

SOULLESS VESSEL GLOSSARY

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ABILITY CARDS



- Ability cards allow a hero to perform actions like **attacks**, **spells** 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 enemy needs to be within **range** and the hero needs **line-of-sight** to their target.
- 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 the result down. The remaining result is the amount of **wounds** this enemy takes. Place them as tokens next to the affected model.
 - If the wound tokens equal (or exceed) that enemy's maximum wounds, it is removed from the game board.

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.
 - Rolling a '**Critical**' during a defense negates the entire attack.
- Enemies choose their target based on their **preference** as determined by their current **AI card**.

ATTACK OF OPPORTUNITY

- Whenever a hero 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 immediately.
 - Always pick the enemies with the highest attack value if there are multiple.
 - After these attacks are handled, the hero 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 tiles that are at least partially covered by the template are affected**, and consequently, the **models** on these tiles.

BLEED



- 'Bleed' is a negative ongoing effect.
- **Heroes** who perform a **major action** immediately suffer a **scratch**. This also applies to **interrupts**.
- **Enemies** suffer one Power Die as **damage** when removing 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** (blue).

- Each layout determines how the map tile needs to be attached, where further doors are, if and how enemies get **spawned**, and whether there are treasures & vessels or not.

BULKY

- Bulky models **occupy four tiles at once**, but are allowed to occupy up to two non-walkable tiles.
- They move tile by tile and **displace other models** they'd move over. Displaced models need to assume any one adjacent tile (or whatever is closest).
- To draw **Line-Of-Sight** from or to a Bulky model, any of its four tiles 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, unless the hero explicitly has a **spending option** (or other perk) that would allow them to ignore the botch.

CAMPAIGN CHAPTER

- The campaign is divided into **five chapters**, and each chapter corresponds to one tier of content - 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"**.

CAMPAIGN 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.

COINS

- Coins are a currency that is earned during adventures and by **selling items**, and is spent by **purchasing items** or paying for **repairs**.
- 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



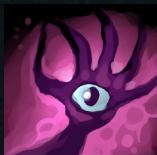
- A 'Critical' die result means different outcomes based on the type of roll:
 - **Attack / Damage Roll:** Automatically deals a **wound**, regardless of the enemy's defense.
 - **Defense:** Negates the entire attack. The defending hero / **minion** does not suffer any **scratches** and may ignore any **negative effects** that would result from the attack.
 - **Spelcasting:** 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 tile moved** (instead of one).
- Enemies can have up to two 'Cripple' tokens on them, and remove one at the end of their activation.

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).

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 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.
- 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 (red), Blessing Die (white), Cursed Die (black), Enhancement Die (blue), Standard Die (green).
- 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**.

DOORS / ROOM REVEAL

- Each map tile will 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 (blue) 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 (2x3 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, and remove any other end-cap 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 a 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, 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 tile instead.

ENEMY 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.

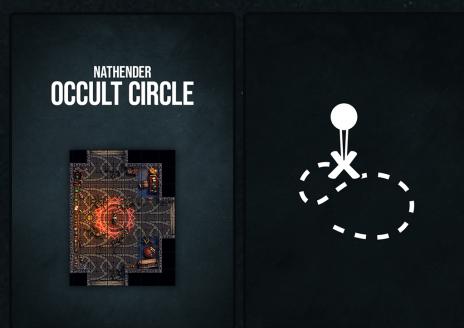
ESCAPE TESTS

- 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.

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 top to bottom).
 - 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.

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 “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).

FAULTS

- Whenever a hero rolls a ‘Fault’ 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 ‘Fault’ to it. An item counts as involved if it was providing dice, spending options or other immediate benefits.
- When an item suffers a fault, place a ‘Fault’ 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.

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, and every hero obtains one ‘**Soul Experience Point**’ and progress towards their **Vessel Synchronization**.

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 and briefly interrupt the game flow.
 - After being handled, they go on cooldown as usual.
- Keep in mind that many interrupts have described 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 backback slots to simply store any type of item. Additionally, they have two ‘Consumable’ slots that can only hold items of that type.

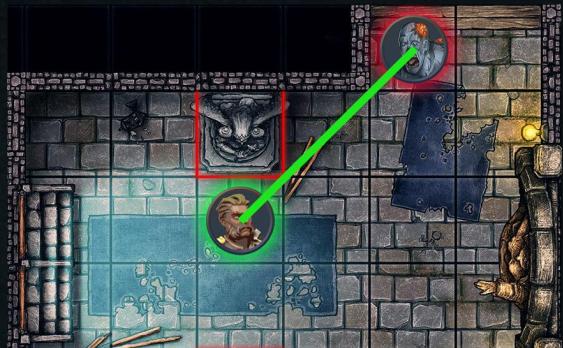
ITEM TAGS

- **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 tile knocked back), but the affected hero / minion determines the exact direction if there are multiple viable ones.
 - Heroes may knock back other heroes or minions. Such movement does not provoke “Attacks Of Opportunity”.
- **Against enemies:**
The affected enemy needs to increase the distance with each tile knocked back.
 - 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.

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 tile to the center of the target's tile.
 - The line has to only cross walkable tiles (or **see-through** tiles) that are directly connected to each other. If it crosses one or more non-walkable tiles (like a wall corner), the line-of-sight is not given.

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 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 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 tile, a model needs to spend double the amount of movement points to do so.
 - 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.

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 three differences:
 - Minions have the same toughness for each row of scratches.
 - Minions have an individual amount of **wounds** that they can endure before they die.
 - Minions track their scratches and wounds next to their model.

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 tile.
 - The exception are '**Bulky**' models which occupy four tiles 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' model.

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)" or "Move an ally by X tiles".
- Each movement action is handled individually, the movement points of two movement actions cannot be combined.
- If a different action is performed (like an attack), remaining movement points from a previous movement action are lost.
- Models move from tile to tile 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.

ONGOING EFFECTS



- **For heroes:**
 - Ongoing effects are tracked on their "Effects" tracker on their player board.
 - 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 results of an ongoing ability are gone (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 four times.
 - At the end of an enemy's activation, remove one token from each type.

OPEN DOOR

- See "[Door / Room Reveal](#)".

OPEN TREASURE CHEST

- See "[Treasure Chests](#)".

QUEST TRIGGERS

- Quest triggers may appear in the [exploration deck](#) and call for specific [events](#) as part of the adventure.

RANGE

- Some abilities, especially ranged attacks and spells, have a limited range. This is the distance in tiles 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 tiles.
 - 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 '**Faults**' from their equipment by paying 5 [Coins](#) per 'Fault' removed.

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.
 - In some cases, enemies perform a "Retreat" maneuver before or even without an attack. In this case, 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.

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.

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 tiles (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.

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 remove the scratches of the row that is now full with scratches, and instead 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

- Whenever a hero finishes an adventure, successful or not, they gain one 'Soul Experience Point', also known as 'Soul XP'.
- These 'Soul XP' don't have to be spent right away, and can be saved up for later.
- 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.
- 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 they 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 group. 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.

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).

STAR

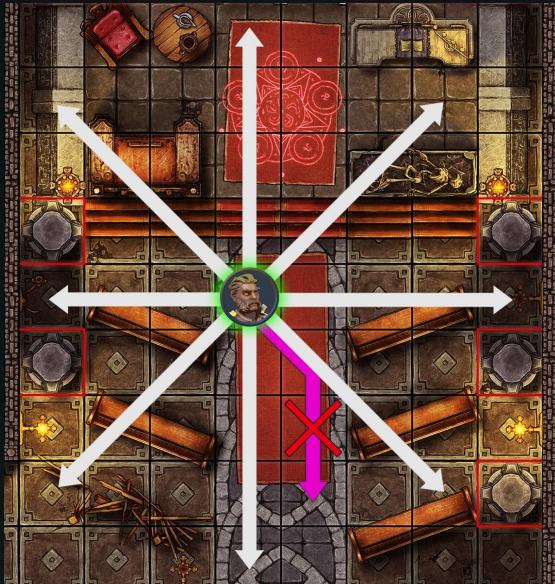


- 'Star' is a rare and powerful symbol that can be rolled as part of an action.
- A 'Star' can always be converted into a '**Plus**' symbol.
- It can be **spent** to activate bonus effects, based on the used items or abilities.
- Each 'Star' can only be spent once, and each spending option can only be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

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:

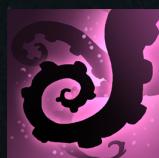


STUN



- '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.
 - 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.

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.

THROW STONE

- 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 progressing their '**Vessel Synchronization**' 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. 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 untaken item cards 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](#).
- For minions, the toughness is the same for all rows / wounds.

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.
 - **Throw Stone:** The hero can perform a range attack at range 3, but needs to add a Cursed Die to their roll.
- *Note: In order to perform an attack, the hero needs to execute an action that allows them to do so. The attacks described above are no "free attacks".*

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 [model](#) and a 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 scratches.
- 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 'Legendary' or 'Mythical' vessels**.
 - It is always possible to search the pile of vessels for a 'Peasant' and just assume it.

VESSEL SYNCHRONIZATION

- Whenever a hero finishes an adventure with a **vessel**, successful or not, they gain progress towards their vessel.
 - The hero does not have to begin the adventure with that vessel, only count the moment of finishing it.
- If a hero finished one adventure with a vessel, they may unlock one of the two perks of the second column.
 - Remove the “Perk Blocker Token” accordingly.
- If a hero finished another two adventures (for a total of three), they may unlock one of the two perks of the third column.
 - After that, there is no further progression to be made with that vessel.
- ‘Vessel Synchronization’ is tracked for the entire campaign. If a hero regains a type of vessel they previously had, they continue the process where they left it with that vessel type.

WEAKEN



- ‘Weaken’ is a negative ongoing effect.
- **Heroes** add two Cursed Die to the roll when **defending**.
- Heroes who attack an **enemy** who suffers from ‘Weaken’ add +1 Power for each ‘Weaken’ token on them.

WOUNDS

- Heroes and **minions** suffer **wounds** after accumulating too many **scratches**.
- Heroes and minions 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.