, discard it and draw again.

Note that drawing Loot cards may lead to another fight. Resolve each Adventurer's Loot Roll before fighting.

Once you have finished drawing Loot cards, discard Trophies and remove any "Fight Round" and "End of Fight" duration Status Conditions.

PLAYING A CAMPAIGN

USING THE MISSION BOOK

To start, read the Mission Book introduction, then continue to the first mission, "*On The Run*".

When you have completed your first mission by fulfilling its objective(s), you will collect the indicated **Reward**. Then consult the **Mission Paths** section to determine which mission to attempt next. Often this will involve a choice of "factions" or employers to work for.

If you are able to leave the board setup between missions, or play multiple missions in a session, use these steps to setup the next game:

- Shuffle cards from the Mission Deck back into their various decks and create the Mission Deck for your next mission, as described in the Mission Book.
- Remove any remaining Clue counters and place them based on your next mission's instructions.
- Shuffle the Danger deck and its discard pile together (*this does not trigger effects that happen when you reshuffle the Danger deck during the game*).
- You may choose to reshuffle any Encounter decks and the Loot deck with their respective discard piles.

Otherwise, you may leave the various game components in place when you begin your next mission.

PACKING UP THE GAME

Record sheets have been provided on pages 34 & 35 to help track game details between sessions.

To save game status, note the following on the Campaign Record Sheet:

- Number of Doom counters of each color on the track.
- Name of your next mission, along with who you have chosen to work for (Faction).
- Name of each persistent Doom card in play.
- Name and location of each Epic Monster counter and each Voidgate in play.
- Each Location/Territory Town Level or Danger Level and the current Bounty Level.
- Any Location/Territory Map Trait Counters (*trait counters on Paths and Roads are lost*).
- Hand of Doom Location/Territory (*if on board*).

To save Adventurer status, note the following on the Adventurer Record Sheet:

- Adventurer's name, character type and current space.
- Current HP, GP, XP, and Luck.
- Skills, Masteries, Weaknesses, and Triumphs.
- Acquired Loot and Epic Loot.

RESOLVING A FIGHT

Fights are most common during the Encounter Phase but may occur at other times. A Party can have any number of fights per game turn but cannot participate in fights of other Parties in other spaces.

When you draw one or more Monsters, or when you fight an Encounter, you must resolve this Fight Sequence before continuing the Game Turn.

THE FIGHT SEQUENCE

The Fight Sequence consists of a number of Combat Rounds, concluding when all Monsters are Destroyed, all Adventurers are Defeated, or all surviving Adventurers or Monsters in the Space have Escaped.

1. ESTABLISH TARGETS

Assign each Monster to an Adventurer

2. ARRIVAL ABILITIES

Resolve the Arrival Abilities of Monsters that entered the Fight this round.

3. Adventurers take turns in PER order (highest to lowest)

a. COMBAT STANCE

Choose a Combat Stance (Assault or Guard)

b. DECLARE ACTION

Choose a Combat Action or Attack & Target

c. RESOLVE ACTION

Roll the dice and calculate the result

You may declare and resolve 1 Quick Action during your turn before or after declaring and resolving your Combat Action or Attack

4. END STEP

Resolve Abilities and Effects that occur at End of Round

ESTABLISH TARGETS

At the start of each Combat Round you must determine each Monster's target. Each Monster attacks a specific Adventurer based on the Target attribute on its card.

If multiple Adventurers are tied, players choose which Adventurer is targeted.

Some Weaknesses and other effects may change the Monster's standard target.

Monsters may change their target during subsequent Establish Targets steps based on accumulated Status Conditions that change Adventurer attributes.

Special Targeting Methods

Monsters with no Target or ATT value do not attack any Adventurer. If all Monsters in your space have no Target or ATT you may choose to Escape without making an AGI Test (see "Escape").

CALL Some Monsters target ALL Adventurers. These Monsters attack during each Adventurer's turn.

RESOLVE ARRIVAL ABILITIES

If this is the first Fight round, resolve Arrival Abilities of each Monster in any order.


On subsequent rounds, resolve Arrival Abilities of any Monsters summoned at the end of the previous turn.


ADVENTURERS TAKE TURNS

Each Adventurer takes a turn in PER order, even if they are Defeated or have Escaped. Defeated and Escaped Adventurers cannot be targeted and cannot use any attacks or actions on their turn, but conditions and effects may still end on their turn.

If you are not being attacked you still get a turn and may attack Monsters targeting others in your Party.

COMBAT STANCE

 Flip your Combat Stance counter so that your chosen stance is face up.

 Combat Stance determines how you use Items, Skills, and Power Dice.

ACTIONS IN COMBAT

You may choose to use *either* an **Attack** or a **Combat Action**. You can use an Attack or Combat Action from an Item or Skill as long as you meet its requirements.

You only get 1 Attack or Combat Action, regardless the number of actions available to you.

Additionally, you may declare and resolve 1 Quick Action during your turn, either before or after using your Attack or Combat Action. Any Adventurer may use the **Equip** or **Exchange** Quick Actions.

If you choose an Attack you must also choose a Target. Some Combat Actions and Quick Actions also require a target. If any Monsters are attacking you, your target must be one of these. If you are not being attacked you may target any Monster in your Space.

Attack types (**Melee**, **Range**, or **Reach**) have no associated rules but may be referenced by other abilities and effects.


Any Adventurer may use:

• Unarmed Strike (Attack / Melee) - AGI or STR

If you hit with this attack, inflict DMG to Target equal to your *lowest* single Attack die.

While using this attack, Power Dice are halved (D3). If in Assault Stance, you may use a halved Power Die for DMG if it is higher than your lowest Attack die.

• Escape (Combat Action) - AGI Test

 **If you pass**, you are removed from the fight at the end of your turn (*after rolling Defence dice and calculating DMG from monsters targeting you; it is possible to become Defeated as you Escape*). You can no longer take actions or be targeted for the remainder of the fight (*unless you return to the fight*).


If you fail, you remain in the fight but may attempt to Escape on subsequent turns.

If you are not being targeted, or all monsters targeting you are Dazed or have an ATT of 0 or less, you may Escape without making an AGI Test.

You cannot attempt to Escape if you are targeted by a monster with Pursue (unless it is *Dazed* or *Hexed*).

You may choose to return to the fight at the start of any future turn. If you do, you may use Skills that have an effect when you "enter a fight".

COMBAT DICE

 Once you have chosen a Combat Stance and an Attack or Combat Action (*and any required Target*), you will roll one or more Tests.

If you are being attacked by one or more Monsters, roll an AGI Test with **2 green Defence dice**.

If you are using an Attack, or using a Combat Action that requires a Test, you will also roll **2 orange Attack dice**. The tested attribute is determined by the specific Attack or Combat Action being used. If an Attack allows you to choose, you must declare *before* rolling.


You will also roll a **purple Power die**. Its function depends on your chosen Combat Stance. Some Items allow you to roll additional Power dice but if you are *Stunned* you roll none.

*All dice should be rolled together.
You may use Luck to reroll any of them.*


SUFFERING WOUNDS

Each Monster targeting you inflicts DMG equal to its ATT value (*modified by Abilities, Status Conditions, etc.*). This is reduced by your ARM value (if any).

If your Defence dice total is equal to or less than your AGI, reduce the DMG from *each* Monster targeting you by your highest single Defence die.

 **If you are in Guard Stance**, you may *instead* reduce DMG from each Monster by your highest single Power die.

If your Defence dice total is greater than your AGI, you take full DMG from all monsters (*each monster's ATT is reduced by only your ARM*).

 **If you are in Guard Stance**, you may use each of your Power dice to reduce DMG from one Monster *only*. You may not assign multiple Power dice to the same Monster.


Total the DMG inflicted on you and add that many Wounds on your Character Sheet. If your Wounds equal your HP you are Defeated and removed from the fight.

INFLECTING WOUNDS

Whether Defeated or not, calculate Attack or Combat Action results (*Status Condition effects applied this turn do not affect your Attack or Combat Action until next turn*). Attacks are simultaneous.

If your Attack dice total is equal to or lower than your tested attribute value, deal DMG to your target equal to your highest single Attack die.

 **If you are in Assault Stance**, you may *instead* inflict DMG equal to your highest single Power die.

Reduce the DMG by the target's ARM value (*if any*, "Piercing" DMG ignores ARM) and place Wound counters on the target equal to the remaining DMG. 

If the number of Wounds equals or exceeds the target's HP it is Destroyed. You may take it as a Trophy. Set its card aside until the end of the fight.

If your Attack dice total is greater than your tested attribute value, your attack misses.

END STEP

After completing your Attack or Combat Action (*and any optional Quick Action*), your turn is over. When each Adventurer has taken a turn the Combat Round ends.

END OF ROUND EFFECTS: Some Monster abilities, Skills, and Items have an effect at the end of a Combat Round. If there are multiple such effects, resolve them in this order:

1. Resolve Adventurer Items, Skills, etc.
2. Summon
3. Skirmish & Thief
4. Drain & Regenerate

If there is at least one Adventurer and Monster still in the fight, start a new Combat Round.


ENDING THE FIGHT

The fight ends when all Adventurers or Monsters are removed. Adventurers are removed by Defeat or Escape. Monsters are removed when Destroyed, when Escaped, or when discarded/removed through effects.

**If all Monsters are removed, the Party is victorious.
If all Adventurers are removed, the Monsters are victorious. If both sides are removed simultaneously, there is no victor.**

Party Victorious

Reduce the Danger Level in your space (*only once per turn even if you win multiple fights*). If you Destroyed an Epic Monster, reduce the Danger Level to 1 instead.

 If the Danger Level was already 1 and you are in a Settlement, remove the Danger Level counter and replace it with a Town Level 1 counter.

Do not change the Danger Level if you fought *only* Law Monsters or any Loot Monsters.

Undefeated/Non-Escaped Adventurers may collect rewards and potentially Loot (see **Looting**).

Monsters Victorious

Each Defeated Adventurer is killed and removed from the game. Discard their Skills and Items.

If there are no surviving Adventurers on the board, the game is lost. Otherwise, increase the Danger Level in the Defeated Party's space.

If any Adventurers Escaped, discard their Trophies without reward. Shuffle any surviving Monsters back into their decks.


If an Epic Monster remains, set its card aside and place its counter in the fight space.

If there is an unresolved "After Battle" Encounter, discard it without resolving it.

Law Victorious

When Defeated by the Law, follow the "Monsters Victorious" steps but do *not* increase the Danger Level. During a Campaign you are **Captured**.

No Victor

Reduce the Danger Level in your space (*reduce it to 1 if you Destroyed an Epic Monster*). If it was already 1 and  you are in a Settlement, remove the Danger Level counter and replace it with a Town Level 1 counter.

Do *not* change the Danger Level if you fought the Law. Each Adventurer must discard Trophies without reward.

DEFEAT AND DEATH

When you accumulate Wounds equal to your HP you are Defeated. Knock your standee over. Lose half of your XP and discard any Trophies. You cannot fight, use actions, or be targeted by Monsters.

You must Rest during the next Map Action Phase. If you do not recover any Wounds by the end of that Map Action Phase you will die.

If you die by losing a fight while Defeated, discard all of your cards. If you die outside of combat, Party members may take any of your Items. Then discard all other cards and remove your standee from the board.

If there are 2 or less Doom Track counters, you may create a new Adventurer and place your standee on the Settlement closest to an Adventurer (*choose if tied*).

If you choose a new Adventurer whose starting Items or Skills are already claimed, you must do without them. Instead, gain GP or XP equal to their cost. If a starting Item is in a discard pile, you may take it.

DOOM

THE DOOM TRACK

The Doom Track is printed at the top of the board. As the Hand of Doom appears, the Doom Track advances and the world becomes more dangerous.

- When the first Party draws a Danger card during the Danger Phase, if the Danger Level would be increased in a Location or Territory that is already at Danger Level 6, advance the Doom Track.
- The Doom Track can also be advanced by an effect that specifically states “advance the Doom Track”.

The Doom Track is **not** advanced when the Danger Level increases for any other reason. Only Danger cards or the Doombringer Horn will summon the Hand of Doom.

Prolong the Inevitable - If playing a Campaign (not a standalone mission), if the Doom Track would be advanced, Adventurers in the Borderlands (*any space other than The Maze*) may collectively spend Luck equal to the total number of living Adventurers to prevent the advance. Each Adventurer may contribute any amount of Luck.

ADVANCING THE DOOM TRACK

- Place a Doom counter on the Doom Track.
- Move the Hand of Doom.

When you advance the Doom Track, place a Doom counter matching the color of the triggering space on the Doom Track.

The first time you place a Doom counter of a given color, shuffle the corresponding Region's Monster deck in with its discard pile.

The first time a **blue** (Lowlands) Doom counter is placed, also shuffle the Law deck in with its discards (*in addition to shuffling the Lowlands Monster deck with its own discards*).

FILLING THE DOOM TRACK

When the Doom Track is advanced, if there are already 5 Doom counters on the track, the game ends!

The Hand of Doom has achieved its diabolical goals and the total collapse of the Würstreich is assured as the Borderlands crumble under the terrible power of the Necromancer's relentless onslaught!

You may draw a final Doom card to discover the nature of the final threat that tipped the balance.

THE HAND OF DOOM

Place the Hand of Doom counter in the triggering space (*indicated on the Danger card*). Remove all Wounds if any are present. If the Danger card corresponds to a Territory, a specific Location is listed below that Territory.

While the Hand of Doom is in a space, that space is Perilous (*you cannot recover Wounds using the Recovery Action there*).

If the Hand of Doom is in your space:

- Ignore any Random Encounter result on your Danger card (*do not draw a Random Encounter*).
- After resolving your Danger card, draw a **Sign of Power** card and resolve its effects.
- During the Encounter Phase, after defeating any Monsters in your space, each Adventurer may use the **Dispel** action to attempt to drive off the Hand (*you cannot use Dispel if you are Defeated or lost a fight this turn*).

DOOM CARDS

After moving the Hand of Doom, draw and resolve a Doom card.

When you draw a Doom card, first check that the Hand's current space matches one of the spaces listed on the card. If it does not, set the card aside and draw again - repeat this until you draw a valid card, unless there are no valid cards remaining.

Next, resolve the card effects. If the card has a **pink** “Remains in Play” section, place it on or next to the board in the affected Region. This is a “persistent” Doom card. The effects within the pink text box apply for the remainder of the game and campaign.

After you resolve a Doom card, shuffle the Doom deck together with any Doom cards you set aside while looking for a card matching your space.

DISPEL

TARGET: HAND OF DOOM OR VOIDGATE

Place {MAG Test} Wounds on the Hand of Doom counter or a Voidgate in your space. If you fail the MAG Test, place 0 Wounds. If you pass, place Wounds equal to the highest single rolled die value (1 to 6).

Whether or not you passed your MAG Test, you take Piercing damage equal to your lowest single die value.

DRIVING OFF THE HAND OF DOOM

If the Hand has 6 or more Wounds on it, discard its Wounds and remove the Hand from the board.

Remove a Doom counter from the track matching your current Region's color.

CLOSING A VOIDGATE

If the Voidgate has 6 or more Wounds on it, discard its Wounds and remove the Voidgate from the board.

Reduce the Danger Level in your space.

VOIDGATES & THE MAZE

VOIDGATES

Voidgates can be placed on the board by Doom cards, Encounter cards, and other effects.

If a card calls for a Voidgate to be placed on a Territory (*without indicating a specific space*), the active Party's leader places the counter on a Road, Path, or Location of their choice within that Territory.

If a Voidgate would be placed in a Region that already has 2 Voidgates, do not place a third. Instead, increase the Danger Level in each space with a Voidgate in that Region.

If a Voidgate would be placed in a Space that already has a Voidgate in it, do not place a second Voidgate (*there can only be one Voidgate per space*). However, you must increase the Danger Level in that space if instructed by the card or effect, even if you did not place a Voidgate.

If you are in a space with a Voidgate at the start of the Map Action Phase, you may use your Map Action to **Void Travel** to the Maze, unless you are Detained (see **Void Travel** under “Map Actions”).

While in a Space with a Voidgate:

- Ignore any Random Encounter result on your Danger card (*do not draw a Random Encounter*).
- Instead, each Adventurer may attempt to close the Voidgate using the **Dispel** action (*you cannot use Dispel if you are Defeated or lost a fight this turn*).

THE MAZE

If you are in the Maze in Bold stance during the Map Action Phase, you may attempt to **Void Travel** back to the Borderlands (see **Void Travel** under “Map Actions”).

When you Explore in the Maze, do **not** place an Explored counter - the Maze can never have an Explored counter.

If you are in the Maze during the Danger Phase, ignore the Danger card icon key (*do not draw Encounters or Monsters*). Instead, you suffer from **Void Shock**!

VOID SHOCK

When you suffer from **Void Shock** during the Danger Phase, you take Piercing damage equal to the value of your Danger card.

If you suffer from **Void Shock** outside of the Danger Phase, draw a Danger card to determine how much Piercing damage you take (*then discard that Danger card without resolving it*).

If your Danger card has multiple values:

- If your MAG is 7 or less - use the highest value shown.
- If your MAG is 8 or more - use the lowest value shown.

APPENDIX

JOINING A GAME IN PROGRESS

You may create a new Adventurer and introduce them into the game at the start of any turn. Set up their standee in any space with an Adventurer or in any Town.

If you choose a new Adventurer whose starting Items or Skills are already claimed, you must do without them. Instead, gain GP or XP equal to their cost. If a starting Item is in a discard pile, you may take it.

SUGGESTED SKILLS & WEAKNESSES

Some Adventurers begin the game with enough XP to learn a new Skill or Mastery immediately. Suggested Skills are listed on the back of each Character Sheet. A suggested Weakness is also provided. You may take this Weakness rather than drawing one randomly.

EXPANDING THE GAME

You can simply shuffle additional cards into their respective decks. This includes the starting Items for additional Adventurers. Their Items are shuffled into the Loot deck if those Adventurers are not being used.

You may include multiple copies of Monsters, Loot, Skills, etc., but do not include more than one copy of any card marked with the **Unique** icon.

If you combine multiple copies of this box together, do not include multiple copies of any Danger, Doom, or Encounter cards.

ADJUSTING DIFFICULTY

To make the game easier, start the game by drawing 3 Danger cards. Reduce the Danger Level at the space indicated on each of these cards. Then, each Adventurer may choose one of the following:

- Take the first Item card from the Loot deck.
- Gain D6+2 GP
- Gain D3+1 XP
- Gain 1 Luck

To make the game more dangerous, start by drawing 3 Danger cards before the game begins. Increase the Danger Level at the space indicated on each of these cards. Shuffle the XP VAL 3 monsters in with their decks and each Adventurer starts with 0 GP.

TACTICAL TIPS

- Don't forget; you can usually run away.
- Find somewhere safe to Rest. Do not rush into a dangerous and remote area with a lot of Wounds.
- Concentrate your attacks and kill skirmishers and summoners first.
- Use Guard stance frequently and save your Luck for those life-or-death situations.
- Investing in Skills like Martial Discipline and Provoke will give you tactical control over combat.
- Recovery Skills will help you travel faster with fewer Rests - *Mend Wounds, Fieldcraft*, etc.
- When you're in Town, try to buy some gear - you never know when you'll need it. Carry a backup weapon if you can.
- Rest Action order can be quite important.
- Trade Items within your Party.
- Pay attention to your unique Luck generating ability and generate as much as possible...you will need it.
- Stick together and protect your companions!