

QUICK REFERENCE

ORDER OF PLAY

1. Dread Phase
2. Adventurer Phase
3. Adversary Phase
4. NPC Phase
5. Assessment Phase

DREAD PHASE (P.21)

- Add 1 black peg to Dread Tracker.
- Draw Event Card (round 2 onwards).

ADVENTURER PHASE (P.22)

Players take turns activating Adventurers. Each takes up to 4 actions + 1 effortless action.

- – see status effects first (p.16).
- Defeated characters cannot activate.
- Prone characters must Stand Up before other actions.

ACTIONS (P.22)

MOVE (P.23)

Up to 4 squares (3 if). Enemies make attack of opportunity if you leave contact.

MELEE ATTACK (P.26)

Make melee attack against engaged target or target in range of .

- = dice for Melee Attack.
- = forceful – +1 die but 2 x breaks weapon (p.15).

RANGED ATTACK (P.26)

Make ranged attack against target in range and LoS.

- = dice at short, medium and long range.
- = blast (p.27).
- 1 x = out of ammo (p.27).

ATTACK ROLLS

- Roll dice, one , others . = hits.
- Reduce hits by cover (p.11) and armour .
- Reduce target's health by remaining hits. If last health removed, character is defeated (removed if NPC, see p.33 if Adventurer).
- = critical hit – other rules may apply – check icons.

Check Skills (p.140-150) and Icons (p.151-155) for any further effects.

SEARCH (P.28)

EITHER: Look in Searchable terrain in contact, take or swap items.

OR: Place in room and take token from pouch.

OR: Pick up, drop or swap items in same or adjacent square.

KNOCK BACK (P.29)

Roll dice (on character board + 1) against adjacent target. +1 hit per your larger, -1 hit per target's larger.

Push target back 1 square per hit. May follow up. 3+ hits = target prone. > = no effect, target may Knock Back attacker.

PERSUADE (P.29)

Choose result and roll dice against target with in short range. Increase Dread by 1 if not in contact. Reduce hits by . Check remaining hits:

TRADE ITEM: 1+ hits (contact only) – swap item of up to same size and rarity.

TAKE ACTIONS: 1 per hit, Fatigue for each, cannot harm friendly characters.

TRUCE: 2+ hits – they become friendly.

JOIN: 3+ hits – they join your party (p.42)

INTERACT (P.30)

Refer to rules for object Interacted with. Must be in contact and unengaged.

DON/REMOVE ARMOUR (P.30)

Move/swap items from inventory to armour slot.

STAND UP (P.30)

Stand up prone character.

CAST SPELL (P.30)

spells target caster. Otherwise target in medium range and LoS.

- Choose spell from Reference card, Character board, Class board or Equipment token.
- Spend X Magic pegs (max = rank). Discard pegs = .
- Roll Magic Die (see Magic opposite).
- Resolve spell.
- Resolve Magic Die effects. Add peg to Dread if first Magic used this round.

REST (P.30)

Two actions. No enemies in room or short range and LoS. Cannot be .

- Remove all .
- Restore 2 Magic pegs.
- Restore 1 Health or Skill peg.
- Remove or .
- Stand Up.

EFFORTLESS ACTIONS (P.31)

- Dash – move 1 square.
- Throw Item.
- Use item or spell.
- Open/close door.
- Lay prone.
- Give/take/swap item with adjacent character or square.

SKILLS (P.32)

Once per round, during turn, spend X Skill pegs to use available Skill at X level.

Once per round, spend Skill pegs outside turn as a **reaction** to a triggering condition to use Skill or avoid effect.

Passive Skills do not need pegs and may be used with no limits.

See p.140-150 for Skill lists.

MAGIC (P.34)

The first time an Adventurer spends Magic pegs each round, add 1 to Dread.

Whenever pegs are spent, roll Magic Die:



Magic does not resolve. Character is Fatigued.



No further effect.



Restore 1 Magic peg.



Other characters in 2 squares moved 1 square away and laid prone. They may spend Skill peg to avoid.



This and other characters in 2 squares gain 1 Magic peg (may exceed starting value).



Resolve effects as if 1 extra peg was spent. Cannot be resisted.

RESISTING: Spend Magic pegs to reduce X for spell targeting character.

CHANNEL : When used, spend at least one Magic peg to activate linked abilities.

MAGICAL ARMOUR : Spend action and up to X Magic pegs shown to gain Warded X. Rotate token used.

- X = magical armour value.
- If more hits taken, spend Magic peg to block each.
- If X>1, spend pegs/become Fatigued in Assessment Phase to maintain.
- Warded removed if damaged or Stunned.

NPC ACTIVATION (P.40)

If NPC has Event Card, follow stated targets and actions.

Otherwise target closest enemy, prioritising those in LoS and not in cover. Target does not change during turn unless target defeated or NPC engages different target.

Take actions as follows:



ADVERSARY PHASE (P.42)

See Dread Tracker for arrivals based on current band. Roll and dice as appropriate to randomise numbers and entry locations.



= closest Grave Point to Adventurer

If specified type not available, use next lowest ranked.

Activate in descending rank order.

NPC PHASE (P.44)

Activate , , and other NPC characters in descending rank order.

ASSESSMENT PHASE (P.21)

- Remove Activation Counters
- , , , – see status effects (p.17).
- Any other 'end of round' effects. Check any Reminder counters in play.
- Next player clockwise becomes first player.

STATUS EFFECTS (P.16)

- : Must Rest or use actions to remove counters before taking other actions. Cannot make attacks of opportunity. If more than , replace all with .
- : -1 movement. In Ass. Phase, roll: 1-3 -1 Health, 4-6 no effect.
- : In Ass. Phase, roll: 1-2 -1 Health, 3-4 -1 Skill (Health if none), 5 Fatigued, 6 Remove .
- : In Ass. Phase, -1 Health. Cannot Rest. Is source of fire, attacks have . May use actions to remove (p.16).
- : Cannot act voluntarily. During turn, must flee (p.16). May spend Skill to remove.
- : Cannot act voluntarily. Cannot suffer . Remove counter instead of activating (p.17).
- : Value is magical armour (p.37). May be boosted. Lost if damaged or stunned. If 2+, maintain in Ass. Phase.
- : Spend to re-roll die or force re-roll of die against you.

DARKNESS (P.61)

- LoS limited to short range against targets in the dark.
- -1 to attack rolls, no .
- All Climb/Jump actions fall on a . Safe distance is zero.
- NPCs prioritise targets in light.

RENOWN (P.72)

Spend to:

- Shuffle 1 card into deck before game.
- +1 hit to Persuade.
- Purchase item of any value in Market Phase.
- Adjust Inn roll by up to 2.

OTHER IMPORTANT PAGES

- | | |
|-------------------------------|---------------------------|
| • Setting Up (p.18) | • Companions (p.62) |
| • Terrain (p.46-58) | • Sentries (p.66) |
| • Traps (p.57) | • Difficulty (p.72) |
| • Large/Small Bases (p.59-60) | • Side Quests (p.73) |
| • Moving Objects (p.60) | • Hidden Locations (p.74) |

CAMPAIGN REFERENCE

ESCAPE PHASE (P.78)

If Adventurers defeated, choose:

- Rescue Mission (p.78).
- Left for Dead – roll:
 1. Permanently dead, equipment lost.
 2. Miss two quests.
 3. Equipment lost.
 4. Miss one quest.
 5. Pay $\mathbb{G}5 \times \text{rank}$ or treat as 1.
 6. No effect.

Reduce roll by 1 for each , , , may be used.

ADVANCEMENT PHASE (P.80)

- Earn XP:
- – survived game
- – survived + completed objective
- – special – see p.80.
- Spend XP – apply to Skills/spells.
- Level Up – if row filled, increase stats (p.81).

MARKET PHASE (P.82)

- Take quest rewards.
- Sell items.
- Buy any items up to $\mathbb{G}10$.
- Buy 1 item per Adventurer at up to $\mathbb{G}10 \times \text{rank}$ (no limit for rank 5).
- 1 random rare is available to buy.
- Hiring Adventurers:
 - Draw 3 random characters with random classes. Add Adventurers previously hired temporarily. Any may be hired at full price.
 - Chosen Adventurer and Class may be temporarily hired (1 game) at 25% cost.
 - NPCs that joined party may be hired at 50% cost.
- Repair Items:
 - Common: $\mathbb{G}1$
 - Uncommon: $\mathbb{G}3$
 - Rare: $\mathbb{G}5$
- Craft Items: See p.84.
- Upkeep: Pay $\mathbb{G}1$ per Adventurer per rank + $\mathbb{G}1$ for each that took part in latest quest.

REST PHASE (P.86)

Choose Inn ($\mathbb{G}2$ per Adventurer) or Wilderness (free). Then roll:

INN

- 1-2: Choose: Bless all Adventurers or random rank 1 Adventurer gains 1XP.
- 3-4: Roll again:
 - 1: Take random uncommon token.
 - 2: Draw 2 random uncommon and one rare token. May purchase any at sell price. Roll for each – on a 1 discard it.
 - 3: At start of next game either:
 - Look at top 3 Events, shuffle Traps back in, return rest.
 - Look in searchable terrain piece.
 - 4-6: Draw a Side Quest card.
- 5-6: Roll again:
 - 1: -1 Health for random Adventurer.
 - 2: Take Provisions.
 - 3-4: Gain 2 Renown.
 - 5-6: May spend $\mathbb{G}X$. Flip a coin – if you win, receive $\mathbb{G}2X$.

WILDERNESS

- 1: Lose $\mathbb{G}D6$. Random Adventurer loses two items. They may suffer -1 Health and -1 Skill to avoid all effects.
- 2: Roll again. Random Adventurer starts next game with 1-3=, 4-6=.
- 3-4: Roll for each party member. They start next game with:
 - 1-2: -1 Health
 - 3-4: -1 Skill
 - 5-6: -1 Magic
- 5-6: No effect.