

[1] Map Action Phase

Resolve each party in MRL order:

Choose one Map Stance for the whole party.



* When an adventurer joins a party, or vice versa, the entire party's stance becomes Bold if any adventurer was in Bold.

goto [2] Map Action Phase

[2] Map Action Phase

Each adventurer chooses a Map Action:

MAP ACTIONS

Foot Travel	Travel to an adjacent space
Force March	Travel quickly across a Road or Explored Path & pass a CON Test or become Fatigued
Lake Port Travel	Travel from a Lake Port to another Lake Port
River Port Travel	Travel from a River Port to an adjacent Port downriver for 2 GP per adventurer
Void Travel	Travel from a Voidgate to the Maze (or vice versa)
Rest (See [3] Map Action)	Make Camp or stay in Town & perform any number of Rest Actions

* If anyone leaves the party, they may change their stance.
goto [3] Map Action Phase.

[3] Map Action Phase

If you are making camp or are in town, and have chosen to Rest, in MRL order; first resolve Recover then any number of these Rest Actions (each action only once).

REST ACTIONS

Recover	(Required)	Make a MRL Test to remove Wounds & then remove Status Conditions
Explore		Pass a PER Test to place an Explored counter in your space
Improve		Spend XP to learn a Skill or Mastery
Invest		Pay 20 GP to increase the Town Level (also reduce the Bounty Level if you Invest in a Lowlands Settlement)
Trade		Buy & sell Items (draw cards from the Loot deck equal to the Town Level in your space)

Then, goto [4] Danger Phase.

[4] Danger Phase

Draw a Danger card for each party, in MRL order.

The Danger Level is increased in a Location or Territory specified by the first party's Danger card.

Increase Danger Level in this Location or Territory (first party only)

If the Hand of Doom is moved, move it here

Compare Danger Value of your card to the Danger Level of your space

Read the Icon Key draw Encounter & Monster cards based on the icon key & party size

Check if you drew a Law card while on a Law space.

goto [5] Danger Phase.

[5] Danger Phase

'Safe'

If you are in a Town, you are automatically safe, because a Town does not have a Danger Level. However, you can still be attacked by the Law in a Law Town, or by monsters lurking in the Loot deck.

If the Danger card's value is higher than the Danger Level in your space, you are 'safe'; you have evaded trouble or found nothing of interest & you ignore the icon key on your card (no random Encounters or Monsters are drawn).

Skip your turn in the Encounter Phase unless there is a large counter in your space. [see Large Counter Reference]

goto [6] Danger Phase.

[6] Danger Phase

You may attempt to change the value of your Danger Card based on your Stance:



Hunt: Each member of party rolls a PER, if majority pass, reduce value of Danger card by 1 (to a minimum of 1)



Stealth: Each member of party rolls a PER, if ALL pass, increase value of Danger card by 1.

If the value of the Danger card is equal to or less than the Danger Level in your current space, you must draw and resolve cards as indicated by icon key in Danger card during [7] Encounter Phase.

Danger - Reference

Roads & Danger Level Reference



Danger - Reference

Danger Card Icon Reference

DANGER CARD ICONS



Draw & resolve a card from your Region's Encounter deck



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



Draw *n* cards from your Region's Monster deck



Draw an Epic Monster with a Lair matching your current space (see Epic Monsters & Lairs, pg.23)

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 greater than the Bounty Level, you do not draw any random monsters this turn).

If your Danger card indicates that you are attacked by random Monsters, treat your Party size as one less when determining the number of Law Monster cards to draw (if you are alone, do not draw random monsters).

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

Ignore & icons on your danger card.

Hand of Doom counter

If you are in the Hand of Doom's space, draw & 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 space indicated by your Danger card, even if the Hand of Doom was placed in your space this turn as a result of your Danger card draw). If the Hand of Doom left your space as a result of your Danger card draw, 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, pg.29).

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, pg.30).

Voidgate counter

Do not draw a random Encounter. Instead you may attempt to Dispel the Voidgate (see The Hand of Doom, pg.29).


Danger - Reference




Large Counter Reference

LARGE COUNTERS


The following large-sized counters have special effects during the Danger & Encounter Phases. If one of these counters is in your space, refer to these instructions.

Clue counter

If you are in a space with a Clue  counter, consult the instructions described in your mission (see *The Missions Book*).




If you resolve a specific Encounter from the Mission  deck or an Encounter deck as a result of a Clue  or special mission rule, do not draw a random Encounter  this turn regardless of your Danger card draw (each party can find a maximum of one Encounter per space per turn).



Destroyed counter

Do not draw a random Encounter  this turn.

Epic Monster Counter

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

If your Danger card indicates that 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, do not draw random monsters).

Ignore  &  icons on your danger card.

[7] Encounter Phase


Skip this phase if you are 'safe' goto [1] Move Action..
Unless your 'safe', each party must resolve Encounters & Combat against Monsters if indicated by their Danger Card.

DANGER CARD ICONS



Draw & resolve a card from your Region's Encounter deck



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



Draw *n* cards from your Region's Monster deck



Draw an Epic Monster with a Lair matching your current space (see *Epic Monsters & Lairs*, pg.23)

Goto [8] Encounter Phase.

[8] Encounter Phase

If your card reads '**Resolve Immediately**', resolve its effects **before** drawing Monster cards.

Else, set it aside and resolve it **only** after you defeat the monster in your space.
Otherwise, you will discard it.

Next draw **Monster Cards** as indicated by the Danger Card.

Check if it is a Normal Monster, Law, or Epic.

Goto [9] Encounter Phase.



[9] Encounter Phase

Law Monsters may be Bribed to avoid Fighting.

One Adventurer make a MRL Test.
Roll equal to or less than your MRL on 2d6.

If **Fail**, increase **bounty level** and fight.

If **Pass**, (party as a group must pay) GP equal to the Bounty Level + total XP of all monsters in this space.

If you do, discard each Law card in your space (do not gain any rewards).

You may also choose to surrender.
If you do, your mission ends.
(see 'capture' in the mission book pg.3)



[10] Encounter Phase

Fight!

[1] **Establish Targets:**
Assign each monster to an adventurer.
(Based on high/low Attribute, All, or None.)

[2] **Arrival Abilities:**
Resolve abilities for monsters that entered the fight this round.

[3] **Adventurers fight in PER order**

[4] **Choose a Combat Stance**



[5] **Choose one:**
Combat Action
or
Attack & Target



[6] **Resolve Action**
(see [11] Encounter Phase)

[7] **End Step**
Resolve abilities & effects that occur at the end of the round.
(see [12] Encounter Phase)

Combat - Reference

Basic Combat Reference

Unarmed Strike:

Attack: AGI (MELEE) or STR (MELEE)
If hit: damage = lowest attack die.
Power dice are halved and can be used for damage if in Assault Stance.

Escape:

Combat Action: AGI Test
If succeed, you flee.
If not engaged or targeted auto pass.
End your turn.
You may choose to return to fight at any subsequent turn.

[11] Encounter Phase

COMBAT DICE

Defence: Roll 2d6 (green) - AGI Test
Attack: Roll 2d6 (orange) - per attack
Power Dice: at least 1d6 (purple)

Suffering Wounds

Always reduced by your ARM value.
If AGI Test was Passed (equal to or less)
Reduce damage by Highest Defence Die
If on **Guard**, may reduce by Highest Power die instead.

Inflicting Wounds

If Pass (equal to or lower than Attribute), deal damage equal to Highest Attack Die.
If on **Assault**, may use Highest Power Die instead.

*Reduce damage by Monsters ARM.

Note:

Piercing ignores Monster's ARM.

Goto [12] Encounter Phase.

[12] Encounter Phase

END OF ROUND EFFECTS

Some monster abilities, Skills & Items have an effect at the end of the Combat Round. If multiple effects are happening at the end of the same round, resolve them in the following order:

1. Resolve the effects of Items, Skills, etc. used by the adventurers (*Gas Bomb*, for example)
2. Summon (*Summoners call in reinforcements*)
3. Skirmish & Thief (*Skirmishers run away, then Thieves run away*)
4. Drain & Regenerate (*monsters recover*)

If there is at least one adventurer & monster still in the fight, start a new Combat Round.
goto [10] Encounter Phase

If one side has been destroyed or has escaped the fight
goto [13] Encounter Phase
to resolve:
Party Victory
or
Monster Victory

[13] Encounter Phase

Party Victory

- Reduce **Danger Level** in your space. Only once per Game Turn per space
- If you destroyed an Epic Monster, lower **Danger Level** to 1 instead.
- If **Danger Level** was already 1 & you're in a **Settlement**, replace Danger Level counter with **Town Level 1** counter.
- **Do not change Level** if you fought monsters from the **Law** or **Loot** deck.
- Adventurers that were't Defeated & didn't Escape may **collect rewards & potentially loot** from monsters they destroyed.

Monster Victory

- Each **Defeated** adventurer is killed & **removed from the game**.
- If you are killed, discard your Skills & Items.
- If no surviving adventurers the game is lost!
- Otherwise, **increase the Danger Level** in Defeated party's space.
- If you **Escaped**, discard trophies without reward.
- **Shuffle** any **surviving monsters** back into their decks.
- If Epic Monster remains, set its card aside & **place Epic Monster counter** where the fight was.
- If there is an **unresolved** 'after-battle' **Encounter**, **discard** it without resolving it.
- Goto [1] Map Action Phase