

HERO CYCLE (+)

- ✧ Spend MP to Move, Pick Up Treasure, and Perform Non-Combat Actions
- ✧ Play ACTION and REACTION Cards

HERO DECK PHASE

1. Reduce THREAT
2. Clear ACTION SPACES
3. Discard Hand (May Keep 1 Card)
4. Draw Hand Size

REFRESH PHASE

1. DARKNESS METER
 - ✧ DARKNESS CYCLE
2. ALLIES Activate
3. QUEST Results
 - ✧ Control Determined
 - ✧ Escort or Deliveries Rewards
 - ✧ Kills & Pickup Calculated
 - ✧ HERO CYCLE Timers Reduced
4. STATUS Results (Stay till Resolved)
 - ✧ Curse
 - ✧ Prone
 - ✧ DOT (e.g. Poison)
 - ✧ Frozen
 - ✧ Possession
 - ✧ Capture (e.g. Web)
5. TRAP Results
 - ✧ Disarmed TRAPs Removed
 - ✧ Active TRAPs Activate
6. Clean Up (and EQUIP Heroes)
 - ✧ Remove Dead Heroes
 - ✧ Remove Quest Objective(s) for Failed Quest
 - ✧ Check for LOITERING Penalties

DARKNESS CYCLE

1. Check THREAT RANGE
2. Resolve EVENT
3. Check THREAT PENALTY
4. ACTIVATE Monsters
 - a. MOVE
 - b. ATTACK
5. SPAWN Monsters

PLAY INTERRUPT CARDS
DURING ANY ABOVE STEPS

HERO COMBAT

1. Confirm LINE OF SIGHT and RANGE
2. Play Card(s)
3. Form DICE POOL
4. Confirm TARGET NUMBER and Roll Dice
5. Remove Casualties and Pop TREASURE
6. Adjust THREAT

Hit Dice (D10)





- Hero Token (usually 1D10)
- Weapon(s)
- Hero Buffs
- Status Effects (Penalty?)
 - Curse
 - Prone
 - Poison (DOT)
 - Frozen
 - Web (Capture)





Fate Dice (FD)

- Hero Token (usually 1FD)
- Weapon
- Hero Buffs

MYTH PLAYER AID

STATUS	EFFECT
Curse	Reduces hand size by -1
Prone	The target cannot perform ACTIONS, REACTIONS, or INTERRUPTS. (S)He must spend the entire ACTIVATION getting up.
Damage-Over-Time	Hero DOTs are limited in scope based off the Hero's power. The DARKNESS' DOTs continue until they are cleansed.
Frozen	Reduce ACTION SPACES by -1.
Possession	Possessed Heroes act for the DARKNESS using the Possessor's priorities.
Capture	An ATTACK that the Hero must sacrifice cards from the hand to escape.

	NO MOVEMENT ⇒ No MPs used
	CAUTIOUS MOVEMENT ⇒ Normal MPs ÷ 2 (Round Up)
	NORMAL MPs ⇒ Class MPs ± Armor ± STATUS
	AGGRESSIVE MOVEMENT ⇒ Normal MPs + MOVE CARD

	ACTION
	REACTION
	ACTION & REACTION
	INTERRUPT

Lair Type	2 Player	3 Player	4 Player	5 Player
Crawler	7	8	9	10
Grubber	6	7	8	9
Shambler	5	6	7	8
Tailless	7	8	9	10
Iathi	2(F), 1(E), 1(A)	Same	Same	Same
Sycline	6	7	8	9

HERO LINE OF SIGHT

BLOCKS LOS

- Monsters (Except Archer)
- Lairs
- Red Realm Tile Lines
- Traps
- Walls

DOES NOT BLOCK LOS

- Heroes
- Allies
- Blue Realm Tiles Lines
- Treasure
- Interactive Realm Objects
- Diagonally Adjacent Monsters

MONSTER LINE OF SIGHT

BLOCKS LOS

- Lairs
- Red Realm Tile Lines
- Traps
- Walls

DOES NOT BLOCK LOS

- Monsters
- Heroes
- NPCs
- Blue Realm Tiles Lines
- Treasure
- Interactive Realm Objects