

# GLOSSARY

v2.1



## PURPOSE OF THIS BOOK

This glossary provides an overview about all game components and rules in an alphabetic order, topic by topic.

We strongly suggest reading the [rule book](#) first and to use the glossary during gameplay as a quick reference.

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## TABLE OF CONTENTS:

Purpose of this Book	1	Legendary Items	12
Credits	1	Legend Points	12
Ability Cards	4	Line-Of-Sight	13
AI Cards	4	Major Action	13
Ally	4	Map Tiles	13
Attacking (Enemies)	4	Map Tile Lines	13
Attacking (Heroes & Minions)	4	Minor Action	13
Attack Of Opportunity	5	Minion	13
Blast Template	5	Models	14
Bleed	5	Movement	14
Book Of Adventures	5	Nimble	14
Book Of Exploration	5	Ongoing Effects	14
Bulky	6	Open Door	15
Buy Items	6	Open Treasure Chest	15
Botches	6	Pile Of Items	15
Campaign Chapter	6	Player Board	15
Campaign Difficulty	6	Plus	15
Coins	6	Pull	15
Cooldown	7	Power	15
Critical	7	Quest Triggers	15
Cripple	7	Range	15
Cursed	7	Reach	16
Damage Roll	7	Re-Equip	16
Dazed	7	Repair Items	16
Death	8	Retraining Cards	16
Defense	8	Retreat	16
Dice	8	Round	16
Difficult Terrain	8	Runes	16
Discarded Cards	8	Scratches	16
Doors / Room Reveal	8	Sell Item	17
Enemy Abilities	9	Slippery	17
Enemy Behavior	9	Soul Experience Point / Soul XP	17
Enemy Reference Cards	9	Soul Shards	17
Enemy Spawning	9	Soul Shop	17
Enemy Traits	10	Speed	17
Escape Tests	10	Spending Options	17
Events	10	Spellcasting	18
Exploration Deck & Cards	10	Star	18
Expand Shopping Options	11	Status Effects	18
Extract Vessel	11	Straight / Diagonal Line	18
Free Attacks	11	Stun	18
Give Up	11	Target Prioritization	19
Healing	11	Terror	19
Hit Multiple / Additional	11	Threat (AI Cards)	19
Initiative	11	Threat (Events)	19
Interrupt	12	Throw Rock	19
Items	12	Town Phase	19
Item Tags	12	Trade Items	19
Knockback	12	Trait Cards	20
		Treasure Chests	20

<b>Turn</b>	<b>20</b>
<b>Toughness</b>	<b>20</b>
<b>Unarmed Attacks</b>	<b>20</b>
<b>Vessels</b>	<b>20</b>
<b>Vessel Perk Unlocks</b>	<b>21</b>
<b>Weaken</b>	<b>21</b>
<b>Wear</b>	<b>21</b>
<b>Wounds</b>	<b>21</b>

## ABILITY CARDS



- Ability cards allow a hero to perform actions like **attacks**, **spells**, **movement** or other effects.
- Each hero has their own deck of ability cards.
- Ability cards are comprised of an **initiative value**, a **description for the major and minor action**, and a **cooldown** value which is relevant if a hero performs the major action of that card.
- Each hero places up to two ability cards** face down each **round** and can perform those once its their turn.

## AI CARDS



- AI Cards describe how an **enemy** group will act by narrowing down their **preferred target**, activating their **special abilities** ('Bones' or 'Skull') or giving them **bonuses** or **penalties**. They also modify their **initiative**.
- As long as an enemy group is active, provide them with a **new random AI card at the beginning of each round**, right before the heroes commit to their ability cards.

## ALLY

- Some effects will refer to an "ally" or "allies". An ally is any other hero or **minion**, but not the one performing the effect.

## ATTACKING (ENEMIES)

- To attack an enemy, the hero needs to be able to perform an attack and have an appropriate weapon equipped.

- The attack is only performed with a single equipped weapon.
  - Remember that any hero or minion always has a Standard Die (green) as a baseline, and they add other bonus dice as appropriate.
- The enemy needs to be within **range** and the hero needs **line-of-sight** to their target.
  - Ranged attacks that are performed while being adjacent to at least one enemy add two Cursed Dice (black) to the roll.
- Then **roll dice** based on the pool (mostly determined by the used weapon). **Divide the total power by the defense value** of the enemy, then round down the result. The remaining result is the amount of **wounds** this enemy takes. Place them as tokens next to the affected model.
  - If the wounds equal (or exceed) that enemy's maximum wounds, it is removed from the game board.
  - If all models of an enemy group have been removed, also discard that enemy's reference card, AI card and potential trait cards.



## ATTACKING (HEROES & MINIONS)

- Whenever a hero or **minion** gets attacked, they need to perform a **defense roll**.
  - The total **power** of their defense roll reduces the incoming amount of **scratches**, which is based on the enemy's **attack value**.
  - A hero takes a minimum of one scratch from each attack, regardless of the amount of power rolled - however, this one scratch may be prevented by other effects such as the "Block" ability.
  - Rolling a '**Critical**' during a defense negates the entire attack. No scratches are suffered and other effects from the attack are prevented as well.

- Enemies choose their target based on their **preference** as determined by their current AI card.

## ATTACK OF OPPORTUNITY



- Whenever a hero or minion starts a **new movement action** (and actually moves) while being adjacent to at least one enemy, they need to **roll a Cursed Die** (⚇).
  - The number shown determines how many adjacent enemies will **attack** that hero / minion immediately.
  - Always pick the enemies with the highest attack value if there are multiple.
  - After these attacks are handled, the hero / minion can continue their movement.

## BLAST TEMPLATE



- When using the blast template, the tip may be positioned to originate anywhere from the tile of the model using it.
- Rotate it to any angle. **All squares that are at least partially covered by the template are affected**, and consequently, the models on these squares.

## BLEED



- 'Bleed' is a negative ongoing effect.
- Heroes** who perform a **major action** immediately suffer a **scratch**. This also applies to **interrupts**.
- Enemies** suffer a single wound when removing a one 'Bleed' token at the end of their activation.
  - Enemies can have up to four 'Bleed' tokens on them.

## BOOK OF ADVENTURES



- The "Book Of Adventures" is a booklet that contains all adventures and **campaign chapter** descriptions.
- Each adventure describes its components needed, like **enemy** and **exploration cards**, as well as story texts, special game mechanics, **quest triggers** and **event tables**.

## BOOK OF EXPLORATION



- The “Book Of Exploration” is a booklet that describes the layout of all map tiles based on the rolled **Enhancement Die** (◆).
- The die result determines the layout of a **revealed room**.

## BULKY

- Bulky models **occupy four squares at once**, but are allowed to occupy up to two non-walkable squares (like walls).
- They move square by square and **displace other models** they’d move over. Displaced models need to assume any one adjacent square (or whatever is closest).
- To draw **Line-Of-Sight** from or to a Bulky model, any of its four squares may be used for that purpose.

## BUY ITEMS

- During the **town phase** (between adventures), reshuffle the entire **pile of items** and **draw 10 items from it**.
  - The party may buy any of those items from their stash of **Coins**.
- They can spend 10 Coins to draw another row of 10 items, but may only buy a single item from that row (and then have to discard the others).

## BOTCHES



- When rolling a ‘Botch’ on a Standard Die (●), the **entire roll has failed**.
- No symbols can be used for a positive effect (not even ‘Criticals’), unless the hero explicitly has a **spending option** (or other perk) that would allow them to ignore the botch.
  - Even a ‘Wear’ symbol is cancelled by a botch.

## CAMPAIN CHAPTER

- The campaign is divided into **five chapters**, and each chapter corresponds to one tier of content - adventures, enemies and items.
- Whenever the party moves on to a new chapter, a **different set of adventures** will be available to them, they **add the next tier of items** to their **Pile Of Items** and they will face new kinds of enemies.

- Additionally, each chapter may unlock or introduce other features, as mentioned in the **“Book Of Adventures”**.

## CAMPAGN DIFFICULTY

- The party aligns on the campaign’s difficulty when it starts.
  - However, it is entirely viable to adjust the difficulty between adventures if that serves the enjoyment of the group.
- There are four difficulty settings:
  - Default:** No specific rules apply.
  - Challenger:** Every enemy group that spawns gets one additional ‘Trait’ card.
  - Nightmare:** In addition to ‘Challenger’, replace all **enemy reference cards** with those meant for ‘Nightmare’ difficulty.
  - +1 to +3:** In addition to ‘Nightmare’, determine a modifier. Enemies get additional ‘Trait’ cards based on the modifier chosen. With a ‘+2’ difficulty modifier, all groups would spawn with three traits at a baseline: one from ‘Challenger’ and two from the modifier.
- Check out the **rule book** for additional, optional difficulty modifiers.

## COINS



- Coins are a currency that is earned during adventures and by **selling items**, and is spent by **purchasing items**, paying for **repairs** or **retraining ability cards**.
- Coins are tracked persistently for the entire group. The party has a **shared stash of Coins**.
- When initiating a new campaign, the party starts with zero Coins.

## COOLDOWN



- When playing an **ability card** as a **major action**, the hero handles the effects as usual, but then discards the card on their cooldown tracker with the corresponding duration.
- Heroes can get ability cards that are on cooldown back by **playing a minor action** or through other effects.
  - A minor action immediately goes back into that hero's hand and they **reduce all their cooldowns by 1**.
- If a hero has an empty ability slot during their turn (for instance because they were not able to place two cards in the beginning of the round), they may treat that slot similar to a minor action and reduce their cooldowns by 1.

## CRITICAL



- A 'Critical' die result means different outcomes based on the type of roll:
  - **Attack / Damage Roll:** Automatically deals a **wound**, regardless of the enemy's defense.
  - **Defense:** Negates the entire attack. The defending hero / **minion** does not suffer any **scratches** and may ignore any **negative effects** that would result from the attack.
  - **Spellcasting:** The spell succeeds and unfolds its effects, regardless of the required **target number**.

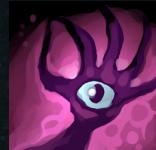
## CRIPPLE



- 'Cripple' is a negative ongoing effect.
- Heroes or enemies that move while being crippled have to **spend two movement points for each square moved** (instead of one).

- Enemies can have up to two 'Cripple' tokens on them, and remove one at the end of their activation. However, the effect does not become more severe with two tokens as opposed to one.

## CURSED

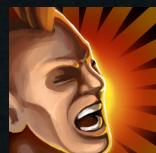


- 'Cursed' is a negative ongoing effect.
- Heroes with this effect have to **spend a 'Plus' on this effect** on any **attack, defense** or **spellcasting** roll.
  - If they fail to spend it on 'Cursed' (or don't want to), they have to immediately **put any one hand card on cooldown 2**.

## DAMAGE ROLL

- In some cases, a roll is "dealt as damage". In this case, only count the raw **power** and all '**Criticals**' rolled, while ignoring all other results (including botches).
- Compare the result of the damage roll against the enemy's **defense** to determine the number of **wounds** caused.
- If an ability asks to perform a damage roll against multiple enemies (like "Scorching Blast"), perform an individual roll for every enemy affected.

## DAZED



- 'Dazed' is a negative ongoing effect.
- **Heroes** have to treat the **cooldowns** of all their **major actions** as if they were one higher (up to a maximum of 5). This does not affect **ongoing effects** that they play.
- **Enemies** cannot make use of their 'Bones' or 'Skull' **abilities**, even if their **AI card** would grant it.
  - Enemies can have up to two 'Dazed' tokens on them, and remove one at the end of their activation.
  - The passive abilities of an enemy cannot be suppressed with 'Dazed'.

## DEATH

- When a hero suffers their **third wound**, their **vessel** immediately dies.
  - Discard the vessel's reference card. Replace the model with the "Vesselless Soul" (the reference for it is already depicted on the player board).
- If at any given moment all heroes have lost their vessel and became "Vesselless Souls", their campaign is immediately lost. The group may start a new campaign, but loses their entire progress up to this point.
  - The party **may** declare the previous adventure merely as failed, acquire new vessels during the **Town Phase**, and continue the campaign as usual.

*Note: Doing so is not recommended as it weakens the meaning of success & failure, and consequently, the importance of challenge.*

## DEFENSE

- Heroes or **minions** who get attacked need to perform a defense roll.
- Heroes and minions always have a Standard Die (green) as a baseline for their defense, and add other bonus dice as appropriate (for instance from armor or shields).
- The enemy that attacks them has an attack value which determines the amount of scratches they are about to suffer.
- The total **power** of the defense roll reduces the **scratches** suffered accordingly, to a minimum of 1.
  - Rolling a '**Critical**' during a defense negates the entire attack.

## DICE



- There are five types of dice in the game with different distributions of symbols:
  - ◆ Power Die
  - ◆ Blessing Die
  - ◆ Cursed Die
  - ◆ Enhancement Die
  - ◆ Standard Die

- When rolling for an **attack**, **defense** or **spellcasting**, heroes and **minions** always have at least a Standard Die as a baseline, but might have additional dice based on other factors, like **items**, **abilities** or **ongoing effects**.

## DIFFICULT TERRAIN

- Squares with a dark crossed lines and a "x 2" symbol mark difficult terrain.
- A hero, minion or enemy who enters such a square has to spend 2 **movement points** to do so.
  - If they cannot spend the 2 movement points, they cannot enter the square.
- Difficult terrain does not add up or multiply with **Cripple**. Only one of them counts.
- **Nimble** models ignore difficult terrain.

## DISCARDED CARDS

- In some cases, players are asked to discard cards, for example when:
  - Losing a vessel.
  - Breaking or consuming an item.
- Put discarded cards aside, and shuffle them back into their respective pile once the next Town Phase begins.

## DOORS / ROOM REVEAL

- Each map tile should have at least one openable door.
- Heroes and minions can spend **one movement point** while being adjacent to a door to open it, in which case they reveal the next room.
- Draw the topmost card from the **exploration deck** and get the corresponding map tile. Then look it up in the "**Book Of Exploration**", roll an **Enhancement Die** (◆) to reference the required layout.
  - Red slots are used for the first enemy group, and blue slots for a second enemy group. Fill these slots up by order and use as many models as the enemy reference card dictates, based on the amount of participating heroes.
  - Place treasures and vessels only if they match the number of participating heroes or if they are below it.
- Example: A treasure chest with a "4+" will only be placed if four or more heroes participate.

- If a map tile doesn't fit, up to two connector pieces can be used (2x4 straight or a simple L-shape) inbetween the entrance and the new map tile.
  - If it still doesn't fit, close the entrance off with an end-cap piece, and remove any other end-cap piece from the board, replacing it with a new door. Put the exploration card back on top of its deck.
- Some **exploration cards** will be a quest trigger. Follow the instructions in the "**Book Of Adventures**".

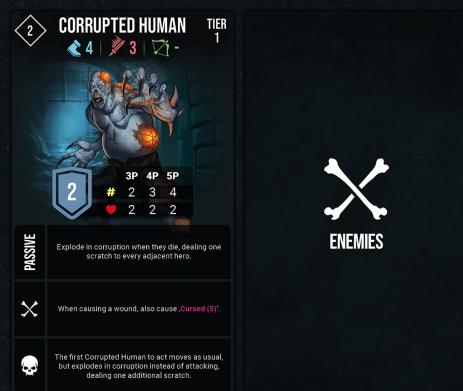
## ENEMY ABILITIES

- Every enemy has a 'Bones' and a 'Skull' ability, as well as a passive one. The passive one is always active.
- The 'Bones' and 'Skull' abilities need to be granted by an **AI card**. If this happens, these abilities are only active for that **game round** (but might be reactivated in the next round).
- Enemies who suffer from 'Dazed' cannot make use of their 'Bones' and 'Skull' abilities.

## ENEMY BEHAVIOR

- If it's an enemy group's turn based on the current **initiative** step, activate the enemy **model** that is closest to the starting position of that adventure first. Go from closest to furthest.
  - Every model of the group will have one activation.
- Each enemy first performs one default **movement** based on their speed, and then a default **attack** (plus whatever other things they do based on their abilities).
- Enemies determine their **preferred target** based on their **AI cards**. Use the instructions from top to bottom to narrow down the final target and only consider heroes / minions that this enemy can reach.
- If the enemy **cannot** reach any target to perform an attack, they simply move towards the closest hero or minion.

## ENEMY REFERENCE CARDS



- Enemy reference cards describe an enemy's values and abilities.
- Each **adventure** will have an enemy deck consisting of several enemy reference cards.
- An enemy reference card gets drawn at random whenever an enemy is supposed to be **spawned**.
- Below the enemy's name, the speed, attack value and attack range are described. If an enemy doesn't have an attack range, they can only perform melee attacks by default.
- Above the enemy's abilities, their defense is shown on the blue shield, as well as the amount of models and their maximum wounds based on the amount of participating heroes.

## ENEMY SPAWNING

- Enemies usually spawn when a new **room is revealed**.
  - Enemy models are placed on the indicated spawn slots, following the listed order.
  - Use as many models as the reference card determines, based on the number of participating hero.
  - Spawn one random group of enemies if there is only one color of spawn slots; spawn a second group if there is a second color of spawn slots.
  - Spawn no enemies if no spawn slots are shown for the map tile layout in the '**Book Of Exploration**'.
- When spawning a new enemy group, draw a random enemy group from the pile of enemies for this adventure (unless the adventure calls for a specific enemy group).
  - Draw an **AI card** for that enemy group to determine its **initiative**.

- If the initiative is higher than the current initiative step of that game round, that enemy group acts at initiative zero (0) instead.
- If there are no more enemy references cards to draw from, reshuffle the already used and discarded enemy groups from this adventure, and use these as a new pile.
- If a second group of the same type is spawned (for instance, a second group of Undead), only place the models as indicated, but discard the second reference card. All models of that type act under the same reference card and initiative, and benefit from the same traits.
- If an indicated spawn slot is already occupied, for example by a '**Bulky**' model that was placed before, use the closest available square instead.

## ENEMY TRAITS



### TRAITS

- Whenever an enemy group gets a 'Trait' card assigned, draw a random one from the entire pile of 'Trait' cards.
  - If the pile is empty, reshuffle all discarded 'Trait' cards and use them as the new pile.
- If an enemy benefits from one or more 'Trait' cards, then these 'Trait' stay with the enemy group until all of its models are defeated. Then discard the reference card, its 'AI' and 'Trait' cards.
- Bosses can never benefit from 'Trait' cards, unless an adventure or its events specifically allow for it.

## ESCAPE TESTS

- See "**Attacks Of Opportunity**".

## EVENTS

- At the beginning of each round (except the very first one), one player will roll a regular d10 (ten sided die with numbers from 1 to 10) and add the current "threat" level of the adventure to the roll.
  - Then refer to the current **adventure**'s event table and execute the event. Some events may increase the threat level, in which case the corresponding amount of threat tokens gets added to the event table.
- Keep in mind that each adventure begins with a threat level of zero.

## EXPLORATION DECK & CARDS



- Each **adventure** requires to assemble a series of exploration cards before it's being played.
  - The adventure lists the cards in a specific order (from bottom to top).
  - In most cases, random exploration cards from a specific theme need to be picked, like "Nathender", "Leyforest" etc.
- Whenever a **room gets revealed**, the topmost card gets drawn to add to the current adventure map layout.
  - If a quest trigger is drawn instead of a room, follow the instructions mentioned in the '**Book of Adventures**'.

## EXPAND SHOPPING OPTIONS

- During the **Town Phase**, the party will by default draw 10 random item cards from the **Pile Of Items**, 3 random **vessel** cards and 5 random item cards from the **Soul Shop**.
  - Keep in mind that the Soul Shop is only available from Chapter 2 onwards.
- If the party wants more options to purchase / choose from, they can **pay 10 Coins** from their stash. The party needs to **declare for which pile** they want to expand their options:
  - **Items:** Immediately draw 10 random cards from the **Pile Of Items**.  
The party may buy one of these items, and then has discard the rest.
  - **Vessels:** Immediately draw 3 random cards from the pile of **vessels**.  
One hero may assume one of these vessels, then discard the rest. Skip “Peasants”, “Legendary” and “Mythical” vessels during this step.
  - **Soul Shop Items:** Immediately draw 5 random cards from the Pile Of **Soul Shop** items.  
The party may buy one of these options for **Soul Shards**, and then has to discard the rest.

## EXTRACT VESSEL

- If no one in the party wants to inhabit a vessel that was found during an adventure, a hero who is adjacent to it can extract it by spending two movement points.
- Remove the vessel and obtain the corresponding amount of **Soul Shards** (as indicated on the card).

## FREE ATTACKS

- Some abilities or perks may grant a hero the opportunity to perform a “Free Attack”.
- A free attack usually gets handled immediately the moment gets triggered.
- A free attack only uses the bonus dice and spending options of the used weapon and other passive bonus dice (like “Primal Force” from the Warrior).
  - As always, if a hero has multiple weapons equipped, they can choose which one to use for their free attack.

## GIVE UP

- The party may always attempt to give up on an adventure, for instance if they fear the loss of too many **vessels**.
- “Giving Up” may be declared at any time as long as no hero is within **range 3** of any enemy.
- When giving up, the current adventure counts as failed. The adventure-specific rewards are not given, but the party may keep all collected treasures.

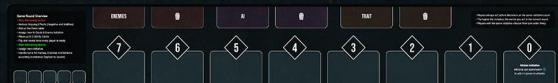
## HEALING

- Whenever a hero regenerates or has **scratches** healed, turn the corresponding amount of scratch tokens to their healthy side.
  - By default, abilities that just heal scratches cannot heal **wounds**.
- If a hero has a wound removed from themselves, remove the lowest wound token.
  - Then, if there are still scratches present, flip them all over to their healthy side, and apply an equal amount to the now unlocked bar of scratches. Keep in mind that in some cases, this can lead to immediately suffering the wound again.

## HIT MULTIPLE / ADDITIONAL

- Attacks that allow to “hit multiple” or “hit additional” targets mirror the entire damage and status effects as was caused against the initial, main target.

## INITIATIVE



- **Heroes** determine their initiative by picking between either of their two placed **ability cards** (an empty ability slot counts as initiative 0).
- **Enemies** determine their initiative by adding their base initiative to the initiative modifier of their **AI card**.
- **Minions** always have an initiative of 0.
- The initiative determines the **order** at which all entities get to act in a given **round**. On a tie, heroes act before enemies. Heroes (and minions) who tie may coordinate their exact order once their initiative step is reached.

- Enemies that have the same initiative value act based on which enemy group assumed that initiative slot first.

## INTERRUPT

### INTERRUPT

- Some abilities may have an interrupt effect on their **major action**. They can be played at any time from a hero's hand and briefly interrupt the game flow.
  - After being handled, they go on **cooldown** as usual.
  - Interrupt abilities that have been placed down for the round cannot be used for their interrupt-effect until they return to the hero's hand.
- Keep in mind that many interrupts have described or implicit requirements that need to be met before they can be used.

## ITEMS



- Heroes can equip and carry items to become stronger. They usually provide a passive benefit, whereas weapons need to be used actively as part of an **attack**.
- Every hero has two hands (and therefore they can equip two one-handed weapons or a single two-handed weapon), an armor slot, two slots for 'Gear'-type items and three backpack slots to simply store any type of item. Additionally, they have two 'Consumable' slots that can only hold items of that type.

## ITEM TAGS

- **Items** have tags to help further describe them.
- A hero cannot equip two 'Gear'-type items that share the same location tag. For instance, a hero cannot wear two gear items with the "Back" tag.

## KNOCKBACK

- **Against heroes and minions:**  
Need to move away from the causing enemy or hero as far as possible (distance needs to increase with each square knocked back), but the affected hero / minion determines the exact direction if there are multiple viable ones.
  - Heroes may cause Knockback against other heroes or minions. Such movement does not provoke "**Attacks Of Opportunity**".
- **Against enemies:**  
The affected enemy needs to increase the distance with each square knocked back. The causing player determines the direction.
  - If the enemy cannot move in the determined direction (for example, because they are blocked by a wall or other model) the hero rolls one Standard Die for each point of Knockback that is remaining and deals the result as **damage**.

## LEGENDARY ITEMS

- Also see "**Items**".
- Legendary items have a golden border and can only be acquired by finishing a particular adventure that provides the item in question.

## LEGEND POINTS



- Legend Points reflect the party's growing legend and renown. They are gained by successfully finishing adventures.
- Legend points are exclusively used to unlock the **perks of vessels**.

## LINE-OF-SIGHT



- Any ability or attack that has a **range** implicitly requires a viable line-of-sight from the source to the target.
- Draw an imaginary line from the center of the source's square to the center of the target's square.
  - The line has to only cross walkable squares (or **see-through** squares) that are directly connected to each other. If it crosses one or more non-walkable squares (like a wall corner), the line-of-sight is not given.
- Models like heroes, minions or enemies don't impact or hinder line-of-sight.

## MAJOR ACTION

- The major action is the more powerful action of an ability card. If used, it goes on **cooldown**. However, if it gets used as an **ongoing effect**, it goes onto the "Effects" tracker with the corresponding duration.

## MAP TILES



- Map tiles are added to the game board as the party explores an adventure.
- This happens by **revealing rooms**.

## MAP TILE LINES

- There are various types of lines drawn on map tiles.
- **Red solid lines** mark solid walls. Models cannot move through these or draw a **line-of-sight** through them.
- **Blue dotted lines** mark cliffs, impassable rubble or chest-high terrain. Models cannot move through these, but can draw a **line-of-sight** through them.
- **Dark diagonal lines** that cover a tile mark "Difficult Terrain". To move onto such a square, a model needs to spend double the amount of movement points.
  - This does **not** stack with '**Cripple**'. A crippled model that moves onto difficult terrain spends **two movement points**, not four.

## MINOR ACTION

- The minor action is the weaker action of an **ability card**. If used, it immediately goes back into the executing hero's hand and they reduce the **cooldowns** of all their cards by one.
  - This does not affect the duration of active ongoing effects.

## MINION

- Minions are loyal characters that aid the heroes during combat. They may be obtained through adventures, can be summoned through spells, or are added through other effects.
- Minions always act at **Initiative** zero (0) and by default will perform one **movement action** (based on their speed) **and a melee attack**. This melee attack only has one Standard Die (green), unless other bonuses get applied.

- Minions act before enemies if they have the same initiative.
- Minions can open doors, but cannot pick up treasures, inhabit vessels or carry items.
- Minions can use **any amount of 'Plus' symbols to add +1 Power to their attacks**.
  - *Consequently, they can use the 'Star' symbol for this purpose as well, as 'Stars' can be converted into 'Plus' symbols.*
- Minions defend and suffer **damage** in the same fashion as heroes, with two differences:
  - Minions have a singular toughness value that determines the amount of scratches that they can endure. If the amount of scratches exceeds that value, they are defeated.
  - Scratches for minions are tracked using the same tokens as wounds for enemies.

## MODELS



- A model is a standee or miniature that represents a hero, minion or enemy on the game board.
- Every model has a specific position on the game board, occupying one square.
  - The exception are '**Bulky**' models which occupy four squares at once, two of which must be walkable.
- If a minion or enemy is defeated, its model gets removed from the game board.
  - Heroes never get removed. When they lose their vessel, they replace it with the 'Vesselless Soul' reference and standee.

## MOVEMENT

- Movement actions are gained through a vessel's default **speed** (which has to be used at the beginning of the turn), or through actions that either say "Move (X)", "Move an ally by X squares" or similar.
- Each movement action is handled individually, the movement points of two movement actions cannot be combined into one.
- If a different action is performed (like an attack), remaining movement points from a previous movement action are lost.
- Models move from square to square and cannot move through / over other models, but they can move straight and diagonally.

## NIMBLE

- Models with this advantage are allowed to move through / over other models.
- By default, this advantage only counts for one specific movement action.
- Nimble models ignore **difficult terrain**.

## ONGOING EFFECTS

### ONGOING

- **For heroes:**
  - Ongoing effects are tracked on their "Effects" tracker on their player board, and can be positive or negative (**Status Effects**).
  - While an effect is on that tracker, that hero benefits or suffers from it.
  - At the beginning of each **round**, heroes reduce the duration of each ongoing effect by one, until they are eventually over.
  - Abilities that end in this way go back into their owner's hand.
  - If the effects of an ongoing ability are removed before its duration ends (for example, the summoned minion has been killed), then the **ability will stay on the effects tracker** anyway for its remaining duration. Turn the card face down for ease of use.
- **For enemies:**
  - Track them as tokens next to the affected model. Enemies can only have each effect (like Cripple, Weaken etc.) up to two times, with the exception of **Bleed**, which can stack up to four times.
  - At the end of an enemy's activation, remove one token of each type.

## OPEN DOOR

- See “Door / Room Reveal”.

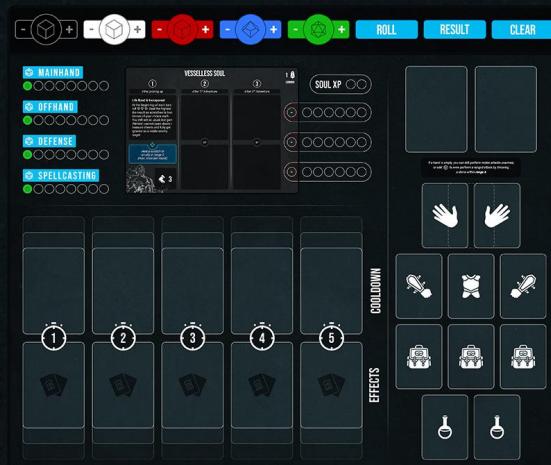
## OPEN TREASURE CHEST

- See “Treasure Chests”.

## PILE OF ITEMS

- The Pile Of Items is a stack of regular item cards that contains all items the party has access to, based on their adventure tier.
  - Initially, it exclusively consists of Tier-1 items.
  - As the party advances to new chapters, higher tiers of items will be added (see ‘Book Of Adventures’).
- The Tier-0 items, also known as improvised items, never get added to the pile of items. The same applies to Soul Shop items.
- The Pile Of Items should be reshuffled, including discarded item cards, before any Town Phase starts, as well as at the end of it.

## PLAYER BOARD



- Each hero (and therefore player) possesses their own player board.
- The player board is used to track a hero’s vessel, scratches, wounds, items, ongoing effects and cooldowns.
- Players can also track their baseline dice pools by adding dice pool tokens, and use the dice roller script to easily assemble and roll a given pool of dice.

## PLUS



- This is a symbol that can be rolled as part of an action. It can be spent to activate bonus effects, based on the used items or abilities.
- Each ‘Plus’ can only be spent once, and each spending option can only be used once per action.

## PULL

- A hero who performs this action can pull any model closer to their location, regardless of distance or line-of-sight.
- They may distribute the squares (as mentioned in brackets with the keyword) among as many targets as they want, as long as the forced movement decreases the distance to the executing hero.
  - Movement from ‘Pull’ does not provoke ‘Attacks Of Opportunity’.

## POWER

- Power describes the overall magnitude of a roll.
- Power is displayed as numbers on the various dice.
- During an attack, it determines the damage dealt (and consequently, how many wounds are dealt).
- During a defense, it determines how much damage is mitigated.
- During spellcasting attempt, it determines if the spell succeeds.

## QUEST TRIGGERS

- Quest triggers may appear in the exploration deck and call for specific happenings as part of the adventure as described in the ‘Book Of Adventures’.

## RANGE

- Some abilities, especially ranged attacks and spells, have a limited range. This is the distance in squares between the source and the target.
  - If the range is exceeded, the action automatically fails.
- The Line-Of-Sight must also be viable to acquire a target.

## REACH

- Melee attackers who benefit from 'Reach' can perform melee attacks over a **range** of two squares.
  - These still count as melee attacks, despite having a range.

## RE-EQUIP

- Re-equipping is a movement action that any hero can perform by **spending one movement point**.
- The hero may then **re-arrange all the items on their player board**, for instance to put one item into the backpack and to put a weapon from the backpack into their hands.

## REPAIR ITEMS

- During the **town phase**, heroes can repair '**Wear**' from their equipment by paying 5 **Coins** per 'Wear' token removed.

## RETRAINING CARDS

- During the **town phase**, a player can spend 10 **Coins** from the party's stash to exchange one of their **ability cards** for a new one.
  - A base level card, so one without an upgrade, can be exchanged for any other base level card.
  - An upgraded card can be exchanged for any other upgraded card.

## RETREAT



- Enemies with this keyword perform an additional movement action after their

default attack - and only if they were able to attack in the first place.

- There are exceptions to this rule, which will be explicitly stated. In these cases, enemies perform a "Retreat" maneuver before or even without an attack. If this happens, consider the closest hero or minion for the enemy to retreat from.
- The keyword mentions the movement points generated in brackets.
- This movement has to bring the enemy as far away as possible from their attacked target. If there are multiple viable locations, the party decides.

## ROUND

A game round consists of multiple steps in order:

1. Reduce **Ongoing Effects**
2. **Events**
3. **AI Cards** & Enemy **Initiative**
4. Place **Ability Cards**
5. Reveal Ability Cards & Hero Initiative
6. Individual Turns for Heroes, Enemies and Minions

Players are not allowed to chat about tactics during a game round until they revealed their ability cards.

## RUNES

- The **Soul Shop** may offer 'Runes' as special items.
- When attaching a rune, place it next to or under the item it gets attached to.
- It is possible to apply a rune to an item that already has one. In this case, discard the old rune and consider it sold (regain half its value, rounded up).

## SCRATCHES



- Heroes and minions may suffer scratches from enemy attacks (and other other effects).
- Once the amount of scratches **exceeds** (not meets) their current toughness value, they immediately flip the scratches of the row that is now full with scratches to have their healthy side up, and then place a **wound token** over that row.

## SELL ITEM

- During the **town phase**, the party may sell any items that they own.
  - They get half the item's value in **Coins** or **Soul Shards** (whichever applies). Round up.

## SLIPPERY

- Heroes or minions with this keyword may ignore any '**Attacks Of Opportunity**' for a given movement action.

## SOUL EXPERIENCE POINT / SOUL XP

- Heroes may gain 'Soul Experience Points' as adventure rewards also referred to as 'Soul XP'.
  - Soul XP are given directly to each hero and is not a shared party resource.
- 'Soul XP' don't have to be spent right away, and can be saved up for later.
  - Mark this on the player board using a 'Special Token'.
- A hero can spend one 'Soul XP' to **add a new base level ability card to their deck**.
  - If the hero adds the 10th or further cards to their deck, they need to spend **two** 'Soul XP' per card added instead.
  - The same type of card may only be represented up to twice per party (regardless of upgrade level).
- A hero can spend one 'Soul XP' to **upgrade one of the base level cards** from their deck.
  - Choose one of the two upgrade variants of that ability, and replace the base level card with the upgraded card.

## SOUL SHARDS



- Soul Shards are a currency that is earned during adventures or as a special reward, and is spent by purchasing items from the '**Soul Shop**'.
  - Soul Shards can already be collected during the first **chapter** 'Nathender', although the party will only get the chance to spend

them once they reach the second chapter, the Leyforest.

- Soul Shards are tracked persistently for the entire party. The party has a **shared stash** of Soul Shards.
- When initiating a new campaign, the party starts with zero Soul Shards.

## SOUL SHOP

- The Soul Shop is a special shop, offering unique and powerful items. All items and options here need to be purchased using '**Soul Shards**'.
- The Soul Shop is available once the party reaches the second chapter of the campaign, the Leyforest.
- Whenever the party has a **Town Phase** between adventures, they draw 5 random items from the Soul Shop and may purchase any of them.
- It is possible to get more options by **expanding the shopping options**.
- When a Soul Shop item is sold later, the party obtains half the item's value (round up) in Soul Shards.
- All items from the Soul Shop count as Tier-2 items for the sake of other effects (like the various runes from the Soul Shop).

## SPEED



- The speed of a **model** determines how many default movement points it generates at the beginning of its turn.
  - These are lost once that model performs an action, like an attack.
- The speed of heroes is determined by their inhabited **vessel**.

## SPENDING OPTIONS

- Many ability cards and items list an amount of spending options.
- Spending options get activated by spending a specific symbol from a die, usually '**Plus**' or '**Star**'.
- Each spending option can only be used once per action, and only for the type of action it is eligible for.
- Spending options of a weapon can only be used if that weapon was used for the given attack.

## SPELLCASTING

### Spellcasting (2+)

- Some **abilities** have the keyword "Spellcasting (X+)".
  - In this case, the hero needs to succeed at a spellcasting roll and achieve the listed amount of **power** (or more) on their roll.
  - If they succeed, the effects of the spell unfold as described.
  - If they fail, the spell is put on **cooldown** 1 (regardless of its actual cooldown).
- Every hero uses a Standard Die (green) as a baseline for every spellcasting roll, in addition to other bonus dice.

## STAR



- 'Star' is a rare and powerful symbol that can be rolled as part of an action.
- A 'Star' can always be converted into a '**Plus**' symbol for the purpose of spending options.
- It can be **spent** to activate bonus effects, based on the used items or abilities.
- Each 'Star' can only be spent once, and each spending option can only be used once per action.

## STATUS EFFECTS

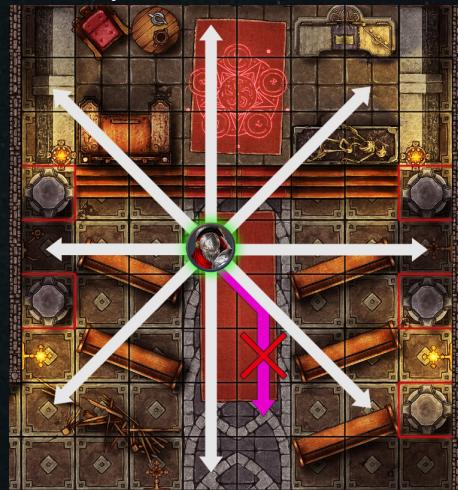


- Heroes may sometimes suffer certain status effects like **Cripple**, **Bleed**, **Cursed** etc. that are treated like **ongoing effects** with a certain duration.
- While the status effect is on the ongoing effects tracker, the hero suffers the full implications of that effect.
- If the hero suffers the same effect again, move the corresponding card to whatever is highest (either its current duration or the new duration of the incoming effect).
  - Example: If a hero is suffering from Bleed (1) and something causes Bleed (3), the existing card is moved to duration 3.

## STRAIGHT / DIAGONAL LINE

- Some **abilities** ask for a straight or diagonal line. In this case, it must be a continuous line of tiles connected in any 45° degree rotation.

See example:



## STUN



- 'Stun' is a negative ongoing effect.
- A stunned **hero** may only place up to one **ability card** at the beginning of a **round**, instead of two.
  - They can still use the empty ability slot to reduce their cooldowns by 1.
- A stunned **enemy** won't perform '**Attacks Of Opportunity**'.
  - Additionally, if it has a threat value of 10 or less on its **AI card**, it will not perform anything during its turn, except removing **negative effect** tokens as usual.
    - The threat value is the top center number of an AI card.

## TARGET PRIORITIZATION

- To determine which hero or minion an enemy will attack, the assigned **AI card** provides a list of priorities.
- The top most priority has to be checked first.
  - If two or more heroes / minions fulfill the criteria equally, narrow down the selection by using the second and third instruction of the AI card.
  - If there are still multiple viable targets for that enemy, the party may choose among them.
- After determining the target, the enemy will only **move** if necessary, and as little as possible, to perform its attack.
- Below, find a description of the various target priority types:
  - **Closest:** Whichever hero / minion is closest.
  - **Furthest:** The enemy will prefer any target that is as far away as possible (in total distance of squares), but still reachable.
  - **Previous:** The enemy prefers the target it has attacked in the previous round, if applicable. If it didn't attack anything in the round before, ignore this instruction.
  - **Lowest Initiative:** Whichever hero / minion has the lowest initiative.
  - **Most Unwounded:** Whichever hero / minion has the least amount of wounds, not considering scratches.
  - **Most Scratched:** Whichever hero / minion is suffering from the most scratches, not considering wounds.
  - **Most Wounded:** Whichever hero / minion is suffering from the most wounds, not considering scratches.

## TERROR



- 'Terror' is a negative ongoing effect.
- Heroes with this effect may not reduce the duration of other negative ongoing effects by any means. They first have to get rid of 'Terror' before they can reduce the duration of their other negative effects.

## THREAT (AI CARDS)



- The drop-shaped symbol on an AI card is referred to that enemy's "Threat" value.
- Threat is relevant only in some situations, but most commonly for **Stun**.

## THREAT (EVENTS)

- See "**Events**".

## THROW ROCK

- See "**Unarmed Attacks**".

## TOWN PHASE

- Whenever the party finishes an adventure, successful or not, they perform a Town Phase.
- During the Town Phase they can **repair items**, **sell items**, **buy items** (also from the '**Soul Shop**'), **expand shopping options**, or inhabit new **vessels**.
- They also take care of **improving their vessels** and spending '**Soul XP**'.
- After doing the above steps, the party chooses the next adventure that they want to play.
  - They can choose any adventure of the current chapter that hasn't been played yet.
  - If the party played three adventures from the current chapter, they automatically move on to the next **chapter**.  
Note: In chapter 5, only two adventures are played before moving on to the final adventure "The Neverwake Dragon".

## TRADE ITEMS

- If a hero is adjacent to another hero, they can spend **one movement point** to give or take one **item** from that hero's inventory.
- Both heroes may then freely **rearrange** their items on their player board.

## TRAIT CARDS

- In some cases, **enemies** will get one or more 'Trait' cards attached to them.
- These persistently stay with that enemy group until it is defeated and usually count for all **models** of the group.
- Once the group is defeated, discard their traits as well.

## TREASURE CHESTS

- A hero who is adjacent to a treasure chest can spend **one movement point** to open it.
- The executing hero draws **two random cards** from the **pile of items** and gets to keep them both. Then remove the treasure chest.
- If the hero cannot hold these items or does not want to, place a 'Dropped Item' token on the position where the chest was.
  - Place the item cards that were not kept near the map tile.
  - Any hero can spend a movement point to pick up the items that the 'Dropped Item' token contains.

## TURN

- A turn is an individual model's activation.
- During a turn, a model will usually perform a default **movement** (based on their speed) and some actions (abilities for heroes and a default attack for enemies).
- At what point in time a model has its turn is determined by the **initiative**.

## TOUGHNESS



- Heroes and **minions** have toughness values.
- These describe how many **scratches** they can endure on a given row before suffering a **wound**.
- Minions only have a single toughness value, as they die upon suffering their first wound.

## UNARMED ATTACKS

- If a hero has at least one free hand slot, they are considered to be equipped with the following two "weapon" options:
  - Unarmed Attack:** The hero can perform melee attacks using their basic melee dice pool, which would by default only be a Standard Die (die).
  - Each available fist counts as an individual 1-handed weapon. This also allows to perform "off-hand attacks" with abilities like "Double Trouble."
- Throw Rock:** The hero can perform a range attack at range 3, but needs to add a Cursed Die to their roll.
- Note: These attacks are no "free attacks", an action allowing for an attack is still needed.*

## VESSELS



- Vessels are the bodies of fallen heroes that the players can inhabit (as the heroic souls that they are).
- Each vessel is represented by a **standee** and a reference card.
- When inhabiting a vessel (by **spending two movement points** and being adjacent to it), the hero discards their old vessel and places the new vessel card on their player board.
  - The new vessel only has the basic perk, and no wounds and no suffered scratches.
  - Adjust the amount of scratch tokens on each row based on the toughness values.
- During the **Town Phase**, the party will draw **three random vessel cards**. Any hero may freely inhabit them without costs.
  - During this step, **skip any 'Peasants', 'Legendary' or 'Mythical' vessels**.
  - It is always possible to search the pile of vessels for a 'Peasant' and just assume it.

- Two players can opt to **exchange their vessels**.
  - During an adventure, they need to be adjacent to each other and one of them needs to spend 2 movement points.
  - During the town phase, it can be done at any time.
  - Heroes who exchange their vessels change their vessel cards & standees as if they just assumed that vessel - they only have access to the default perk. Any wounds or scratches are exchanged as well.

## VESSEL PERK UNLOCKS

- During the town phase, a hero may spend **Legend Points** from the party's shared Legend to unlock the potential of their vessel.
  - To unlock either one perk from the second column, the hero needs to spend two Legend points.
  - To unlock either one perk from the third column, the hero needs to spend three Legend points and also needs to have a perk unlocked from the second column already.
  - By default it is not possible to unlock more than one perk per column!
- These unlocks are tracked for the entire campaign. If a hero regains a type of vessel they previously had, they continue with the unlocks that they already had for that vessel type.

## WEAKEN



- 'Weaken' is a negative ongoing effect.
- **Heroes** add two Cursed Die to the roll when **defending**.
- Heroes or minions who attack an **enemy** who suffers from 'Weaken' add +1 Power for each 'Weaken' token on them.
  - This bonus Power also applies to **damage rolls** an affected enemy suffers.

## WEAR



- Whenever a hero rolls a 'Wear' symbol on an attack, defense or spellcasting roll, one of their **items will take damage**.
  - The hero may select any one item that was involved in the roll to allocate the 'Wear' token to it. An item counts as involved if it provided bonus dice, spending options or other immediate benefits.
- When an item suffers wear, place a 'Wear' token on it. If the amount is equal (or higher) than the item's durability, it is **lost and the item gets discarded**.
- Durability is shown as **broken shield icons** at the bottom of an item card.
  - If it doesn't have these icons, it cannot suffer wear.

## WOUNDS



- Heroes suffer **wounds** after accumulating too many **scratches**.
- Heroes add one Cursed Die on each **attack**, **defense** or **spellcasting** roll for each wound that they have.
- A hero who suffers their third wound dies. They **lose** their **vessel** and become a 'Vesselless Soul' instead.
- Enemies also suffer wounds (but not scratches) and are removed once their wounds equal the maximum wounds that they can endure.