Ziggurat Rules

Ziggurat

The Viridian Shroud

v0.10

Introduction

The Ziggurat exists everywhere and always, its glyph-carved halls flickering with eldritch energy across countless worlds. Civilisations rise and fall within its shadow, yet it endures — a vast stone lattice standing defiant against the Void.

At its heart looms a solitary Monolith, calling heroes across the aeons. Each quest sets your path, each incarnation a flickering tale of peril and prophecy.

Play follows a simple rhythm:

Hero Phase — take one Hero Action such as Scout, Move, Explore, or Rest.
Peril Phase — the world responds with pursuit and peril.

This cycle repeats until you prevail… or the Ziggurat claims another hero.

Game Design
Geoff Bowers
Fullasagoog Games
https://fullasagoog.com/
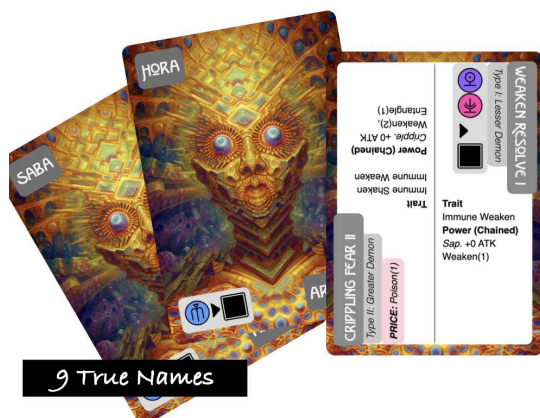
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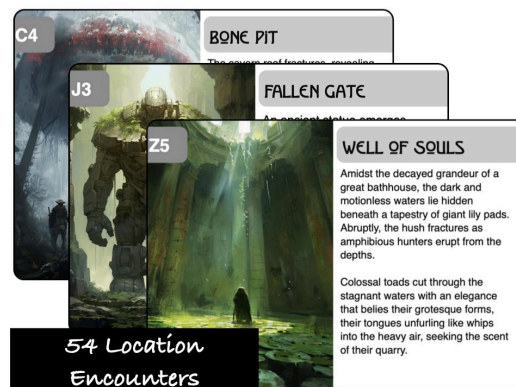
54 Location Encounters

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Set Up

1 Hero: Select any hero and follow the suggested set up on the back.
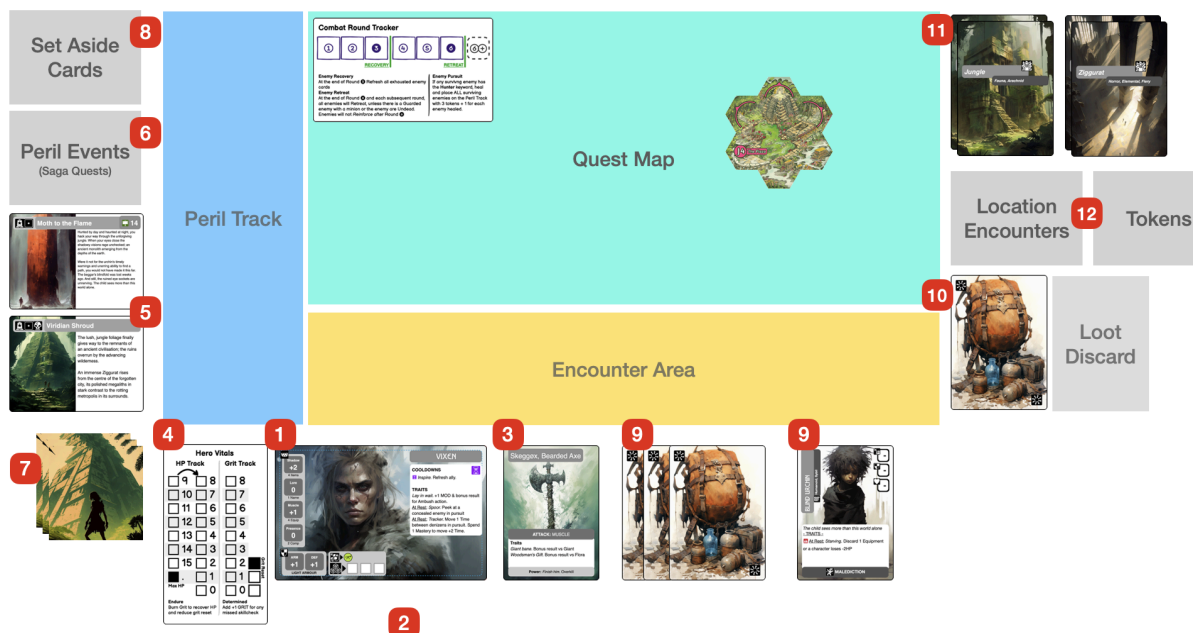
1 Hero: Select any hero and follow the suggested set up on the back.

2 ???:

3 Weapon: Place hero weapon distinct from the hero card, and any other accoutrement cards according to your chosen hero's setup.

4 Vitals: Set tracking cubes for Max HP and HP (Max HP 10). Grit reset at 2 and starting grit at 2.

5 Quest: Assemble the quest and threat decks in sequential order, art side faceup. Follow the specific quest "Set Up" instructions.

6 Peril Events (Saga Only): If the quest has peril events, shuffle the event deck and place it above the quest deck.

7 Map Stacks: Follow the quest specific map stack creation steps. Place the "Start Tile" into the encounter area, and put the map stack nearby.

8 Set Aside Cards: Each quest may have cards to set aside for later. Locate them and place them above the quest area.

9 Hero Set Up: Follow the quest specific "Hero Setup"; for example, draw loot and attach maledictions as directed.

10 Loot Deck: Shuffle the loot deck and place it near the play area.

11 Faction Decks: Shuffle each faction deck separately (including Jungle, Ziggurat, Caves, Cultists, Crypts and Companions) and place each near the play area. These decks are not shuffled during play.

12 Location Encounters: Place the location encounters deck in numeric order nearby.

13 Tokens: Separate the various tokens and place them within easy reach of the play area.

Hero Tableau

Hero Vitals

HP Track	Grit Track
9 8	8
10 7	7
. 6	6
Max HP 5	5
4	4
3	3
2	2
1	1
0	0

Endure
Burn Grit to recover HP and reduce grit reset

Determined
Add +1 GRIT for any missed skillcheck

Grit Reset

VIXEN

Shadow +2
4 Items
Lore 0
1 Name
Muscle +1
4 Equip
Presence 0
2 Comp

ARM +1 DEF +1
LIGHT ARMOUR

COOLDOWNS
▣ *Inspire.* Refresh ally.

TRAITS
Lay in wait. +1 MOD & bonus result for Ambush action.
At Rest: Spoor. Peek at a concealed enemy in pursuit
At Rest: Tracker. Move 1 Time between denizens in pursuit. Spend 1 Mastery to move +2 Time.

SKEGGØX

ATTACK: MUSCLE

Traits
Giant bane. Bonus result vs Giant
Woodsman's Gift. Bonus result vs Flora

Power: *Cleave.* +2ATK Overkill

BLIND URCHIN
Humanoid, Sybil

The child sees more than this world alone
- TRAITS -
▣ *At Rest: Starving.* Discard 1 Equipment or a character loses -2HP

MALEDICTION

RED GECKO TERRARIUM
A spoor spoofing curio that confounds hunters.

Add 3 Time (⟳ +1 Time) to pursuit

Edible, Jar

ØRJAN'S LUCKY SOVEREIGN
A touch of serendipity in the face of adversity.

Change Strong Hit to a hit-match using the highest challenge die. Alternatively, discard any number of cursed items.

Shiny, Forsaken

Hero Avatar

Any hero can be combined with any quest. Start with heroes of lower player difficulty and a background that appeals to you. Then follow the suggested set up.

Complexity Rating

Background

PRIOR ENTANGLEMENTS
The wildwood wanderer bearing hope to those lost in shadowed groves. A solitary sentinel in a vast, verdant wilderness; her feral spirit as untamed as the lands she protects.

Know your ground, your pack and your quarry.

HERO SETUP
Gain Skeggox, The Axe (Weapon)

Setup Instructions

VIXEN

Hero Stats

Shadow +2
4 Items
Lore 0
1 Name
Muscle +1
4 Equip
Presence 0
2 Comp

Gear Stats

ARM +1 DEF +1
LIGHT ARMOUR

Mastery Cache

POWERS
Inspire. Refresh ally.

TRAITS
Lay in wait. +1 MOD & bonus result for Ambush action.
At Rest: Spoor. Peek at a concealed enemy in pursuit

MASTERY ACTIONS
⟳ *Tracker.* Move up to 2 Time between

Traits & Powers

VIXEN

Stats

Stats are distilled into four concepts; Presence, Muscle, Shadow and Lore. Each is reflected as a modifier from -2 to +3 and used in skill checks. A 0 is normal for a champion while +2/+3 is considered a phenomenal or almost supernatural skill.

Stats may be modified by various abilities, gear, conditions and companions. A stat cannot be increased above +3 or reduced below -2 by any effect.

Presence – Charisma, willpower, ideals and faith in the Gods. Presence influences companions, parley and resisting fear or possession.
Muscle – Sheer strength, brawn, survival and an aptitude for physical violence. Muscle is the principal attribute for melee combat, how much you can carry and is required for wearing heavy armour.
Shadow – Stealth, agility, rat cunning and the darker side of adventuring. Shadow is used for subterfuge, tactics, ranged combat, dodging and sneaking about.
Lore – Forbidden knowledge, magical power, and the ability to control the celestial forces unleashed.

Inventory Limits

During play there is no limit to the amount of inventory you can accumulate; including equipment, items, true-names and companions. However, during the Rest Action at the Break camp step you must discard inventory down to the limits defined by your hero stats. There is only so much you can carry and command.

The limits indicated on your avatar correspond to your base hero stats only. If your hero stats change during play your limits will change to reflect your current stat value.

Defence
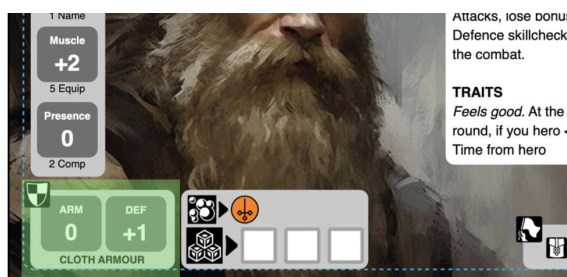
Gear Stats
Armour (ARM) &
Defence (DEF)

Your hero's armour and defensive gear is distilled into the ARM (armour) and DEF (defence modifier) values indicated.

Armour measures the effectiveness of your gear at protecting you from physical harm. Whenever you take damage, the amount is reduced by your current ARM value, unless that damage is "piercing" damage. ARM can never be reduced below 0 for any reason.

The DEF modifier is used when making defence skill checks during combat.

Mastery & Parley Keywords

Each hero has a mastery cache to store unallocated experiences. Heroes may also have one or more mastery specialisations. See Memories and Mastery for more information.

Mastery Cache &
Specialisation

Parley Action
Keywords
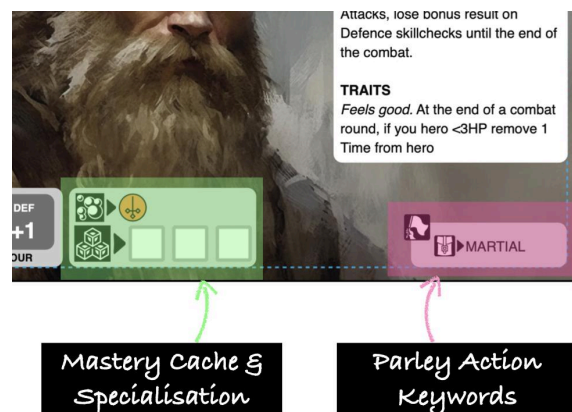
A hero may also have a parley keyword. This can be applied to an equipment card and then used in a parley action where the keyword matches. The hero is renowned for this type of object, and if they have equipment will always be able to find something in their knapsack of that type. See Parley Actions for more information.

Hero Powers & Traits

Cooldowns
Can only be activated when no
time tokens are present
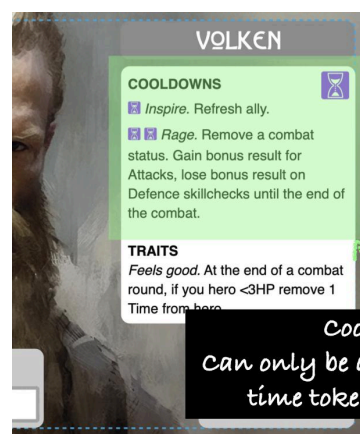
The hero will have a special power that can be activated by exhausting the card; a special ready/exhausted token is provided to more easily indicate the state of the hero.

In addition, some heroes have cooldown powers with an attached time pool. if no time tokens are present on the hero avatar card you may activate the power. When activated, add the number of time tokens indicated to the relevant region of the hero card; you will need to wait till these tokens are removed before the power can be activated again.

Traits are passive abilities that are always available to the hero throughout play. *See each hero's card for details of their individual abilities.*

Hero Weapon

Base Attack Value

Weapon Traits
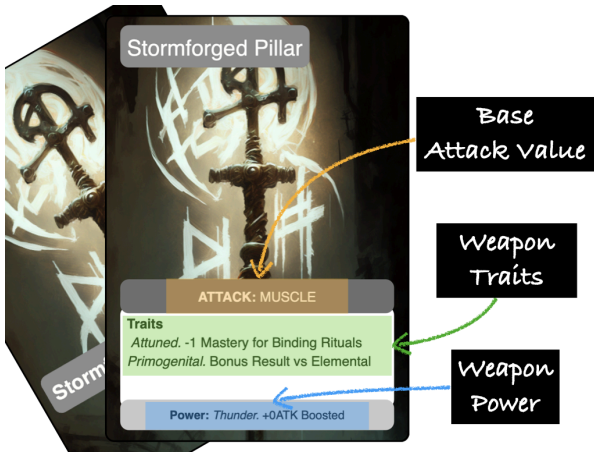
Weapon Power

The hero weapon determines the base combat attack stat (ATK).

The weapon is distinct from the hero avatar having its own independently activated traits and powers. *See Hero & Weapon Powers under Card Abilities for more information.*

True Names

True-Names are extra-dimensional beings that can be called upon to enchant your hero weapon using the Ritual Action.

Some heroes will be instructed to draw true-name cards as part of their setup. All heroes may discover true-names during their adventures.

See Ritual Action for more details.

Equipment & Items

Equipment Cards
Face Down Loot Cards
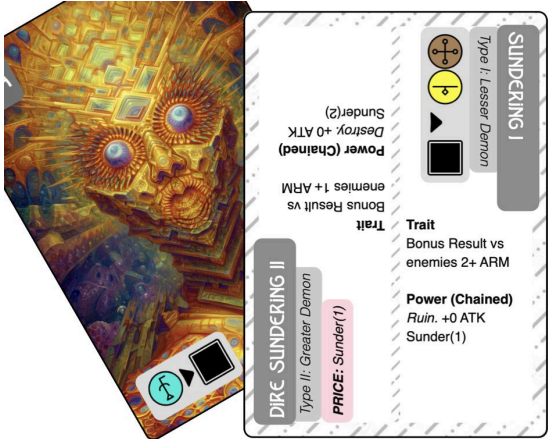
Item Cards
Face Up Loot Cards

Loot represents the supplies and objects your hero carries. It can exist in two states: **equipment** (face down) as an abstract resource, or **items** (face up) as specific consumables.

Equipment (face-down)	Items (face-up)
Abstract supplies (rope, torches, rations).	Specific, usable objects.
Default state when drawn.	Revealed by flipping equipment.
Used for checks, parley keywords, or to equip companions.	Consumed for effects, traded, or may hold mastery/curses.
Can be flipped into an item.	Cannot revert to equipment.

*See the **Loot** section for more details.*

Companions

You will undoubtedly encounter many denizens on your journey. Some may join your party and assist in your quest. *See the **Parley Actions** and **Companions** sections for more details.*

Memories

During play you will collect defeated denizens, peril events and resolved location encounter cards into a special discard pile in the hero tableau called **Memories**.

Each card in the Memories discard will possess one or more memory spheres marked on the card. These memory spheres will be periodically converted to mastery during the Rest Action. Mastery cubes can be used to upgrade aspects of the hero tableau. *See the Memory and Mastery section for more details.*

Vitals

The hero's vitals during play are measured by two separate tracks: Hit Points and Grit.

Hit Points (HP)

Hit points are a combination of physical vitality, mental fortitude and the capacity to sustain injury.

Each hero has a maximum life force or **Max HP** threshold, which may drop over the course of an adventure. Your hero's HP can never be healed or raised above the **Max HP** level.

A hero starts the game with **10HP** and **Max 10HP**. However, each quest may have starting conditions that vary starting HP and Max HP.

Note heroes do not die as soon as their HP is reduced to zero. A hero's capacity to endure is a combination of grit and hp.

*See **Death & Other Unfortunate Conditions** for more details.*

Grit

Hero's don't give up easily. Grit is a measure of the hero's determination and will to keep going. Grit starts at 2 and has an initial reset value of 2.

Grit can be used to change the outcome of a skill check by using the "Burn Grit" action or is used by the Endure action when a hero's HP is reduced to zero. *See **Skill Checks: Burn Grit** for more details.*

Maledictions

Maledictions are curses and misfortunes that are placed in the hero tableau and may cause the hero difficulties on their journey. Maledictions may be assigned during quest setup or at other times as circumstances dictate.

Maledictions may not be targeted, discarded or removed unless the quest explicitly instructs you to do so.

Quest Tableau

Quests provide a central narrative for your adventure, defining both starting and victory conditions. You can combine any hero with any quest.

There are shorter Vignette quests (60-90mins) and longer Saga quests (90-120mins) available.

Each quest packet contains several card types:
- Quest Manifest
- Quest Deck
- Threat Deck
- Peril Events (Saga Only)
- Set Aside Cards

Quest Manifest

Quest Packet

Quest Setup
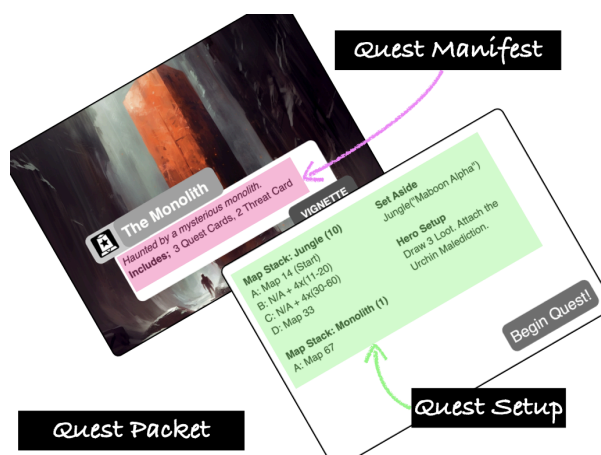
The quest provides a short manifest of related cards, and set-up instructions on the reverse. All cards in the quest packet will share a specific quest icon adjacent to the card title.

Quest Deck

Current Location

Quest Instructions & Next Steps

Quest Icon & Sequence

Destination Location

The quest deck drives the main narrative, with each card representing a stage of your journey.

When you begin the quest, start with the first card of the quest deck.

Threat Deck

Threat Time Pool

Threat Time Out

Quest Icon & Sequence
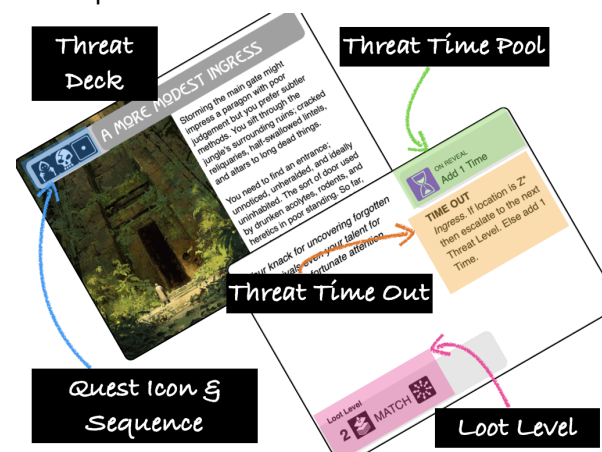
Loot Level

The Threat deck has the quest icon and a skull icon. Each represents the state of the Ziggurat around you. The "loot level" determines how dangerous the denizen encounters will be. As time passes the threat time pool will be reduced, culminating in the activation of the threat Time Out action.

Peril Events

Quest Icon & Title

Event Type

Saga quests also include a matching Peril Events deck, which should be shuffled and placed next to the quest deck.

Set Aside cards may be nominated in the quest set up. These are placed adjacent to the quest deck for use later in the quest. They may include:
- Cards unique to the Quest packet itself, including denizens and Peril Events
- Cards isolated from the denizen faction decks

GB: Explain map stack set up formula & quest stop tile.

Core Mechanics

Your hero will often be required to overcome a challenge using a skill check.

Rolling & Rounding

Ziggurat uses 6-sided and 8-sided dice with the following abbreviations used for dice rolls:
- D8: roll one 8-sided die
- D4: roll one 8-sided die and halve the value (rounding up), resulting in a number from 1 to 4
- D8+1: roll one 8-sided die and add one to the value, resulting in a number from 2 to 9
- 2D8: roll two 8-sided dice and add the values together, resulting in a number from 2 to 16

When rounding, always round up.

Base Skill Check

Base skill checks take the form: Check STAT. For example, check MUSCLE or check LORE.

Roll 1d6, add your STAT. That total is your action score.

You may need to apply additional bonuses or penalties called MODs (phrased as "+X MOD") depending on your situation. The maximum value for the action score is 8 – there is always a chance your skill check can fail. Note, the cap of 8 applies after all MODs.
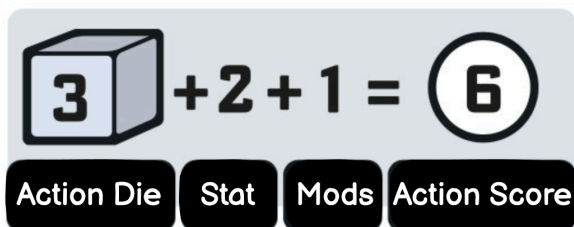
Roll the fate dice (2D8) and compare the value of the action score to the two fate dice rolled. If the action score is higher, it is a hit.
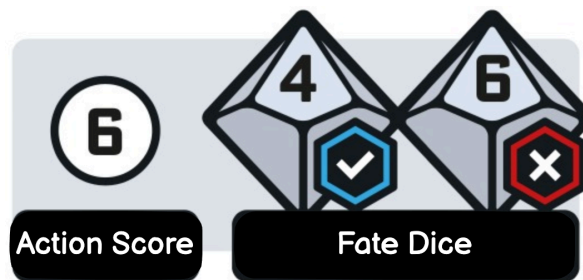
There are three possible outcomes:

- **Strong Hit:** Your action score beats the value of both fate dice. You look like you know what you're doing.
- **Weak Hit:** Your action score beats only one of the fate dice. You scrape by, but no one's impressed.
- **Miss:** Your action score doesn't beat either fate die. You're left holding the short end of fate's stick.

Remember your action score needs to beat—not equal—the fate dice to count as a hit. Ties go to the fate dice. Since your action score can't exceed 8, this means you never beat an 8 on a fate die.

Skill Check with Result

Skill check with result takes the form: Check STAT. For example, check MUSCLE or check LORE.

Often the game will combine a skill test with the need for a specific numeric result, determining both in a single roll. If you score a hit, the highest fate die under your action score becomes your result.

WEAK HIT
(Result of 3)

For example, if you're attacking and your result is 5, you deal 5 damage.

Skill Check with Progress

Skill check with progress takes the form: Check STAT(x). For example, check MUSCLE(3) or check LORE(5).

Some tests require a cumulative result value from one or more strong/weak hits in a row. This skill check is written as STAT(x) where STAT is a Hero stat and "x" is the cumulative result (aka progress) required:

- Roll the check.
- On a hit, add the result (the highest fate die under your action score) to your progress tally.
- Continue rolling until you reach or exceed the target (x).
- A miss ends the attempt immediately.

For example, the hero must break down a door with a skill check of MUSCLE(5). The Hero makes a skill check using MUSCLE as a MOD:
- First roll = weak hit, result 3 → Progress 3/5.
- Second roll = weak hit, result 2 → Progress 5/5 → Success.

Push Your Luck

Push Your Luck takes the form: Check STAT(X).

The hero makes repeated skill checks, adding each strong or weak hit to a running total. The player may stop at any time and "bank" the cumulative result (X).

If the hero rolls a miss, the attempt ends immediately and the result is 0.

The final result is then used in the encounter, often as a bonus on an outcome table where higher values yield better results.

For example, the hero attempts to forage for rare herbs with a Check LORE(X). On the first roll, a weak hit adds 2 points. Tempting to keep going. The second roll is a strong hit for 5 more → now

at 7 points. The hero could bank it here… but curiosity smells stronger than wisdom. A third roll comes up a miss. The satchel remains empty, and so does the hero's stomach. Result: 0.

Universal Skillcheck Effects

Universal effects should be applied to all skill checks where relevant.

On Miss Gain Grit

If you roll a miss on ANY skill check, you immediately gain +1 grit as you sharpen your resolve.

A MISS
(Gain +1 Grit)

Note, if an Action indicates you should gain grit during a missed skillcheck, this is in addition to the +1 grit gained from the missed roll.

Matches

When making a skill check, if the fate dice are the same (ie. doubles), you've rolled a "match". A match will always result in an additional benefit or penalty which is applied **before** resolving the skill check.

HIT MATCH!

Strong hit with a match is called a "hit match" and is akin to a critical hit. You may choose any 2 of the following benefits:
- "bonus result" for the skill check
- Refresh an exhausted party card
- +2 Grit
- Remove a combat status

Miss with a match is called a "miss match" and represents an unusual, negative outcome like a critical miss. If you are in combat, take the following penalties:
- Refresh the exhausted enemy with the highest combined stats
- Raise 2HP on the lowest HP enemy

Match benefits and penalties are in addition to any other situational outcomes you may earn.

Bonus Result

A bonus result allows you to count both fate dice toward the result instead of only the highest one. This applies only on a strong hit.

Traits, powers, weapons, and items may grant a bonus result in certain situations (for example, against enemies with specific keywords or when defending with particular equipment).

For example, a weapon with "Bonus result vs Giants" lets you apply both fate dice to damage when you score a strong hit against a Giant.

Using Equipment

Before any non-combat skill check is rolled, you may discard 1 equipment in your inventory to gain a +1 MOD and a "bonus result" on the skill check.

Burn Grit

Burn Grit is an action used to mitigate bad luck in skill checks.

After a skill check roll but before its resolution, you may replace the action score of the skill check with your current grit value to improve your result. Then you "Burn Grit" and immediately reset your grit track to your current grit reset value.

For example, a hero has a grit of 5 and rolls an attack with the following values:
- Action die of 2 + 2 MOD from stats for an action score of 4
- Fate dice are 5 and 4 resulting in a MISS

The hero may burn grit to replace the action score with 5, resulting in a weak hit.

For example, a hero has a grit of 7 and rolls a defence with the following values:
- Action die of 3 + 1 MODs from stats for a action score of 4
- fate die are 6 and 6 resulting in a disastrous MISS with a match

The hero may burn grit to change the outcome to a successful defence by replacing the action score with 7, resulting in a strong hit-match.

Call out: If you are afflicted by Shaken, reduce the condition each time you successfully burn grit.

Boosted Values

Some effects require a boost. To determine a boost, draw and reveal one loot card. The number of boost icons on the card (0–3) is the boost value.

If an effect calls for multiple boosts, draw that many loot cards. Add all revealed boost icons together to determine the total boost.

Boost Value

Boosted (Trait)

If an enemy has the Boosted trait, its attacks always include one boost draw.

Boosted (Mechanic)

Other effects may cause an attack to be boosted, such as combat statuses like Entangled(x). Multiple sources of boosting stack, each requiring its own loot card draw.

Combat

During an attack, each boost icon adds +1 HP of damage. Boosted attacks with Splash damage (area effect) draw a separate boost card for each affected opponent. Non-attack Powers (i.e. no "+X ATK" prefix) are never boosted.

For example, a denizen with the Boosted trait attacks a hero who is also Entangled(1) by a druid's root spell. That's two boost draws. The first loot card shows 2 icons, the second shows 1. Total boost: +3. The hero's armour may hold, but good luck swinging a sword while half-buried in bark.

For example, a denizen unleashes a Splash attack against three heroes. Each hero requires a separate boost draw. The cards reveal 1, 0, and 3 icons. The unlucky third hero takes the full +3 boost to the face. The others breathe a little easier… until next round.

Death

Any denizen that is reduced to 0 HP is immediately defeated and moved to Memories at the conclusion of combat.

A companion that is reduced to 0 HP is immediately defeated and moved to Memories with any attached Persona. Any equipment attached to the companion is discarded.

When a Hero is reduced to 0 HP they are not killed and any additional damage is ignored. The hero will take the Endure action at the end of the encounter or combat round. When a Hero can no longer Endure their quest has come to an end.

See Endure below.

Endure

At the end of a combat round or conclusion of a skill check where the hero's hit points are reduced to zero, the hero will "Endure".

To Endure:
- Reduce hero's -1 Max HP
- Increase HP to the current grit level
- Reduce the grit track to the current grit reset level
- Reduce -1 grit reset
- Ready the hero & weapon cards
- Remove all combat status tokens (not persistent conditions)

If you have to lower the grit reset value below zero, all hope is lost and the hero has perished.

Conditions

Persistent conditions have one side for a mild affliction and the other a severe affliction. Different effects may direct you to reduce the condition's severity or remove it entirely.

Poison; During the Resist Poison step when Time Passes the character takes 1-2 HP of piercing damage, then rolls to resist. *See Time Passes section.*

Shaken; -1/-2 MOD for all non-combat skill checks. Reduce Shaken after a successful burn grit action.

Companions ignore Shaken and are exhausted instead. If already exhausted they gain Entangle(2).

Sunder; -1/-2 ARM reduction. Represents damage to the character's armour and equipment. If the character has no armour, lose 1 or 2 random equipment or item cards from their inventory instead (depending on severity).

Undead; Companions or heroes that gain the Undead condition cannot Heal unless the Heal/Raise ability makes specific reference to the Undead.

Fungal; Companions or heroes that gain the fungal condition may be subject to quest or encounter specific actions.

Combat status including Stun, Weaken, Entangle and Wound are detailed in the section on Combat.

Status & Conditions

Any combat status inflicted by an attack is applied immediately. If a character would gain an existing status but with a longer duration use the longer duration.

For example, if you gain **Stun** for a 1 round and then gain **Stun** again for 2 rounds you will be stunned for 2 rounds only, and not 3 rounds.

Each status token is double sided showing duration of the effect; 2 rounds on one side and 1 round on the other.

Attack Phase Effects

During the Attack (ATK) phase of the combat round:

Stun (Hero); Hero may only use Fighting Retreat as a combat action, or gain +2 GRIT in lieu of an attack.

Weaken (Hero/Companion); the character deals half damage, rounded up.

Entangle (Enemy); attacks against the enemy gain a Boost for damage

Sunder (Enemy); -1/-2 ARM reduction. ARM cannot be reduced below 0. If ARM cannot be reduced, discard a tucked loot card instead.

Defence Phase Effects

During the Defence (DEF) phase of the combat round:

Entangle (Hero/Companion); Enemy gets Boost card for any attack. Note, an Elite enemy would get 2 Boosted attacks.

Stun(Companion); If Companion is Ready, exhaust and discard Stun. If Companion is Exhausted, Boost the attack and exchange Stun(X) for Entangle(X).

Stun (Enemy); no ATK this round, Retaliate and On Death will still trigger

Weaken (Enemy); the enemy deals half damage, rounded up.

Sunder (Hero/Companion); -1/-2 ARM reduction. ARM cannot be reduced below 0. If ARM cannot be reduced, remove a tucked loot card or equipment/item card instead.

Loot

Loot cards have two states: face-down as **Equipment** cards and face-up (revealed) as **Item** cards.

Equipment Cards
Face Down Loot Cards

Item Cards
Face Up Loot Cards

Starting equipment cards and item cards are determined by the quest set up instructions.

Loot is always drawn face down as **Equipment** cards. The only exception to this rule is when you are instructed to *Discover(Keyword)*; in this instance loot is drawn and revealed as an **Item** card immediately.

During a *Rummage* action, you may reveal equipment cards converting them to item cards. Item cards may never be converted back to equipment cards.

Equipment

Equipment represents an abstract resource of useful supplies that a hero might draw upon; rations, a length of rope, torches, iron spikes and more.

Equipment can be used:
- To satisfy the requirements of certain quest or location encounters
- To "equip" and improve companions; see Companions
- As a Parley item with a relevant transmutation keyword
- To improve skill checks by granting a +1 MOD and bonus result; see Skill checks
- To augment certain weapon powers

Items

Items are an eclectic mix of objects that can be discarded for their action or traded with other denizens during parley.
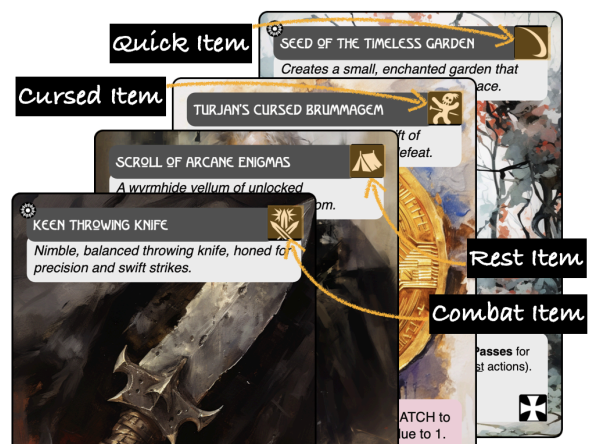
Cursed items will activate as soon as circumstances permit. Cursed items cannot be discarded but they can be used in parley actions or removed via the actions of enemies.

Mastery Track

Parley Keywords
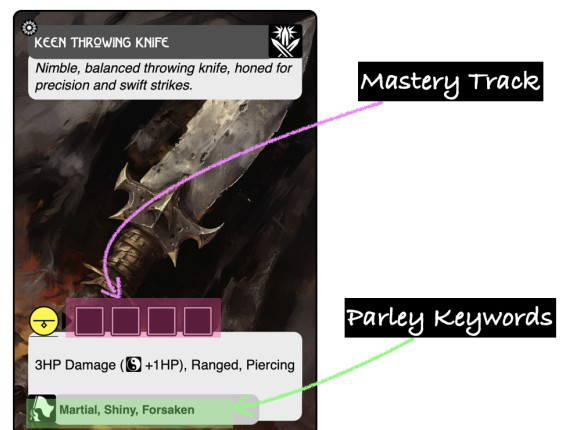
Parley/Discovery terms

Game Loop

Starting a new game. After the Quest setup your hero will be standing on an explored map tile. All quests start with the Hero Phase.

Play Area
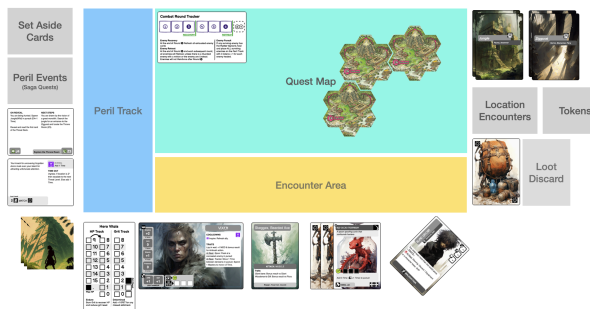
The playing area is divided into three regions:
- Map
- Peril Track
- Encounter Area

The map keeps track of explored tiles, places of interest (POI), and the location of your hero.

The Peril Track holds all environment cards, denizens in pursuit (concealed and revealed) and pending peril events. These represent the changing state of the dungeon environment, and things going on outside of your immediate area.

The Encounter Area is reserved for the denizens and encounters at your location. Everything here is "in medias res" and must be resolved prior to completing a phase.

Game Loop

Game loop:
- Hero Phase
- Peril Phase

Actions and events may be interrupted by Time Passes, which advances cooldowns and triggers effects (see Time Passes). Multiple Time Passes can occur within a single phase.

Hero Phase

Choose a Hero Action from the list of basic actions and hero actions that may be available in your specific location (see Encounter cards and Explore tokens). Complete all ON REVEAL instructions and resolve all encounters arising.

See Hero Action section for more details.

Peril Phase

Review the peril track for new encounters and resolve them in the following order.

Peril Events (Saga Quests Only)

Peril events are drawn and placed face down in the peril track when indicated by the threat deck for the quest. Only a single peril event can be present on the peril track at a time.

If a peril event is present on the Peril Track, bring the card into the Encounter Area and resolve the encounter.

Pursuit

If there is 6+ Time on a denizen group, discard the group. They have given up the chase.

Move all concealed (face down) denizens with 0 Time pool into the Encounter area. You may reveal denizens in any order and Parley with each.

If any denizen fails a parley action and enters the fray then enter the fray with the other concealed denizens. Check "revealed" denizens before commencing combat.

All revealed (face up) denizen groups with 0 Time pool join forces and move into the Encounter area. The hero has been ambushed; commence combat and all party members are Entangle(1).

Hero Actions

Hero Actions include:
- Scout
- Move
- Explore
- Rest
- Ritual
- Ambush

Additional actions are available when you encounter locations and denizens:
- Parley (Trade or Recruit)
- Fight (Enter the fray)
- Explore token actions
- Location specific Hero Actions
- Rummage Actions

Each action is summarised in the player aids.

A **Time Passes** event will interrupt any hero action and must be resolved immediately before continuing.

Rummage Actions (see end of this section) may be taken at the beginning of any hero action, parley action or at the end of combat.

Scout

Reveal new map tiles from the map stack.

~~If you make two consecutive Scout & Move hero actions, you must resolve a **Backtrack** event at the end of the hero action.~~

When Scouting:
1. Draw a tile per barrier free and unconnected doorway
2. Place and connect the revealed tiles as desired following the map placement rules
3. Draw and place a face-down exploration token on each new tile

Map Placement Rules

Legal map placement requires:
- Each tile connects to a local unconnected doorway

- Like doorways must connect; for example, only secret doors can connect to secret doors.
- At least 3-sides of the new tile must be touching an existing tile; one side will be part of the connecting doorway

If no orientation of tiles allows you to legally place all revealed map tiles at the Hero's current location, place the unmatching tiles at the nearest legal location and immediately resolve a backtrack event (see Move below).

For example, you only have a secret door at your location, and the drawn map tile has no secret door.

If you reveal a map tile outside of the Scout action, follow the placement rules and attach the map tile to any viable location.
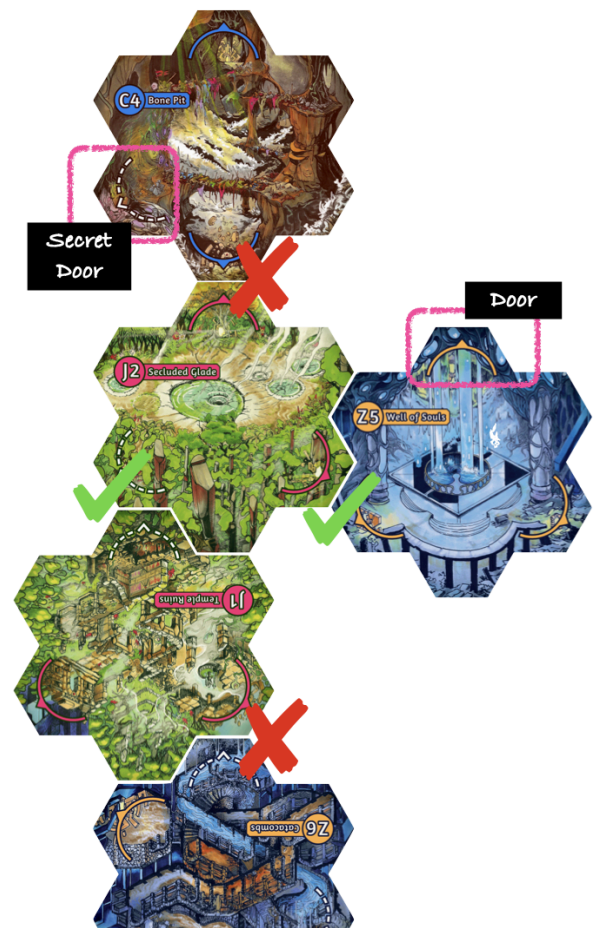
If the shape of your map would prevent the future placement of a map tile on a doorway, then place a barrier token on that opening.

In the rare circumstance that there is no viable doorway, you may connect to the edge of an already connected doorway as a last resort.

Move

Move between explored map tiles.

Place a Backtrack token at your current location, and then move up to 3 explored tiles.

If the hero would pass through an open encounter, otherwise known as a Place of Interest (POI), consult the encounter to determine if it affects movement in some way.

If you enter a tile with a Backtrack token, immediately end your move and resolve a **Backtrack** event.

Backtrack (Call Out)

If there is a backtrack token at your location, remove it. **Time Passes** and you must check SHADOW for wandering monsters:

- On a strong-hit, nothing happens
- On a weak-hit, Spawn Ziggurat(Hunter Icon) in pursuit (D4+1 Time)
- On a miss, you are ambushed – Spawn Ziggurat(Hunter Icon) and the hero gains Entangle(1)

There are only three backtrack tokens. If you need to place a backtrack but none is available, use the token on the map furthest from the hero's location.

Explore

The party explores an unexplored map tile.

Move into an adjacent, unexplored tile through a viable doorway:

1. Time Passes
2. Secret door; gain benefit for passing through secret door
3. Exploration token; claim and action the exploration token
4. Encounter; resolve the quest or location encounter matching the location number

Secret Doors

If you move through a secret door to reach an **unexplored** map tile, then gain the following benefits:

- Add up to 3 Time to pursuit in any configuration
- Gain +2 Grit

Exploration Token

Immediately gain the benefit of any "Recovery" token. All other tokens act as a local Hero Action.

Loot (Chest & Puzzle Box)
Open chest. Check SHADOW/LORE;
- strong-hit – gain 1 Loot
- weak-hit – gain 1 Loot & Time Passes
- miss – Time Passes

Barrier (Locked & Barricade) – acts as a barrier; place it on an unconnected doorway of your choice or if none exists discard.

Open door. Check SHADOW/MUSCLE;
- strong-hit – remove barrier
- weak-hit – remove barrier & Time Passes
- miss – Time Passes

Recovery (2nd Wind & Respite) – draw a boost card and gain that much plus one (1-4) of grit or health distributed between party members.

Explore New Location

When you move to an unexplored location, draw a new quest or location encounter.

If the tile matches the next quest encounter, reveal the next quest card. Otherwise, draw the next location encounter matching the map tile number.

The Explore Actions concludes after all the commands in the ON REVEAL section of the encounter have been resolved.

See the Appendix on Encounter types for more information. See Encounter Commands.

Ambush

The party lays in wait to attack pursuing denizens.

To prepare an ambush:
- **Time Passes** once
- Remove 1 Time from each denizen group in pursuit. Repeat until one or more denizen groups have no Time.

Move all groups with 0 Time into the encounter area.

Check STAT(5) using your preferred stat:
- **Success**: you ambush your pursuers – apply Stun(1) OR Entangle(1) to all enemies when you Enter the Fray or gain a +1 MOD to Parley actions for concealed denizens
- **Fail**: Enter the fray without benefit. On a miss-match the entire party is Stun(1)

Rest

The party rests. Follow these steps in order.

1. RECOVERY

You must perform the following actions:
1. **Time Passes**
2. Ready all exhausted party cards; including weapon and all companions
3. Heal(1+Boost) for the Hero and each companion (excluding undead and clockwork characters); you may reveal and discard hero equipment cards for additional Heal(1+Boost) actions

2. REQUIRED "AT REST" ABILITIES

[!]At Rest abilities (i.e. hazard prefix) are compulsory and must be completed if possible.

3. REFLECTION & "AT REST" ABILITIES

You may perform any number of other *At Rest* abilities once each; including hero, companions, location encounter and environment cards.

You must convert all Memories into Mastery by the end of this step (*see Memory & Mastery section*).

4. BREAK CAMP: PARTY LIMITS

Discard Equipment, Items, Companions, and unbound True Names down to your inventory limits:
- Companions: 2 + PRESENCE
- Items: 2 + SHADOW
- Equipment: 3 + MUSCLE
- Unbound true-names: 1 + LORE
- Reduce all companion HP to Max HP

Gain +1 grit for any equipment, item or true-name card you are forced to discard. A discarded companion and any attached location encounter persona will go directly to Memories.

Ritual

Bind multi-dimensional beings to enchant your weapon.

[IMG: showing ready hero & activated true-name]

The hero must be ready and have a true-name with a completed mastery track. Type I powers must be bound first, before attempting to upgrade to Type II powers.

Exhaust the hero, remove mastery from the true-name mastery track and check LORE(3).

On success: reduce -1 Max HP and attach the new or upgraded true-name to your weapon.

On failure: Nothing happens. If you are upgrading a true-name to type II then pay the price indicated.

Rummage Actions

Rummage actions can be taken at the beginning of any hero or parley action, and at the end of combat. You may take any number of actions in any order.

Rummage actions include:
- Use a "Quick" item
- Convert **equipment** (face down loot cards) to **items** (face up loot cards)
- Equip companions with **equipment** (facedown loot cards) up to their loot limit
- Use mastery from the hero mastery cache

You CANNOT convert items to equipment.

You CANNOT remove or convert equipment attached to a companion.

Nature of Time

The passage of time is marked by the action **Time Passes** and tracked using pools of **Time** tokens.

Time Pools

A time pool is created whenever and wherever you are asked to place Time tokens. Time pools act as a cooldown mechanism or timer until an effect activates.

Time pools may have Timed Actions that are resolved when time is removed, and/or Time Out Actions which resolve when the time pool is empty.

Time Passes

When Time Passes complete the current combat round or hero action, then immediately follow these steps in order:
1. Resist Poison
2. Reduce Time Pools

Resist Poison

Each hero/companion with poison suffers piercing damage: 1HP per level of severity and then checks to see if the poison is resisted.

Check MUSCLE to remove poison:
- Strong Hit: remove poison
- Weak Hit: reduce poison severity
- Miss: increase poison severity

Companions make a skillcheck with no modifier.

Reduce Time Pools

Reduce each time pool in play by a unit of time. Activate any Timed Action present. In addition, if it is the last unit of time, activate any Time Out action present.

Resolve Timed Actions

All **Timed Actions** listed on any card in the play area should be activated. Timed Actions will only activate if time is removed due to Time Passes and not any other reduction of time.

Resolve Time Out Actions

If you are removing the last unit of time, activate any Time Out action.

The default Time Out for all environments with a time pool is to remove the environment. If the environment has a specific Time Out then use that action instead.

Denizens In Pursuit

Reduce the time pool for each denizen group in pursuit. If the denizen group is reduced to zero, do nothing. These groups will be activated in the next Peril Phase.

When Time Passes In Combat

Under special circumstances, you may be directed to resolve Time Passes during combat.

If you are in combat and there is no time left on a revealed (face up) denizen group then move the group to the encounter area; they will join the combat at the beginning of the next round.

Concealed denizens are not encountered, until the next peril phase as per usual.

Threat Time Pool
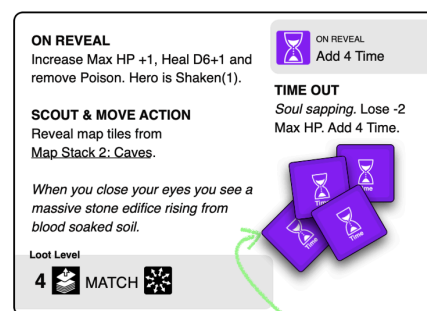
Threat Time Pool

The time pool on threat deck cards is like any other. However, when escalating to the next threat card on time out you will need to complete all ON REVEAL instructions before proceeding.

Encounters

Quests, locations and peril events all give rise to encounters that share a common vocabulary of instructions.

Quest Encounter

Always check if the active quest's destination location matches the newly explored tile.
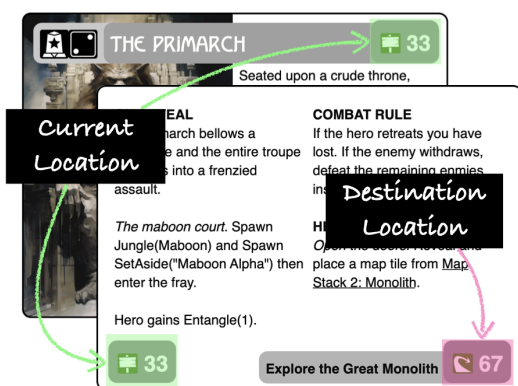
If there is no matching quest destination, draw a location encounter that matches the revealed map tile number and follow its instructions.

Location Encounters

Location encounter cards are kept in strict numeric order, and should be easily accessible throughout play. When drawing a location encounter you retrieve the first card that matches the number of your current map tile location.
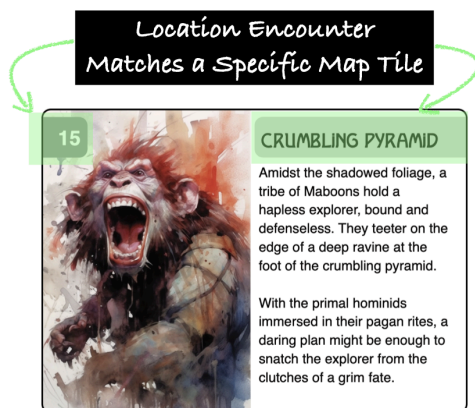
On completion, location encounters are moved to Memories. During the Reflection step in the Rest

Action, location encounters are converted to Mastery and then moved to the Banished Encounters storage area.

If you ever run out of encounters for a specific location, retrieve all matching encounters from the banished store, shuffle and return them to the correct numeric location in the location encounter deck. Then select the first matching encounter.

Encounter Types

Peril Choice
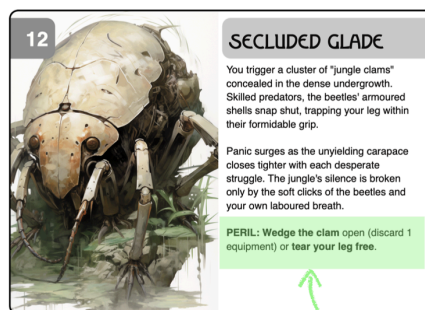
Peril! If an encounter has a Peril Choice, you must make your choice before flipping the card and determining the outcome of your decision.

Environment
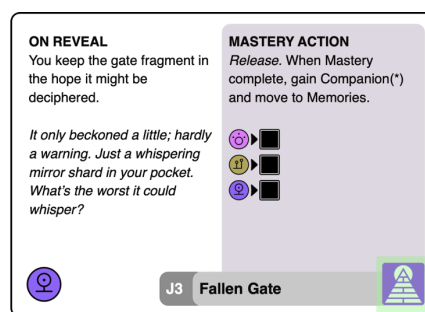
Environment encounters are placed onto the Peril Track. They may remain there until their Time pool is depleted or you are instructed to remove them.

ON REVEAL
The larvae wriggle and grow beneath your flesh. A ~~s~~ anaesthetic m~~~~ feeding pain-fr~~~~ attracts other~~~~

Spawn Cav~~~~ (D4+1 Time).

ON REVEAL
Add 5 Time

REST ACTION
At Rest: *Extract.*
Discard 1 Equipment and check MUSCLE; on miss party takes D4+1 HP Piercing, on strong hit move to Memories.

TIME OUT
The monstrous flies hatch. Party takes D8+2 HP Piercing and hero loses -1 Max HP. Move to Memories.

J4   **The Plaza**

Activate Peril Action when Time Passes

Time Pool created when placed

Event

SUCCESS
Your spider senses were tingling and the hairy horror can't quite wrestle you into the trapdoor.

Spawn Jungle(Arachnid). The hero is Entangle(1)

FAILURE
You are ambushed and dragged into the spider's den. Spawn Jungle(Arachnid) and the hero is Stun(1).

COMBAT RULE
At the start of each combat round, all companions are Entangle(1)

J3   **Fallen Gate**

Event: Move to Memories

Events are always moved to Memories upon completion.

Place of Interest (POI)

COMBAT RULE
Tenuous tranquility. If you enter the fray at this location, move to Memories.

REST ACTION
⚠ At Rest: *Forgetful respite.* Remove Shaken. Reduce Poison. Time Passes.

At Rest: *Restoration font.* Check LORE(3); on success Discover(potion).

Z5   **Well of Souls**

PLACE OF INTEREST (POI): Place Adjacent to the Map Tile

When drawing a **Place of Interest** encounter, place a red POI counter on the map tile, and place the Encounter card face-up near to the Map location for future reference.

The encounter will remain in play until you are told to move to Memories. You must consult the encounter whenever the hero moves back to the location.

Persona

SPIDERWING JIMMIE
Fauna, Arachnid

3
1
6

Reptilian arachnid gliding on scaled wings
- TRAITS -
Retaliate: *Sticky.* Entangle(1)
- POWERS -
Neurotoxin. +1 ATK Weaken(2)
Equip(2) *Deathcharm.* +2 ATK Weaken(2), Shaken(1), Discard

2   Jungle(Arachnid|Flora)

Companion Persona

Tic Toc Tick
Pocket-sized peril

Traits
Ignore denizen Traits/Powers
Small. -2 Max HP

Powers
Self Destruct. Current HP Splash damage. Move to Memories.

Clockwork

~~Se~~cluded Glade

Persona. Sometimes when you gain a companion you will be required to attach a specific Persona. The persona will change some of the companions' attributes for the duration of their journey with the hero. If the companion is discarded or killed the Persona is moved to Memories along with the denizen card.

Card Abilities

The hero, companions and other denizens have a range of different abilities available as Traits and Powers. Abilities share the same basic syntax and mechanics across all cards.

Abilities

There are two ability types:
- Trait – passive or triggered and are always available, even when a card is exhausted
- Power – available at any time if the card is in the ready state and will exhaust a card when activated

All abilities use a similar syntax:
Equip(X) Trigger: *Name.* **Action list**
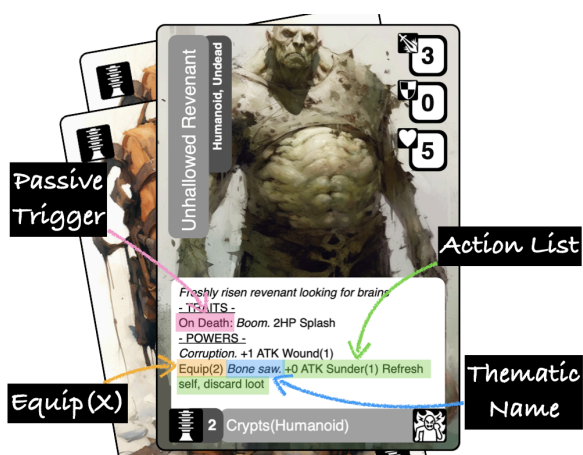
Equip(0) is omitted and implied if no equip value is provided. Triggers are optional and are typically associated with certain passive traits.

Traits

Traits are passive and may have triggers that determine when the ability will activate.

Passive abilities include:
- Immunity to status effects
- Hero rules
- Stat buffs (like ARM and ATK)

Triggers include:

- Unharmed – if the enemy has not been damaged this round, the ability activates at the end of the combat round
- Retaliate – on completion of a Hero or companion attack, except if the enemy perishes in the attack
- On Death – activates when the enemy is defeated; except if the final attack has Overkill
- Special – a unique ability that triggers as defined on the card

Abilities available in the Rest Phase:
- [!]At Rest – must be activated during the Rest Action if possible
- At Rest – may be activated once during the Rest Action

Powers

Cards with Powers have two states; **ready** and **exhausted**.

A "ready" card can trigger a single "Power" ability when it is exhausted. This is indicated by turning or "tapping" the card to indicate its exhausted state.

Ability cards can only be exhausted once during a combat round, although a card can be readied or refreshed within the same round.

Outside of combat, a power may be activated at any time exhausting the card.

Refresh Cards

Various abilities can be activated to **refresh** an **exhausted** card during the player's turn. For example, the Hero may **refresh** a card by:

- Rolling a "hit match" to **refresh** a hero party card
- **Refresh** ability on a companion or item card

Enemy Powers are refreshed via:

- Refresh ability of an ally or passive trait
- Hero rolling a "miss match"; the enemy will **refresh** an enemy card if one is **exhausted** (a Hero penalty)
- At the end of Combat Round 3 all enemy cards are refreshed; *see Enemy Morale*

For the Party, all exhausted cards are refreshed (brought back to their ready state) at the beginning of the Rest Action.

Attack Powers

+ x ATK – the ability can only be activated in combination with a successful attack (damage not necessary).

Note some powers are not attacks and cannot be boosted.

True-Name Powers

A weapon (enchanted) or denizen (imbued) may gain additional powers by binding a true-name (for example using the Ritual Action).

As a consequence of these attached cards, multiple powers can be attached to a card. Powers are considered to be either "Bound" or "Chained" to the hero/weapon card.

Bound Power

[img: replace with imbued denizen example]

A bound power is activated in isolation. When the card is exhausted you must choose a single power; you cannot do both at once.

Chained Power

A chained power is activated in combination with the card power and all other chained powers attached to the card.
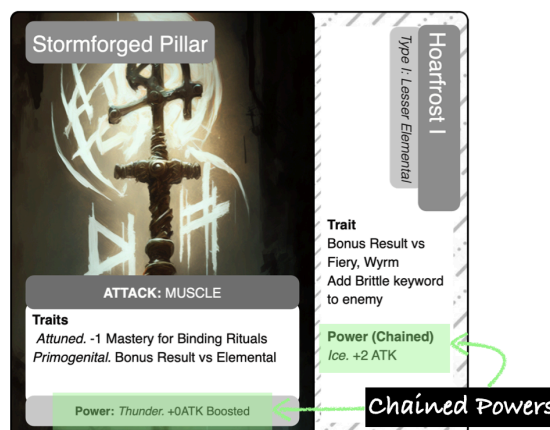
For example, on a successful hit, both the "Thunder" and "Ice" Powers may be activated in any order – they are chained together.

Traits are always active regardless of the readiness of the hero or weapon.

For example, Primogen grants a bonus result against elemental enemies.

Equipped Abilities

Many Denizens will have access to more powerful abilities provided they have enough "equipment" to perform the ability. Equipment is represented by face-down loot cards tucked under the enemy or companion card to represent how "equipped" they are.

An ability requiring equipment is prefixed by the Equip(X) attribute where X corresponds to the number of equipment cards required. If there is no Equip prefix, the ability is considered to be Equip(0).

An enemy will always activate the highest equipped power they can. For party companions, the player always decides which power to activate.

For example, a denizen with two equipment attached is able to activate any Equip(2) ability or less. A denizen with no equipment can only activate basic powers (ie. Equip(0)) abilities.

Equip(2) Power is available

For example, the Black Panther has two equipment tucked so will activate:

> Equip(2) *Razor Claws.* +2ATK, Wound(2)

Discard Loot

Equipped Loot is discarded, preventing repeated use of the Power

Some Equip abilities require the denizen to discard X tucked equipment cards, once activated. Tucked equipment cards should be immediately discarded to the loot deck discard pile after the ability is resolved.

GB: Consider Unequip(x) as a term rather than Discard

For example, the Hedgemancer casts Fireball, deals splash damage to his enemies and immediately discards one tucked equipment card.

Note, companion abilities are only activated at the hero's discretion, with the exception of retaliate and a basic defence action if the denizen would be reduced to 0HP otherwise.

Dealing with Denizens
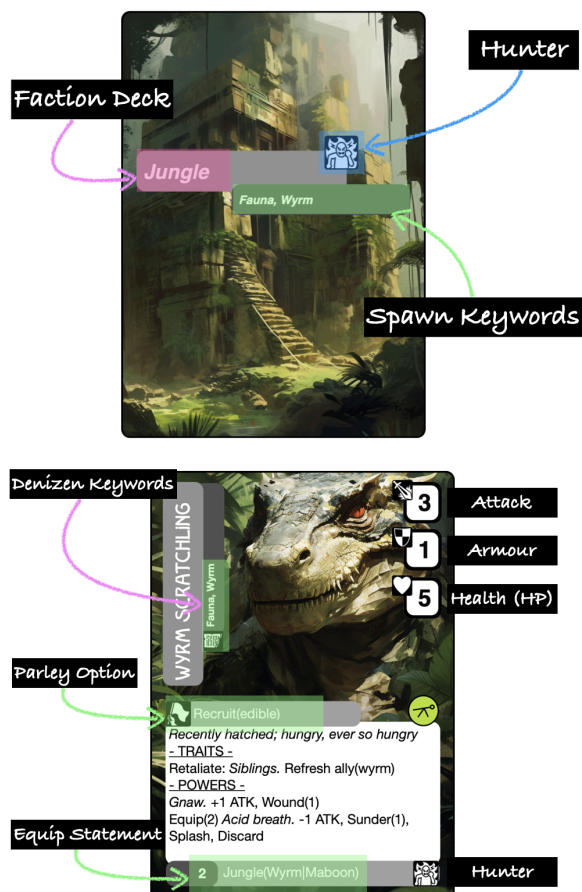
Spawning Denizens

The **Spawn** command nominates the specific faction deck to draw from and a keyword, wildcard (*) or "Hunter" icon to match:

1. Find the matching Faction deck.
2. Move cards from the top to the bottom of the deck (aka **Progressing** the deck) until the top card has a keyword matching the spawn keyword. Place the denizen face up in the Encounter Area
3. Enter into a Parley with the spawned denizen, unless you have been instructed to enter the fray

The "Hunter" keyword may also be represented as the Hunter icon shown in the figure above.

Some commands may reference multiple keywords with additional syntax such as OR (|) and AND (&) operators.

For example, for **Spawn Cave(Toad)** move cards until the top card has "Toad". For example, **Spawn Cultist(*)** use the top card of the cultist deck.

For example, **Spawn Ziggurat(Humanoid&Elemental)** to select a Ziggurat denizen with both Humanoid and Elemental keywords.

If there are multiple Spawn commands, complete each one individually before proceeding to Parley.

In the rare circumstance where no matching denizen is available in the faction deck, proceed with the encounter as though the hero had defeated that denizen without drawing loot.

Spawn in Pursuit

When asked to spawn in pursuit, you draw a single concealed (face down) denizen onto the peril track with the specified time pool.
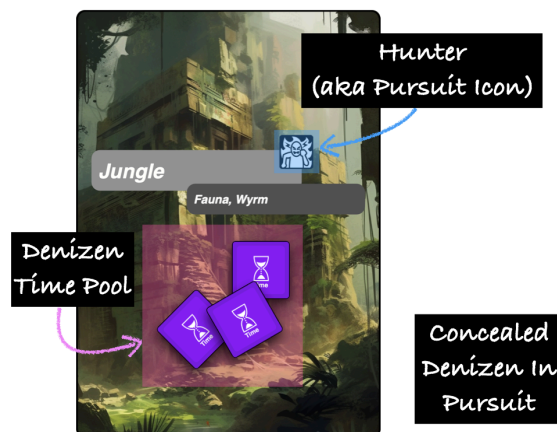
For example, **Spawn Jungle(Hunter) in pursuit (D4+1 Time)**.

Denizens in pursuit will either be revealed (face up) or concealed (face down) on the Pursuit track.

Concealed denizens are not necessarily enemies and you may take a parley action when revealed. Revealed denizen groups are those the hero has previously engaged with or enemies reinforced in pursuit.

The time pool placed on a denizen group indicates how close the enemies are to catching the hero's party; the larger the pool the further away the enemy. Encounters with denizens in pursuit are handled in the Peril Phase.

Reinforce

The Reinforce action is a variation of the Spawn command and represents an existing enemy calling for reinforcements.

For example, **Reinforce Crypts(Undead).**

Draw a single matching denizen and place it in the Encounter Area. Do not enter the fray (see below). Instead, draw loot cards equal to the denizen card **loot limit**, keeping only those cards that match the loot icon indicated on the threat deck. Reinforce always summons a single denizen which acts in the round following their appearance.

Note, companions in the hero tableau cannot use any ability that includes the Reinforce action.

Reinforce in Pursuit

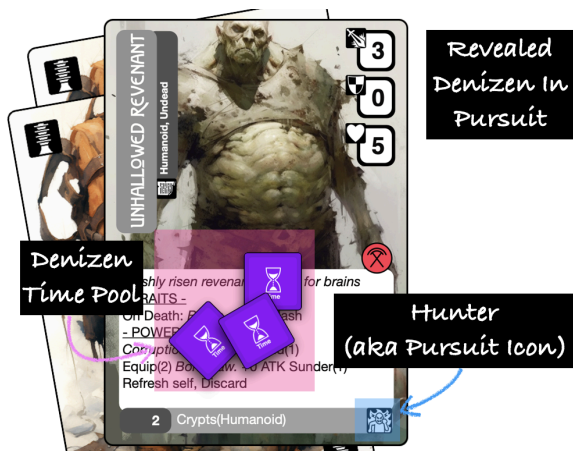You may be required to reinforce a denizen in pursuit. Follow the same procedure as Reinforce but place the revealed (face up) denizen onto the peril track with the indicated time pool.

For example, **Reinforce Crypts(Hunter) in pursuit (3 Time)**.

Revealed Denizen In Pursuit

Denizen Time Pool

Hunter (aka Pursuit Icon)

Parley

PARLEY FLAG: Parley Action available

Recruit(edible)

Freshly hatched: hungry, ever so hungry

PARLEY ACTION
You may Recruit or Trade with the Denizen as indicated

PARLEY KEYWORDS
You require a matching Loot Item with a matching Keyword
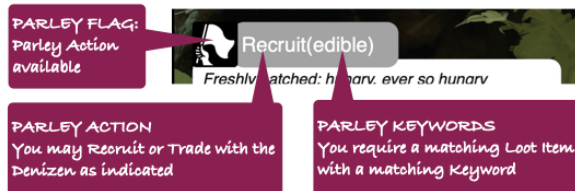
Parley is an effort at peaceful resolution by either Trade (exchanging items) or Recruit (taking the denizen as a companion) actions.

You may Parley if:
- you have NOT Entered The Fray and initiated combat
- the denizen has a suitable Parley action available or you possess an ability that provides a Parley action, and;
- you have an item or equipment card in your inventory with a matching keyword to offer

Be sure to review the cards in play for additional **PARLEY RULES**; including Threat Deck, Environment, and "Persona" cards.

Before any Parley you may use the Rummage Action to convert equipment to items, or you may transmute equipment with a Parley keyword.

Entangle(1) Splash (🅢 🅢 Add Stun(1) Splash)

Curio, Shiny, Pouch

combat encounter

Martial, Clockwork

Parley Keywords

The **companion** keyword refers to a literal companion in your party. **True Name** keyword refers to an unbound true name in your inventory.

For example, **Trade(Companion)** would mean giving up one of your friends to complete the trade.

Parley Action
Keywords

An equipment card can also be offered during a parley action if the hero has a parley action keyword on their tableau.

If multiple denizens have been spawned in the Encounter Area you may Parley with each in the order you choose. If you enter the fray with any denizen, all the remaining denizens will immediately enter the fray and join the combat.

If the item card has mastery tokens assigned, each mastery will add a +1 MOD to the Parley skillcheck. Mastery will be lost if the item card is discarded.

Trade

To Trade check PRESENCE:
- Strong hit: Discard your offering (eg. item, companion, etc), draw and reveal three Loot cards and keep one. Bury the denizen. You part as friends.
- Weak Hit: you fail to interest the denizen in a trade but part amicably. Bury the denizen. Keep your offering.
- Miss: the exchange goes horribly wrong, equip the denizen for combat and enter the fray. You lose the offering, and the denizen is Bolster(1)

Recruit

To Recruit check PRESENCE:
- Strong hit: You become fast friends; add the denizen to your party as a companion, and lose the offering.

- Weak Hit: you fail to interest the denizen but part amicably; bury the denizen but keep your offering.
- Miss: the exchange goes horribly wrong, equip the denizen for combat and enter the fray. You lose your offering and the denizen is Bolster(1).

Enter the Fray

Before you fight a denizen you must create a loot pile and distribute the equipment cards between the enemy and their entourage.

Use the following steps:
- Match on Loot Level
- Bolster Enemy
- Call Compeers

If the encounter specifies multiple spawn commands, each spawn will enter the fray separately.

Match on Loot Level

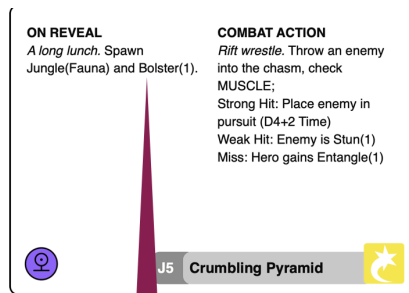Threat Deck
Loot Level Loot Match

Draw face down loot cards equal to the current loot level. Match the icon on the back of the loot card with the loot icon on the threat card loot level statement. Keep the matching cards in the loot pile, and discard the others.
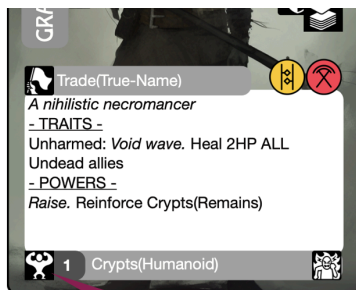
Bolster Enemy

You may need to add additional face down loot cards to the loot pile depending on the encounter and denizen spawned.

ON REVEAL
A long lunch. Spawn Jungle(Fauna) and Bolster(1).

COMBAT ACTION
Rift wrestle. Throw an enemy into the chasm, check MUSCLE;
Strong Hit: Place enemy in pursuit (D4+2 Time)
Weak Hit: Enemy is Stun(1)
Miss: Hero gains Entangle(1)

J5 Crumbling Pyramid

Bolster Command
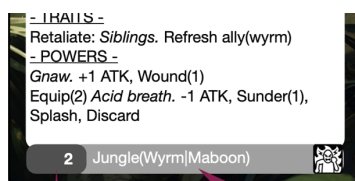Add x loot card to the loot pile for Bolster(x) in the encounter instructions.

Add x loot for each Bolster(x) action associated with spawning the denizen; check threat, environment and encounter cards

Trade(True-Name)
A nihilistic necromancer
- TRAITS -
Unharmed: *Void wave.* Heal 2HP ALL
Undead allies
- POWERS -
Raise. Reinforce Crypts(Remains)

1 Crypts(Humanoid)

Bolster Icon
Add an extra loot card to the loot pile for this encounter

Add a loot card if the denizen has the bolster icon.

Call Compeers

- TRAITS -
Retaliate: *Siblings.* Refresh ally(wyrm)
- POWERS -
Gnaw. +1 ATK, Wound(1)
Equip(2) *Acid breath.* -1 ATK, Sunder(1), Splash, Discard

2 Jungle(Wyrm|Maboon)

COMPEERS:
Spawn additional Denizens and attach any excess Loot cards

LOOT LIMIT:
If the amount of loot exceeds the loot limit, spawn more Denizens

Some enemies are alone, but many have compeers that make up their entourage during combat.

From the loot pile, tuck cards under the spawned denizen up to the loot limit indicated on the card.

If there are excess loot cards, draw a new denizen card matching the compeer statement, and equip that denizen with the excess loot cards. Repeat this process with the new denizen until you run out of loot cards.

Note, denizens spawned as compeers do not perform a separate enter the fray action. They only gain the excess loot of the friend that called upon them.

In the rare circumstance that excess loot cannot be assigned to a suitable compeer, discard the excess loot cards. For each card discarded, Raise 2HP on the weakest enemy in the encounter.

Combat

Before proceeding make sure you have resolved all parley actions, completed all spawn commands for the encounter, and have equipped denizens for combat; *see Enter the Fray section above for more details*.
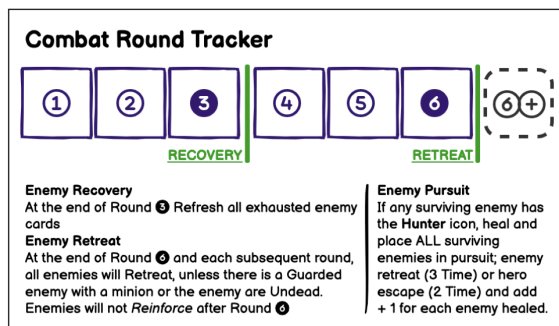
Every battle consists of a number of "combat rounds" and concludes only when all enemies are defeated or withdrawn, the hero is defeated or escaped. If the hero is victorious, they may loot the battlefield.

Each combat round consists of:
- Item Action (Optional)
- Attack Phase
- Defence Phase
- End of Round Actions

Using Items

You may activate a Quick or Combat item card once per combat round. Activation can be done at any time during the round.

You may not convert equipment to items, nor equip companions during combat.

Attack Phase

During the Attack Phase the hero chooses a single Combat Action:
- Hero Attack
- Fighting Retreat
- Encounter Combat Action (location specific)
- Forego an attack for +2 Grit

The hero may exhaust any number of cards in the hero tableau to activate powers and abilities before or after their selected Combat Action.

Hero Attack

The hero nominates a valid target (see Guarded Enemies below) and makes a "skill check with result" using the hero's ATK modifier. The result value will be the damage dealt to the enemy.

The result will include:
- Any bonus result that may be applicable from Traits or other abilities
- Boosted value if the enemy is Entangled
- Weapon activation if applicable

Guarded Enemies
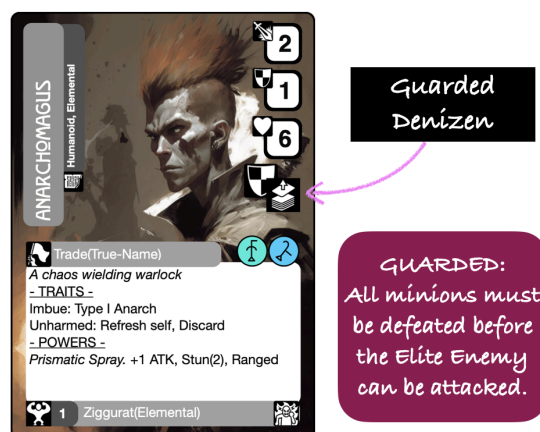
Guarded enemies (bearing the Guarded icon) are protected by their minions. You must defeat all minions before you can target an elite enemy with a melee attack. Guarded enemies can still be targeted by ranged attacks and damaged by splash attacks.

If there is more than one guarded enemy in the encounter only the highest combined base ATK/ARM/HP stats is guarded; all others can be targeted normally.

Enemy Defence

Once you have calculated the total damage for the attack, determine the enemy's defence.

Reduce the attack damage by the enemy's ARM value (unless Piercing damage).

If the enemy is not exhausted and the attack damage exceeds the enemy's HP, then the attack is defended; exhaust the enemy and reduce damage by the enemy's base ATK value.

Finally, reduce the enemies HP by the final damage amount. Defeated enemies are moved to memories and loot left on the battlefield.

Retaliate

If the enemy is still alive, check for a **Retaliate** ability. Ranged attacks only suffer from Retaliate if the ability is Ranged.

On Death

If the enemy is defeated, resolve any **On Death** ability. Ignore On Death if the final blow was dealt with Overkill.

Combat Status

All combat status effects applied during your attacks take immediate effect.

For example, if the hero activated a companion's ability to Entangle an enemy prior to making their Attack, they would gain a boosted attack result.

Note, wounds only cause damage when they cool down at the end of the round.

See Status & Conditions for all effects below.

Special Damage Types

Boosted. Draw a loot card and apply boost damage to target

Overkill. Excess attack damage can be applied to an additional target if the initial target was reduced to 0HP and you may ignore any on death ability on the defeated enemy. Any status effects will carry through to the 2nd enemy.

Party. Evenly distribute amongst hero & companions

Piercing. Piercing damage is not reduced by the enemy's ARM value.

Ranged. Ranged may target guarded enemies. Does not trigger retaliate unless retaliate is ranged.

Splash. Splash damage affects every enemy in the encounter, including status effects. Does not suffer retaliation effects.

Fighting Retreat

The hero must be able to move to an adjacent, explored location in order to take this action.

Check STAT(3) using your preferred hero stat:
- Success: you may **Escape** once the round has ended. You must still defend this round.
- Miss: you fight on; gain +2 Grit and proceed to the Defence Phase

Encounter Combat Action

Check to see if your encounter provides any location specific Combat Actions. There may be a LIMIT to the number of times these can be made.

Location Combat Action

GB: Full Attack Phase example required

Defence Phase

You always roll on behalf of the hero for defence. There is no attack roll for enemy combatants.
- Skill check with result for hero's defence – assign "blocks" to specific enemies; ie. assign each eligible fate die to one or more enemies
- Process all enemy attacks

Alternatively, you may forego a defence for +2 Grit.

Make a "skill check with result" using the hero's DEF modifier. A bonus result applies for nearly all armour with few exceptions; for example, "loin cloth".

Each fate die that contributes to the result may be applied as a "block" to a single enemy. Multiple dice may be applied to the same enemy.

A hit-match result, applies the full bonus result to all enemies in the encounter. This is in addition to the benefits accrued from a standard hit-match.

Enemy Attack

Determine the outcome of each enemy attack in order; elite enemies are resolved first, then all other enemies from highest to lowest ATK value. In the case of a tie the hero decides.

You must establish the enemy target prior to the resolution of each attack. The hero must adhere to **Defend first/last** traits if present but otherwise may choose the target of each attack. Attacks must be as evenly distributed as possible across the characters in the party.

Activate each enemy as follows:
- Apply or trigger ALL available Traits
- If "ready", activate a single available Power with the highest Equip(x) rating and exhaust the enemy
- If the enemy is exhausted, make a simple attack using the base ATK value.

Some enemies have a boosted attack as indicated by the boost icon adjacent to their attack stat. Draw a boost card and add the damage. Attacks by any enemy on a character with Entangle is also boosted. Boosted attacks will stack.

For example, an elite denizen attacking an Entangled opponent gains 2 Boost cards and so on.

Boosted attacks with Splash damage (area effect) draw a separate Boost card for each affected opponent.

Defensive enemy powers ie. those without a +X ATK prefix do not trigger an attack and are not boosted. For example, a Heal ally action.

GB: may need a better way to differentiate between powers that generate damage (ie can be boosted) and those that don't

Reduce the enemy damage by any defensive block assigned from the party defence roll. Further reduce damage by the defender's ARM value. Reduce the character's HP by the final amount.

Companion Defence

Any companion that is "ready" and would be reduced to 0HP will defend. Exhaust the companion and reduce damage by their base ATK value.

Unharmed Triggers

At the end of the Defence Phase any enemy that has not been damaged or received a new combat status this round will activate all "Unharmed" abilities they possess.

Party Death

No character can be reduced below 0 health.

Any companion reduced to 0HP is moved to Memories immediately along with any accompanying persona; ie. removed from play. Companion equipment is discarded.

If a companion sustains more damage than their remaining hit points and the attack has the Overkill attribute, excess damage is applied to the hero.

If the Hero is reduced to 0 HP, complete the Defence Phase then perform an Endure action (see the Endure section) during End of Round.

GB: Full Defence Phase example required

End of Round

After completing your attack and defence phases for the round, complete the following steps in order:
1. Endure
2. Escape
3. Cooldown Status Effects
4. Enemy morale
5. Ending the Fight

Endure

If the hero is at 0 HP, and they maintain a grit reset greater than 0 they must endure.

See the Endure action under Death and Other Unfortunate Conditions.

Escape

If you have completed a successful Fighting Retreat combat action and the hero is not Entangled, you may Escape.

The hero retreats to an adjacent explored tile of your choice and places a Backtrack token on the map tile you just left. Note, any companions that have Entangled status will be left behind and lost.

If the hero is Entangled or chooses to remain on the battlefield they may remove ALL Entangle status from the party.

Upon escape, if any undefeated enemies have the hunter icon, then collect all undefeated denizen cards (excluding Flora which are buried) and their loot into a single group preserving the association of loot to denizen. Place the denizen group in pursuit (2 Time tokens). For each wounded denizen, heal the denizen and add an additional Time token.

Cooldown Status Effects

Apply Wound damage; -1/-2 Piercing damage.

Cooldown (reduce or remove) status tokens on all combatants as needed.

Enemy Morale

At the end of **Round 3** all exhausted enemy cards are refreshed.

At the end of **Round 6** all enemies will withdraw from the encounter and regroup.

Withdrawal

If any of the withdrawing enemies has the Hunter icon, then collect all undefeated denizen cards (excluding Flora which are buried) and their loot into a single group preserving the association of loot to denizen. Place the denizen group in pursuit (4 Time). For each wounded denizen, heal the denizen and add 1 Time.

If the withdrawing enemy is elite then Reinforce the denizen group using the leaders compeer statement.

See Denizens In Pursuit.

Ending the Fight

The fight ends when:
- the hero has escaped the combat
- all enemies have been defeated or withdrawn

Once combat has ended, remove all combat status tokens (red) from the hero and companions. Permanent conditions (blue) are retained; including Shaken, Poison and Sunder.

If you have escaped, do not gain any loot from the battlefield. All defeated enemies are moved to Memories, but their loot is discarded.

If you were victorious, move defeated enemies to Memories and claim all loot cards attached to defeated enemies on the battlefield.
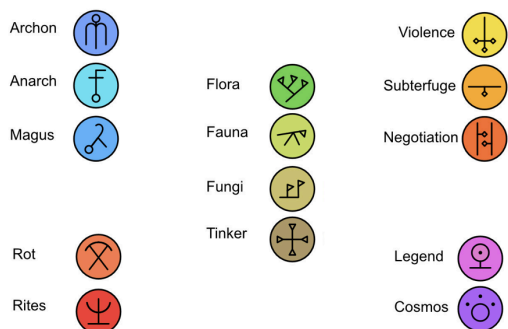
All loot cards are claimed face down as equipment.

Memory & Mastery

During the course of play you accumulate Memories. During the Rest Action, Memories are converted into Mastery and upon Reflection can be used in various ways to enhance your party tableau.

Memories

Memory Spheres

Archon		Violence
Anarch	Flora	Subterfuge
Magus	Fauna	Negotiation
	Fungi	
	Tinker	
Rot		Legend
Rites		Cosmos

Memories is a mixed discard pile in the party tableau containing completed or defeated cards with memory spheres; including location encounters, peril events and denizens.

Discard a denizen Memory to Heal party 6HP (⑤ +1 Grit)

Shiny, Forsaken
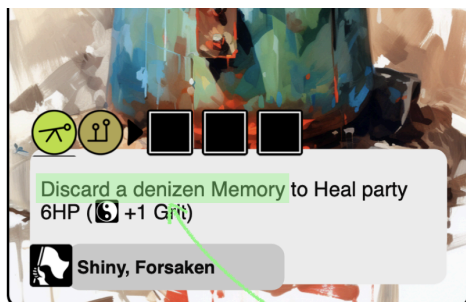
Card Interaction with Memories

Various abilities, items and encounters may interact with your Memories discard pile throughout play.

Reflection

During the **Reflection** step of the Rest Action you **must** convert all memory spheres into mastery assigned to tracks on cards in your tableau.

Processing Memories

For each memory sphere, you may assign a mastery cube to a matching mastery track in your tableau. If you have no matching mastery tracks, convert any three memory spheres to a single cube on the hero mastery cache to be used later.
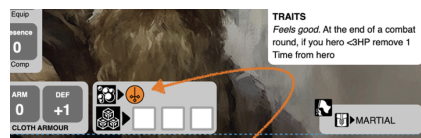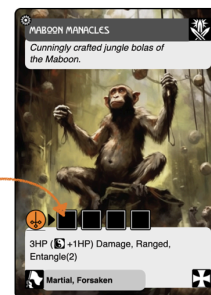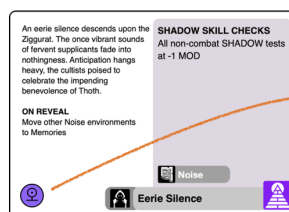
Memory Sphere to Mastery Cube

For example, our hero's exploits in the jungle collected some Fauna spheres which can be added to the Campfire Cookpot.

Mastery Specialisation

Heroes and some companions may possess specific skills represented as a mastery specialisation.

Volken has a speciality for Violence

For example, Volken's knowledge of violence enables him to assign any memory sphere to a mastery track with the violence icon.

Companions in your party may also bestow a mastery speciality, enabling more efficient use of the memory spheres collected.

Mastery Cache

Each hero has a mastery cache. Any three memory spheres can be combined and converted into a single cube on the mastery cache track.

Hero Mastery Cache

The cache is a reservoir that can be used during a Rummage Action to assign a mastery cube to any mastery track at a later time.

Alternatively, 1 mastery cache cube can be used to increase Max HP or 2 mastery cubes can be used to increase grit reset.

Mastery Tracks

Mastery tracks appear on a variety of different card types. Each track is preceded by one or more memory sphere symbols and a series of slots for mastery cubes. Eligible cards include items, environments and quest cards.

Eligible cards will have a designated mastery keyword and a mastery limit indicating the total mastery that can be applied there. Ability descriptions on the card will indicate the impact of the applied mastery.

Items

Mastery tracks on item cards will indicate in the description the effect of each cube on the track.

Mastery Track

Mastery Benefit
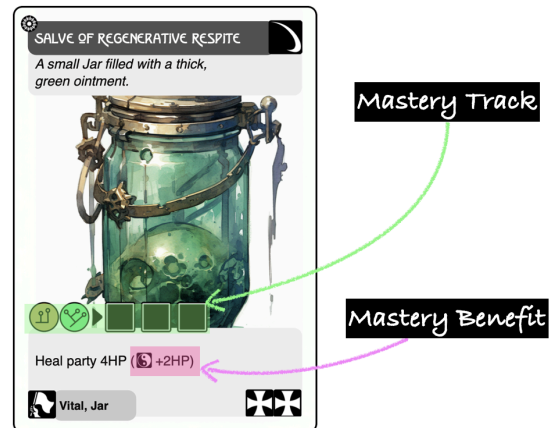
For example, each cube applied to the "Salve of Regenerative Respite" gains an additional 2HP of healing when the item is finally used. You may apply up to 3 mastery cubes for a total of 10HP healing (4 + 3x2).

Encounters

Mastery Action The tracks must be complete to activate.
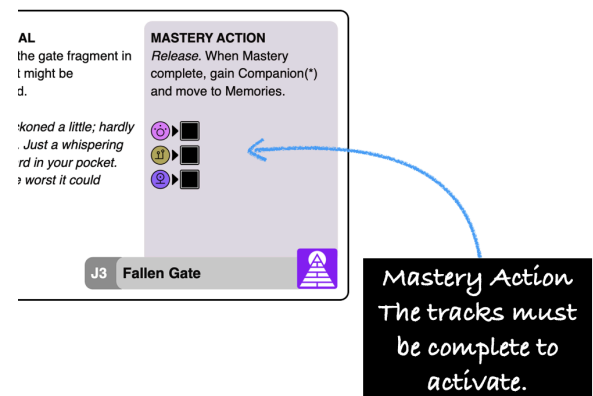
Some encounters have actions associated with mastery tracks. In these instances the track must be completed prior to activating.

Companions

Companions are denizens that join the hero's party. While there is a dedicated Companion faction it is possible for any denizen to join the party under the right circumstances.

Persona

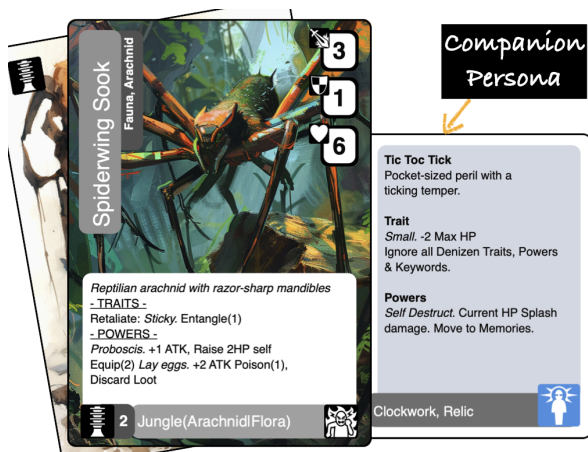Companions will often have a persona — a card attached to the companion that may supplement or replace their behaviour, powers and traits.

Companions can be upgraded to activate more powerful abilities by tucking equipment cards (ie. facedown loot cards) to increase their equip level using the rummage action (see Loot).

Companion Combatants

Companion denizens behave differently when in the hero party than they might as an enemy. Party companions are activated by exhausting the card. This includes powers, unharmed triggers, and basic attack/defence actions.

Attack Phase

You may exhaust your companion to perform a simple attack using the ATK value as damage to an enemy.

Apply any relevant Power when the companion is activated where the Traits and Powers contain the ATK keyword.

Companion attacks are Boosted when attacking an enemy with Entangle. Elite denizens continue to enjoy a boosted attack as companions.

Defence Phase

During the Defence Phase, you may exhaust a companion to block an attack for the denizen's ATK value. ARM is then applied to the remaining damage.

If a companion is exhausted, they can still act in a defensive role by being the target of enemy attacks and taking damage instead of the hero. Companions will trigger Retaliate if they possess such a Trait. No other action can be performed until the companion is refreshed.

Powers & Traits
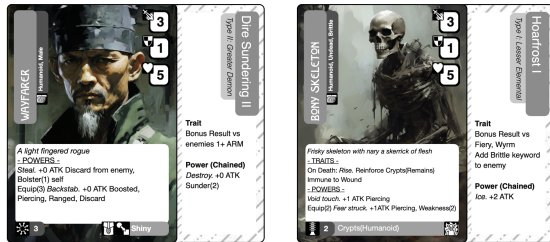
Equip(x) restrictions apply to Companion powers.

For example, "Dead Eye" can be activated only if your Companion has 2 loot equipped. Then deal the basic attack +3 HP damage, and discard 1 loot.

Unharmed Abilities

A Companion with an ability with the **Unharmed** trigger can only activate the Trait by exhausting the character, even though the ability is listed as a Trait.

Imbued Enchantments

WAYFARER — Humanoid, Male
3 / 1 / 5

A light fingered rogue
- POWERS -
Steal. +0 ATK Discard from enemy,
Bolster(1) self
Equip(3) *Backstab.* +0 ATK Boosted,
Piercing, Ranged, Discard

✦ 3   Shiny

Dire Sundering II — Type II Greater Demon

Trait
Bonus Result vs
enemies 1+ ARM

Power (Chained)
Destroy. +0 ATK
Sunder(2)

BONY SKELETON — Humanoid, Undead, Brittle
3 / 1 / 5

Frisky skeleton with nary a skerrick of flesh
- TRAITS -
On Death: *Rise.* Reinforce Crypts(Remains)
Immune to Wound
- POWERS -
Void touch. +1 ATK Piercing
Equip(2) *Fear struck.* +1ATK Piercing, Weakness(2)

2   Crypts(Humanoid)

Hoarfrost I — Type I Lesser Elemental

Trait
Bonus Result vs
Fiery, Wyrm
Add Brittle keyword
to enemy

Power (Chained)
Ice. +2 ATK

Imbued companions have a true-name card attached to them. The attached enchantment will add additional abilities to the companion.

An enchantment providing a Bonus Result against an opponent will generate a Boosted attack instead.

Chained Powers may be activated in combination with the companions basic powers when the companion is exhausted.

For example, a Denizen has a True Name bound to them that provides a Bonus Result vs Giants.

Enemy Only Abilities

Hero Companions cannot make use of any ability that includes:
- the "On Death" trigger
- the "Reinforce" action

These abilities are restricted to denizen enemies.

Miscellaneous

Equipment

Equipment can be attached to a companion up to the Loot limit on the companion denizen card.

Equipment cannot be removed or converted to an item once assigned to a companion.

Parley Keywords

Companions with parley keywords can enable equipment cards to be used in parley actions with a matching keyword.

Mastery Specialisation

Companions with mastery specialisation add additional options to the hero for memory spheres to match mastery tracks.