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v1
Feb 2019

Game: FOLKLORE: THE AFFLICTION
Publisher: Greenbrier Games (2017)

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.
**Setup**

Separate the cards into decks by type and shuffle each deck except the ability deck, and arrange the creature and affiction decks in alphabetical order.

Each player chooses a character card, their booklet, miniature/standee, and a character skirmish token. If playing solo, use any 2 characters. Create a personal name and choose a character focus for your character and note these on a character record sheet.

Take the starting abilities, items and other starting equipment for your character as shown in their booklet. If a prayer or rituals card is shown, randomly draw from the respective deck. Place your starting items (including weapons) to the left of your character record sheet and use 1 instance next to the right of your card and making a note on your character record sheet.

Optionally, instead of using the starting abilities, you may choose your own abilities with a total cost of 3 ability points. You must still have the available keyword to learn a specific ability.

Optionally, each character receives a randomly drawn hearthroom. If playing with only 2 characters, give each character an extra movement or combat token (if there are available), a random animal or militia companion (if the character has a free companion slot), and a random boon token (if the character has fewer than 2 boons).

Place blue power point (PP) and red vita tracking cards to the left and right of your character card, respectively, both set to your character’s starting values. If you receive PP or vita, you may earn back up to your maximum value. If you gain them, you may earn them back at any time (except during an encounter).

Choose a story to play. Start a new session record sheet, recording the players, their characters, and your starting story.

**The Story**

Every story has a difficulty level, suitable for characters who have completed a number of previous stories: Dusk: 0-3 stories; Twilight: 2-3; Midnight: 4-5; and Nightmare: 6+ stories.

A skirmish map at the beginning of each chapter is used to determine random encounters when specified.

A world map box means you must travel (not necessarily directly) to the specified location to progress the story. A town services box tells you when characters can use services at the town.

When specified by a map setup box, place the appropriate adventure map on top of the world map to enter adventure mode.

When the story reaches the end of a chapter, complete the following actions before continuing to the next: un-exhaust all items, unless they have special un-exhaust instructions; discard all activated items that have a duration effect of a character; remove all KEEP IN PLAY events and discard them; and pass the leader token (flip it) to the next character clockwise.

**Movement**

While travelling on the road, the group may move a number of spaces each round equal to the current leader’s STRIDE. Bridges are a road space.

While travelling off-road, the group may move a single space per round. You may cross over a road to another off-road area.

You may move from a road to off-road if your leader has STRIDE remaining, but movement then immediately ends. Moving from off-road onto a road costs 1 STRIDE and you may continue movement on the road.

At the end of movement, the leader must draw an event card: a road card if on a road, and an off-road card if off-road card. When the turn is over, pass the leader token (flip it) to the next character clockwise.

Road cards: read the appropriate day or night section (depending on what side of the leader token is up).

Off-road cards: draw from underneath the card and place used characters back on top of the card. Pass the token and flip it to its opposite side after each turn while travelling on the world map, when there is a transition between maps, and at the end of a chapter.

The controller is the player to the right of the leader (or you can choose a player to always be the controller). They place and control enemies during combat encounters and roll for enemies during skirmishes.

The narrator reads out loud through the story being played and can be any player chosen at the start of a story.

Always round down when making calculations.

A world map box means you must travel (not necessarily directly) to the specified location to progress the story. A town services box tells you when characters can use services at the town.

When specified by a map setup box, place the appropriate adventure map on top of the world map to enter adventure mode.

When the story reaches the end of a chapter, complete the following actions before continuing to the next: un-exhaust all items, unless they have special un-exhaust instructions; discard all activated items that have a duration effect of a character; remove all KEEP IN PLAY events and discard them; and pass the leader token (flip it) to the next character clockwise.

**ADVENTURING**

When you are instructed to set up an adventure map, enter adventure mode. Remember to pass the leader token (and flip it). Place characters in the start zone, and enemies, doors and terrain that affect movement are placed, giving that player the group marker (except mission companions). From the leader), is responsible for movement on the world map, and may earn back up to your maximum value. If you gain them, you may earn them back at any time (except during an encounter).

Choose a character to be the initial leader (character 1) and give that player the leader token (day side up). Number all the character cards clockwise and mark this on the character and session record sheets.

The leader acts first in a round (turns always proceed clockwise from the leader), is responsible for movement on the world map, and has the first play in game decisions. Pass the token and flip it to its opposite side after each turn while travelling on the world map, when there is a transition between maps, and at the end of a chapter.

The controller is the player to the right of the leader (or you can choose a player to always be the controller). They place and control enemies during combat encounters and roll for enemies during skirmishes.

At the beginning of each round, all characters choose to attack or defend. If you are instructed to set the skirmish counter at maximum, put the counter at the maximum for the number of characters playing. Modifiers can cause the counter to exceed this number, but you can never exceed the current maximum on the card.

**Skirmishes & Encounters**

**Basic Rules**

Ranged weapons use ammo. You cannot use a ranged weapon if you have no ammo and cannot refill the weapon using an ability. At the end of an encounter or during map transition, ammo is replenished to its full amount.

Equipped weapons can be swapped with stowed weapons in your backpack at the end of your activation.

Items and abilities that need to be exhausted (turn the card sideways) to have an effect are unusable until unexhausted. All exhausted cards are unexhausted when characters leave the current adventure map, unless otherwise noted.

Fistights are always possible and do only your DMG bonus (plus any other damage bonus not related to a weapon).

When using a 2 handed (2H) weapon, roll the damage dice twice and use the higher result. When using a 1 handed (1H) weapon, you may use one weapon to cover the opponent and use its bonuses and effects; however you may spend 1 PP to make an additional attack with the second weapon.

You may block an attack (or 1 source of damage) against you by discarding a companion (except mission companions).

**Skirmishes**

1. Determine strength

Roll the dice shown on the skirmish side of the creature card, depending on the number of players. Roll for each creature in the skirmish. Modifiers may not bring the total below 1.

2. Place skirmish counter marker

Place a marker on the space indicating the skirmish strength. The creature’s modifiers appear above the counter.

If you are instructed to set the skirmish counter at maximum, put the counter at the maximum for the number of characters playing. Modifiers can cause the counter to exceed this number, but you can never exceed the current maximum on the card.

3. Attack or defend

At the beginning of each round, all characters choose to attack or defend. If you are instructed to set the skirmish counter at maximum, put the counter at the maximum for the number of characters playing. Modifiers can cause the counter to exceed this number, but you can never exceed the current maximum on the card.

4. Creature’s turn

The controller rolls percentile attack dice and applies any modifiers. Compare the result to each character’s DEFENSE.

**Other Adventuring Rules**

Tracking tokens collected while adventuring are discarded when a map transition occurs, unless otherwise specified.

If the creature encounters a sleeping vampire, a character must be adjacent to it to roll a d6 (+1 for a wooden stake) on a 4+, it is destroyed and the creature will be unwna. If the full, the group must face the vampire in combat (if on the world map, use the open sky). If there is more than 1 sleeping vampire, additional vampires beyond this may join the group. If you fail, you must face the remaining vampires in combat.

Snares affect the character encountering them and any other character within the indicated range. If there is no number given, the snare only affects the person encountering it.
ENCOUNTERS

Encounters are tactical combat using an adventure map. Before the encounter, the controller finds the appropriate encounter sheet and places their standees/miniatures in a legal square that isn’t a starting square; sets up a vita track card for each creature, and makes an entry for the creatures on the encounter record sheet.

First Strike: The leader rolls a d10 for the characters and the controller on ght of the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whichever rolls highest goes first (on a tie, characters win).

If a character or foe misses a turn, lay the miniature/standee on its side. Turn it upright once the missed turn has passed.

CHARACTER TURN

The leader acts first, followed by the other characters in clockwise order. A character may hold their actions as they advance. Each of the following actions may be taken once per turn in any order (except equip/trade): Move: same as adventuring. Action: any of the following: Attack: a foe with equipped weapons (this ends any movement). Activate/exhaust an item or artifact. Attempt to use a prayer or ritual. Interact: Interact with 1 map feature, such as a search token or skill check die.

Use summoned allies/companions: Your summoned ally may act during your turn. A trained/demed companion may act in addition to your attack.

Consumable items: Use any number of consumable items in your possession.

Ability: Use any of your abilities (some may be used outside of your turn).

Equip/trade: Trade items (and coins) with an adjacent character and adjust which items you have held in your hands. This can only be performed at the very end of your turn after all other actions.

Movement: You may move through spaces occupied by other characters, but not those occupied by foes. You cannot stop on occupied space. You must stop if you enter a water space, and on your next turn may continue at a rate of 1 space per round (including moving out of a water space).

OTHER ENCOUNTER RULES

Large foes can squeeze through spaces occupied by other foes, but not those occupied by characters. They cannot stop on an occupied space. Melee characters will always try to move adjacent to their target, even if they have REACH (unless a hazard is in the way).

ATTACKS

All character attacks roll percentile dice (d100 and d10). Declare a target and then roll both dice, add your MIGHT modifiers and bonuses from items, weapons, status etc. If the result is equal or greater than the target’s DEFENSE, it is a hit.

Roll the damage specified by the equipped weapon being used, and add your DMG bonus and any additional damage bonuses. Subtract the result from the target’s current VITA. When a foe’s vita reaches 0, it is defeated and removed from the map.

Melee weapons can only be used against adjacent targets (unless they have a specified range).

Ranged weapons can be used on any target within sight. If an item has a range, use that as the range instead of the sight rule (attacks cannot be made through obstacles).

If it is equal or greater, they are hit. Multiple creatures each get an attack against all characters. Those hits are affected by the creature’s skimmish power, plus any applicable modifiers. Each character makes a separate roll for their own damage and status effects.

Each devastating strike (natural 100) causes the character hit to lose their next turn, the counter by 2. Each fault (natural 1) reduces the skirmish counter by 1.

A character who dies during a skirmish can no longer participate, even if they retreat.

5. Character’s turn

All characters simultaneously roll percentile attack dice and apply any applicable MIGHT bonuses. If a character’s total is equal or greater than their target’s DEFENSE, they hit. Keep track of the number of successful hits.

Characters may use items and certain abilities (though only those that require an attack roll can reduce the skirmish counter unless otherwise noted) during their turn. You cannot change equipped weapons or trade during a skirmish.

6. Reduce skirmish counter

Reduce the skirmish counter by the number of successful attacks. Each devastating strike (natural 100) reduces the counter by 2 instead of 1. Each fault (natural 1) makes your weapon unusable (if you have no weapon, lose your next turn).

7. Repeat steps 3-6

Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.

8. Get loot

All character receive the reward on the skirmish card and can roll a d10 to perform a search for each unique creature on a +1 bonus. They find an item. Characters that were forced to skirmish with the group do not yield a reward.

CHARACTER VS CHARACTER SKIRMISHES

The character being forced to skirmish takes the role of creature (‘the afflicted’). Remaining characters must simultaneously decide what roll they’ll attack or defend with, and will defend, using their character skirmish tokens. The afflicted has a skirmish strength of 1 (no modifiers) unless stated otherwise. Every successful hit against the afflicted causes just 1 damage.

Initially, the characters are formed on a skirmish line from 1 corner of the attacker’s space to as many as possible, and may move to avoid it on future rounds.

Ranged foes (arrow icon) do not move. However if a character is adjacent to them, they can move away from the character up to their STRIDE prior to attacking, while all other characters within sight of them will also move away. If all characters are out of sight, they will move up to their STRIDE toward them until they have sight to as many as possible.

2. Target and attack

Melee foes attack characters adjacent to them (using a targeting die if there is a choice). Foes with 2+ miniatures/standees/tokens have REACH 2 and can target foes 2 squares from their position.

Ranged foes attack characters at random, whether adjacent or not (use a targeting die).

Remember to check the foe’s special powers before combat.

Ghosts may be targeted and hit by foes, which drains their GP instead of vita. They are ETHEREAL and receive ABSORPTION 2 against NON-ETHEREAL enemies.

Movement: A foe may move through spaces occupied by other foes, but not those occupied by characters. They cannot stop on an occupied space. Melee characters will always try to move adjacent to their target, even if they have REACH (unless a hazard is in the way). A character may attack multiple foes in a turn if they are adjacent.

Additional rules:

- Defensive auras are not affected by the aura of other foes.
- Foes are not affected by the aura of other foes.
- Swarms must be placed so they do not cover occupied spaces if possible. Summoned or spawned enemies act the round after they are summoned, acting in order of vitality. Summoned allies act during the turn of the character who summoned them. Summoned allies are targeted by creatures if they were characters.
- A Summoner can only have 1 creature summoned in play at a time. Creatures summoned by characters are not affected by darkness and are removed from play after combat.
- Foes are not affected by the aura of other foes.
- A character controls a foe, they control all its actions and ignore normal AI. However, attacking ends a foe’s movement. Controlled foes act only after all other foes and afflicted have acted.
- Large foes can squeeze into spaces smaller than themselves if ¾ of their miniature/token is within a valid space, but receive -5 MIGHT and -5 STRIDE (counts as >5 MIGHT to all melee attacks and a -10 MIGHT to all ranged attacks. A character holding an equipped light source does not take these penalties, and darkness has no effect on foes or ghosts. Unless otherwise stated, darkness ends once combat is completed.
- Auras affect characters at the start of their turn, or when they enter a space within range of an aura. A character cannot be affected by the same aura more than once during their turn.
- Foes are not affected by the aura of other foes.
- Coven is formed when 2 or more occultists are active in combat: this causes their coven power to come into effect.
- When a character is summoned or spawned, place it on the map according to instructions. If no location is specified, summoned coven members are placed in any space adjacent to the lead character and summoned allies in any unoccupied space within the summoner’s sight. Swarms must be placed so they do not cover occupied spaces if possible. Summoned or spawned enemies act the round after they are summoned, acting in order of vitality. Summoned allies act during the turn of the character who summoned them. Summoned allies are targeted by creatures if they were characters.
- A character may attack multiple foes in a turn if they are adjacent.
Summoned foes cannot be placed in flames. Foes will always move out of and avoid flame spaces, but will move through or stay in flame if they have no other target or are instructed to pursue a specific target. Characters and foes cannot be affected by more than 1 source of flame at a time.

An ability or power that causes push # pushes the target # spaces away from the pusher. They lose 1d4 vita and anyone in the path of the push takes 1d4 (SNARE DAMAGE) — even if they can resist being pushed. For Dust and Twilight stories where the damage is listed, use this instead of the 1d4. For Midnight and Nightmare stories, add the 1d4 to the listed value.

WINNING AN ENCOUNTER
After a successful combat, each character receives the total coin reward of the foes and their total lore award. For every unique creation defeated, each character rolls a d10 to loot them: on each 10+, draw an item. Characters with a search bonus can add modifiers to this roll. Ghost characters may not loot.

If you fail or avoid an encounter, there are no rewards.

ADVANCED ENCOUNTER RULES

Attack or be targeted. After the start of every combat round, characters can choose to attack or defend using the character skill token. Defending characters may still attack during their turn, but receive a +10 DEFENSE and +10 MIGHT until the start of their next turn. Ghost characters that choose to defend cannot attack or be targeted.

Evade. Characters may move through foes by spending 1 PP, at a cost of 2 STRIDE per space.

Focus. During active combat, a character may spend their action to recover 1 PP.

Guard. Characters that choose to defend during a round, using the character skill token, automatically enter a guard stance. Once per round, if there are no foes adjacent to them, they may attack back at an enemy after it enters an adjacent space or attacks (hit or miss). They still get +10 MIGHT while guarding.

Ranged adjacency. Any character, ally, creature, or afflicted attacking with a ranged weapon while adjacent to an enemy must not roll a natural 20 on damage, or attack and take the lower result.

Regroup. During combat, a character may spend 1 PP to recover 1 vita.

Sight. For every ally or foe that blocks sight to your target, you lose a PP.

HOLY WATER, BULLETS & SECURITY
...

ITEMS & AWARDS
Cards that must be equipped to function have the body location specified. An equipped card is placed to the right of your character card and noted on your character record sheet.

A maximum of 8 items/artifacts may be carried at one time (unless you have increased capacity). This does not include consumables (and consumable item tokens). If you use a PP over capacity when receiving a card, immediately trade it to another character or discard it. The hands location specifies how many item slots are required.

Any number of items or coins may be traded among group members at any time except during combat. During encounters, they can only be traded between adjacent characters at the end of their turn. Characters cannot trade during a skirmish. Items may be sold at the MARKET in town for half their coin value. Items from character locations extras may never be traded, but may be sold.

Consumable items usually must be discarded after use. As many as desired may be used. However, if they have a number used listed on the card, the card each time you use it. On the last use, discard the card or, if it can be refilled, flip it over to show it has been used up.

Enhancement items enhance your statistics or powers. Protective items increase your defense or allow you to avoid being struck in combat. Weaponry items can be wielded to augment your combat ability, and are either melee or ranged. Heirlooms do not take up an item slot and can 15 coins, stolen, or traded. Character specific items can be purchased/unlocked via a character’s journal and when visiting various town services. They have no carries them on your character record sheet. Artifacts cannot be lost, stolen, or sold, but may be traded unless specified otherwise.

If a character is awarded a specific item that is already in play, make a note on your character record sheet that you have it. A character may only have 1 boons at any time. They are discarded after use.

A character may only have 2 companions at any time. They cannot be traded, but may be discarded at anytime.

Sometimes they stay with a character until lost by an event, specific status, or death. If a character is awarded a specific companion that is already in play, instead get 15 coins. If your 2 slots are full and you get another, you may remove the new companion and gain 1d4+15 coins, or discard one to make room.

Characters that become ghosts, or are affected by BLOODLUST or LYCANTHROPHY, lose their companions and may not gain new ones until cured.

MYSTIC KNOWLEDGE
Mystic knowledge includes both light (prayers) and dark (rituals).

To activate a prayer, make a FAITH check. To activate a ritual, make an OCCULT check. If the check fails, the attempt is unsuccessful but the card is not discarded. Once successfully performed, the ritual is discarded.

During combat, such an attempt takes an act, so you cannot attack and use mystery knowledge in the same round.

DYING, GHOSTS & LIMBO
If a character dies, remove them from the map. They lose all statuses and companions, but keep their possessions and coins. At the start of their next turn, their ghost miniature/standee is placed in any free map space within sight of their original position. They can then take any allowable actions on their next turn.

If the leader dies, combat order does not change even though the leader token moves on to the next character.

Upon becoming a ghost, flip your character card to the ghost side and gain 10 ghost points (GP); these replace your VITA and PP. Ignore for powers that cause loss of PP or conditions that affect a character if they don’t have PP. Powers that reduce VITA reduce GP instead.

Ghosts cannot be the leader, and may not interact with map features, perform skill checks, perform a move action, or use weapons or items that don’t have the SPECTRAL keyword.

Ghosts do not receive darkness penalties, are not affected by corrosion or infection tokens, and do not receive new items/artifacts/rituals. They are affected by snare and story event-related physical hazards (damage is reduced by 2). They do not receive physical rewards such as items, artifacts, rituals etc. but do receive coins and lore. They cannot use abilities unless specifically stated (some abilities allow ghosts to use them by spending GP instead of PP; these can be used any time during their turn).

The only character actions they can take is to move, use ghost powers, and combat.

Ghosts use ghost powers, each of which you can use once per round at any time during their turn, and which cost a number of GP. Do not add your DMG bonus to ghost powers.

Ghosts may be brought back to life by a PHYSICIAN in town. A ghost character that loses all its GP is sent to limbo. Place their ghost miniature/standee on their character card. They may be brought back to life with full PP and half their VITA by visiting the gypsy encampment, but they must randomly draw and receive a card. If all characters become ghosts and/or are in limbo, there is a total group death. The story stops and characters are revived at the nearest town’s gypsy encampment with full VITA and PP. Each character must travel back to the next town. They lose all statuses, infection tokens, companions, boons, and half their coin. Character 1 becomes the leader.

The group must travel back to the location of the total group death to continue. Other characters that caused the group’s demise. Alternatively, the story may have instructions concerning the group’s death.

ADDITIONAL CHARACTERS
If you want to add new characters to an existing campaign, use the following modifiers:

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Items</th>
<th>Lore</th>
<th>Coins</th>
<th>Ability points</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dusk</td>
<td>2</td>
<td>200</td>
<td>1d4x10</td>
<td>4, or starting abilities +1</td>
</tr>
<tr>
<td>Twilight</td>
<td>3</td>
<td>500</td>
<td>2d4x10</td>
<td>6, or starting abilities +3</td>
</tr>
<tr>
<td>Midnight</td>
<td>5</td>
<td>1100</td>
<td>3d4x10</td>
<td>11, or starting abilities +8</td>
</tr>
<tr>
<td>Nightmare</td>
<td>5</td>
<td>1700</td>
<td>3d4x10</td>
<td>15, or starting abilities +12</td>
</tr>
</tbody>
</table>

WRAPPING UP A GAME
When players decide to finish a game session, they may record their characters' starting abilities on their character record sheet and put the components back in the box, or keep all their components together in a separate bag or box.

Between sessions, players can perform various tasks (though they can also be performed during a story), if an event happens that is designated KEEP IN PLAY, last till the next story starts.
**Phase 1: Resting**

Once per chapter, the current leader may choose to have the group rest. All characters immediately recover 4 VITA, 4 PP, and 4 GP, up to maximums, then the leader rolls a d10. On a 1-3, the group must skirmish: roll on the skirmish table.

**Phase 2: Character actions (each one per turn)**

Leader first, then clockwiser. You may hold your actions, but can then only act when everyone else has taken their turn.

- **Move**: Move spaces up to your STRIDE. You may pause movement to perform other actions.
- **Interact/search**: Interact with a map feature that is adjacent or in the same space per round. To interact with a search token, roll d10.
- **1-3**: Receive 1d4 SNARE damage.
- **4-7**: Nothing occurs.
- **8-10**: Draw 1 card from the item deck. Activate an item/artifact, or use an ability, or cast a prayer ritual.

**Phase 3: Map/leader transition**

If the adventure’s primary goals require transition from the map view an exit zone, and if all characters are within it, the leader can choose to transition or start another round. A map transition cannot occur during combat if defeating the foes is a primary goal.

**SKIRMISHES**

1. **Determine strength**
   - Roll the dice shown on the skirmish side of the creature card, depending on the number of players, for each creature.
2. **Place skirmish counter marker**
   - Place a marker on the space indicating the skirmish strength. The creature’s modifiers appear above the counter. If you must set the skirmish counter at maximum, put the counter at the maximum for the number of characters.
3. **Attack or defend**
   - At the beginning of each round, all characters choose to attack or defend a specific creature by placing their character skirmish token next to their target.
4. **Attack**
   - Attack: You attack your target creature during your turn.
   - Defend: You may attack during your turn, but receive a +10 DEFENSE and -10 MIGHT until the start of your next turn. Ghost characters that defend cannot attack or be targeted.
5. **4. Creature’s turn**
   - The controller rolls d100 and applies any modifiers. Compare the result to each character’s DEFENSE. If it is equal to or greater, they are hit. Multiple creatures each get an attack against all characters. These hits are affected by the creature’s skirmish power, plus any applicable modifiers. Each character makes their own rolls for damage and status effects.
   - Each devastating strike (natural 100) causes the character hit to lose their next turn, the counter by 2. Each ambush (natural 1) reduces the skirmish counter by 1.

**ENCOUNTERS**

1. **First strike**: The leader rolls d10 for the characters and the controller rolls d10 for the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whomever rolls highest goes first (on a tie, characters win).

**CHARACTER TURN**

Leader first, then clockwiser. You may hold your actions, but can then only act when everyone else has taken their turn.

- **Move**: Move spaces up to your STRIDE. You may pause movement to perform other actions.
- **Interact/search**: Interact with a map feature that is adjacent or in the same space per round. To interact with a search token, roll d10.
- **1-3**: Receive 1d4 SNARE damage.
- **4-7**: Nothing occurs.
- **8-10**: Draw 1 card from the item deck. Activate an item/artifact, or use an ability, or cast a prayer/ritual.

**Phase 3: Map/leader transition**

If the adventure’s primary goals require transition from the map view an exit zone, and if all characters are within it, the leader can choose to transition or start another round. A map transition cannot occur during combat if defeating the foes is a primary goal.

**SKIRMISHES**

1. **Determine strength**
2. **Place skirmish counter marker**
3. **Attack or defend**
4. **5. Character’s turn**
   - All characters roll d100 and apply any applicable MIGHT bonuses. If a character’s total is equal to or greater than their target’s DEFENSE, they hit. Keep track of the number of successful hits.
5. **Reduce skirmish counter**
   - Reduce the skirmish counter(s) by the number of successful attacks. Each devastating strike reduces the counter by 2 instead of 1. Each ambush makes your weapon unusable (if you have no weapon, lose your next turn).
6. **Repeat steps 3-6**
   - Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.
7. **Get loot**
   - All character receive the reward on the skirmish card and can roll a d10 to perform a search for each unique creature: on a 10+, they find an item.

**ADVANCED RULES**

- **Flee**: The beginning of a character’s turn the group may attempt to flee. All characters must pass TRICKERY 5 to end the skirmish (no rewards). Creatures immediately get a free attack against the group, ignoring any DEFENSE bonuses. If not all characters passed, the skirmish resumes; the characters may finish their turn by attacking.
- **Focus**: A character may give up their attack to recover 1 PP. They do not receive the skirmish token DEFENSE bonus.
- **Regroup**: A character that defends may give up their attack to recover 1 VITA.

**ENCOUNTERS**

1. **First strike**: The leader rolls d10 for the characters and the controller rolls d10 for the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whomever rolls highest goes first (on a tie, characters win).
2. **Place skirmish counter marker**
3. **Attack or defend**
4. **5. Character’s turn**
   - All characters roll d100 and apply any applicable MIGHT bonuses. If a character’s total is equal to or greater than their target’s DEFENSE, they hit. Keep track of the number of successful hits.
5. **Reduce skirmish counter**
   - Reduce the skirmish counter(s) by the number of successful attacks. Each devastating strike reduces the counter by 2 instead of 1. Each ambush makes your weapon unusable (if you have no weapon, lose your next turn).
6. **Repeat steps 3-6**
   - Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.
7. **Get loot**
   - All character receive the reward on the skirmish card and can roll a d10 to perform a search for each unique creature: on a 10+, they find an item.

**ADVANCED RULES**

- **Flee**: At the beginning of a character’s turn the group may attempt to flee. All characters must pass TRICKERY 5 to end the skirmish (no rewards). Creatures immediately get a free attack against the group, ignoring any DEFENSE bonuses. If not all characters passed, the skirmish resumes; the characters may finish their turn by attacking.
- **Focus**: A character may give up their attack to recover 1 PP. They do not receive the skirmish token DEFENSE bonus.
- **Regroup**: A character that defends may give up their attack to recover 1 VITA.

**ENCOUNTERS**

1. **First strike**: The leader rolls d10 for the characters and the controller rolls d10 for the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whomever rolls highest goes first (on a tie, characters win).
2. **Place skirmish counter marker**
3. **Attack or defend**
4. **5. Character’s turn**
   - All characters roll d100 and apply any applicable MIGHT bonuses. If a character’s total is equal to or greater than their target’s DEFENSE, they hit. Keep track of the number of successful hits.
5. **Reduce skirmish counter**
   - Reduce the skirmish counter(s) by the number of successful attacks. Each devastating strike reduces the counter by 2 instead of 1. Each ambush makes your weapon unusable (if you have no weapon, lose your next turn).
6. **Repeat steps 3-6**
   - Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.
7. **Get loot**
   - All character receive the reward on the skirmish card and can roll a d10 to perform a search for each unique creature: on a 10+, they find an item.
Roll the damage specified by the equipped weapon being used, plus your DMG bonus and any additional bonuses. Subtract the result from the target's current VITA. When a foe's VITA reaches 0, it is defeated and removed from the map.

Melee weapons can only be used against adjacent targets. Ranged weapons can be used on any target within sight. Ghosts cannot use most weapons (except those with a SPECTRAL keyword); their attacks only reduce their foe's VITA by the amount of the weapon's damage. Characters with an equipped shield may exhaust it to block an attack. They are then unusable until repaired in town. A character that controls a foe controls all its actions and ignores normal AI. Attacking ends a foe's movement. Controlled foes act after all other foes and afflicted have acted.

ADVANCED ENCOUNTER RULES

Attack or defend. At the start of every combat round, characters can attack or defend using the character skirrnish token. Defending characters may still attack during their turn, but receive a -10 DEFENSE and -10 MIGHT until the start of their next turn. Ghost characters that choose to defend cannot attack or be targeted.

*Evade* Characters may move through foes by spending 1 PP, at a cost of 2 STRIDE per space.

Focus During active combat, a character may spend their action to recover 1 PP.

Guard Characters that choose to defend during a round, using the character skirrnish token, automatically enter a guard stance. Once per round, if there are no foes adjacent to them, they may attack back at an enemy after it enters an adjacent space to them and attacks (hit or miss). They still get -10 MIGHT while guarding.

Ranged adjacency Any character, ally, creature, or afflicted attacking with a ranged weapon while adjacent to an enemy must roll twice for their attack and take the lower result.

Regroup During combat, a character may spend 1PP to recover 1 vita.

Sight For every ally or foe that blocks sight to your target, you receive -5 MIGHT (characters only).

GENERAL COMBAT RULES

Ranged weapons use ammo. At the end of an encounter or during map transition, ammo is replenished to its full amount. Equipped weapons can be swapped with stowed weapons in your backpack at the end of each activation.

Fistights are always possible and do only your DMG bonus (plus any other damage bonus not related to a weapon).

When using a 2 handed (2H) weapon, roll the damage dice twice and use the higher result. When using a 1 handed (1H) weapon, you may equip a second 1H as well. Choose 1 weapon and use its bonuses and effects, but you may spend 1 PP to make an additional attack with the second weapon.

You may block an attack (or 1 source of damage) against you by discarding a companion (except mission companions).

Roll the damage specified by the equipped weapon being used, plus your DMG bonus and any additional bonuses. Subtract the result from the target's current VITA. When a foe's VITA reaches 0, it is defeated and removed from the map.

Melee weapons can only be used against adjacent targets. Ranged weapons can be used on any target within sight. Ghosts cannot use most weapons (except those with a SPECTRAL keyword); their attacks only reduce their foe's VITA by the amount of the weapon's damage. Characters with an equipped shield may exhaust it to block an attack. They are then unusable until repaired in town.

Devastating strike (natural 100); gain an extra move and act or recover all your PP.

Faint (natural 1): exhaust the weapon card and it is unusable until it is repaired in town. Artifacts are exhausted until the end of the current combat. If you roll a fault while not using a weapon, you may act, but cannot attack during the next turn. Ghosts gain 1d6 VP when they perform a devastating strike and lose 1 VP when they have a fault.

FOE TURN

Each foe takes the following actions per turn, in order:

1. Move Melee foes (sword) move toward the closest character(s); use the targeting die if necessary. Large foes have REACH 2.

Ranged foes attack characters at random, whether adjacent or not (use a targeting die).

Check the foe's special powers before combat. Ghosts may be targeted and hit by foes, which drains their VP instead of vita. They are ethereal and receive ABSORPTION 2 against NON-ETHEREAL enemies.

Attacks For each of the foe's attacks, roll 1d00 (and a targeting die if necessary) and the white 1d00 power die. If the result plus the foe's MIGHT is equal to or greater than the character's DEFENSE, the character is hit. Check the power die result on the foe's attack table.

If the attack affects more than 1 character, the single attack roll is compared to each character's DEFENSE individually.

Devastating strike: Make another attack against a random character in range or sight. If you fail or avoid an encounter, there are no rewards.

Summoned allies are targeted by creatures as if they were characters. A summoner may not have more than 1 creature in play at a time. Creatures summoned by characters are not affected by darkness and are allowed to enter an adjacent space to the character who summoned them during the day. They are always possible and do only your VP. Creatures summoned by characters are not affected by darkness and are allowed to enter an adjacent space to the character who summoned them during the day.

Auras affect characters at the start of their turn, or when they enter a space in range. A character cannot be affected by the same aura more than once during their turn. Foes are not affected by the aura of other foes.

EXTRA ENEMY RULES

Ranged foes cannot attack while guarding.

At the start of every combat round, characters may spend 1PP to guard. Defending characters may still attack during their turn, but receive a -10 DEFENSE and -10 MIGHT until the start of their next turn. Ghost characters that choose to defend cannot attack or be targeted.

Evade Characters may move through foes by spending 1 PP, at a cost of 2 STRIDE per space.

Focus Foes may spend 1PP to recover 1PP after a successful combat round, but cannot attack during the next turn.

Guard Characters that choose to defend during a round, using the character skirrnish token, automatically enter a guard stance. Once per round, if there are no foes adjacent to them, they may attack back at an enemy after it enters an adjacent space to them and attacks (hit or miss). They still get -10 MIGHT while guarding.

Ranged adjacency Any character, ally, creature, or afflicted attacking with a ranged weapon while adjacent to an enemy must roll twice for their attack and take the lower result.

Regroup During combat, a character may spend 1PP to recover 1PP after a successful combat round.

Sight For every ally or foe that blocks sight to your target, you receive -5 MIGHT (characters only).

GENERAL COMBAT RULES

Ranged weapons use ammo. At the end of an encounter or during map transition, ammo is replenished to its full amount.

Equipped weapons can be swapped with stowed weapons in your backpack at the end of each activation.

Fistights are always possible and do only your DMG bonus (plus any other damage bonus not related to a weapon). When using a 2 handed (2H) weapon, roll the damage dice twice and use the higher result. When using a 1 handed (1H) weapon, you may equip a second 1H as well. Choose 1 weapon and use its bonuses and effects, but you may spend 1 PP to make an additional attack with the second weapon.

You may block an attack (or 1 source of damage) against you by discarding a companion (except mission companions).
To make a skill check, roll a d10 and add any appropriate skill modifiers. If you roll a 1, you automatically fail. If your total is equal to or higher than the target value, you succeed.

To activate a prayer, make a FAITH check. To activate a ritual, make an OCCULT check. If the check fails, the attempt is unsuccessful but the card is not discarded.

### Creatures

**Demonic:** Not of this world, demonic creatures harken back to darker days of yore of fire and brimstone.

**Mortal:** Made from flesh and bone, consists of all men and beasts that have been touched by souls.

**Nature:** Old tales speak of trees that could walk and talk, sprites that would cultivate the lands in the wilderness before men walked this earth.

**Occultist:** Once mortal, they have sold their souls to dark lords and now do their nefarious biddings.

**Shapeshifter:** None knows where shapeshifters came from, not even themselves. Some can control it, others cannot. They are usually tortured souls who have been driven mad by what they have become.

**Spirit:** No longer of this world, but forced upon it. Spirits represent those who have gone from life, yet cannot. They are usually tortured souls who have been driven mad by what they have become.

**Undead:** Long since dead, these vile creatures have been brought back to some semblance of life, though are usually just the puppets and some darker force.

### Statuses: Negative

**Bloodlust**

- Resist: FAITH
- +2 damage, -2 SPEECH, -2 FAITH and -3 max VITA.

Allies receive -1 SPEECH due to your foul presence. Gain an extra bite attack in encounters (1d4 damage, no DMG bonus). If killed, you become a vampire instead of a ghost. If adventuring, replace your miniature/standee with a vampire. If on the world map or during the story narrative, use the open road map tile and place all characters and the vampire in the center. The group must then fight the vampire to the death. Once killed, the vampire goes to limbo.

A character with BLOODLUST is immune to LYCANTHROPY and vice versa. Characters affected by either lose their companions and may not gain new ones until the status is cured.

**Cursed**

- Resist: OCCULT
- Max VITA is reduced by 4 and you receive -1 to all skill checks.

**Deranged**

- Resist: AWARENESS
- You cannot use abilities that require PP. You cannot use prayers or rituals.

**Fractured**

- Resist: TRICKERY
- -10 DEFENSE. You may only use 1-hand item slot.

**Immobilized**

- Resist: TRICKERY
- -10 MIGHT. Pass ECOLOGY 5 at the start of each round or your STRIDE becomes 0. This status ends when combat is over.

**Lycanthropy**

- Resist: OCCULT
- +1 damage, +1 STRIDE. Receive half of coin awards.

Gain an extra claw attack during encounters (1d4 damage, no DMG bonus). When a moon icon appears, roll a d10: on 1-9, you must immediately skirmish with the group. On 0, you become a werewolf and must skirmish to the death.

A character with LYCANTHROPY is immune to BLOODLUST and vice versa. Characters affected by either lose their companions and may not gain new ones until the status is cured.

**Possessed**

- Resist: FAITH
- While adventuring and during combat, allies within AURA 1 of you lose 1 VITA at the start of each round.

**Sickened**

- Resist: ECOLOGY
- In an encounter, roll damage dice twice and take the worst result. If using 2HANDS weapons roll damage once, not twice.

**Spooked**

- Resist: NERVE
- -5 MIGHT and -1 NERVE. Pass NERVE 5 at the end of any combat (1 attempt each combat) to remove this status.

**Transformed**

- Resist: OCCULT
- You lose 1 hand slot and cannot perform skill checks. If forced to make a skill check, you automatically fail.

**Sickened**

- +5 MIGHT and Absorption 1.

**Brave**

- +1 NERVE and +1 damage.

**Ethereal**

- Absorption 2 vs. corporeal (non-ETHEREAL) foes and Snares. Full damage to ETHEREAL foes. Ignore STRIDE penalties.

**Faithful**

- +1 FAITH and +1 OCCULT.

**Favored**

- +3 max VITA and +1 to all skill checks.

**Fortified**

- +5 DEFENSE and immunity to infection.

**Lucky**

- +1 TRICKERY and +1 to all search rolls.

**Perceptive**

- +1 AWARENESS and ignore darkness penalties.

**Respected**

- +1 SPEECH and +1 TRICKERY.

**Swift**

- +1 STRIDE and +5 DEFENSE.
Focus #: Gain + #MIGHT with this weapon if you attack the same foe as the previous round.
Fractured: Negative status. -10 DEFENSE. You may only use 1 hand item slot. Resist with the TRICKERY skill bonus.
Fortified: Positive status. +5 DEFENSE, immunity to infection.
Immobilized: Negative status. -10 MIGHT. Pass ECOLOGY 5 at the start of each round or your STRIDE is 0. This status ends when the combat is over. Resist with the TRICKERY skill bonus.
Lucky: Positive status. +1 TRICKERY and +1 to all search rolls.
Lycanthropic: Negative status. 1 damage, +1 STRIDE. Receive half of coin awards. Gain claw attack. Resist with the OCCULT skill bonus.
Perceptive: Positive status. +1 AWARENESS and ignore darkness penalties.
Penetrable: Positive status. +1 AWARENESS and ignore darkness penalties.
Push #: Push your target # spaces. Lose 1d4, and anyone impacted also loses 1d4 VITA (SNAKE damage).
Range #: Reach #: Target foe() # spaces from your position. If no # is listed, the range is unlimited.
Razor #: Causes damage to target for 4 rounds at the start of their turn. Does not affect ETHEREAL foes.
Reduction #: Reduce attack damage by #.
Respected: Positive status. +1 SPEECH and +1 TRICKERY.
Sacred: Roll attack dice twice vs. demonic/undead creatures, take the higher result and add +1 damage.
Sickened: Negative status. In an encounter, roll damage dice twice and take the worst result. If using 2HANDS weapons roll damage once, not twice. Resist with the ECOCY skill bonus.
Snare #: (SNARE) or trap damage occurs, affecting the character encountering the snare and any other characters within # spaces of them. If no # is shown, it affects the same foe as the previous round.
Speculative: The item/variants may be used in ghost form.
Spooked: Negative status. -5 MIGHT and -1 NERVE. Pass NERVE 5 at the end of any combat (1 attempt each combat) to remove this status. Resist with the NERVE skill bonus.
Swarm: Designates the creature as a swarm.
Swift: Positive status. +1 STRIDE and +5 DEFENSE.
Thrown: EXHAUST to throw a melee weapon with the same rules as RANGE 3.
Transformed: Negative status. You lose 1 hand slot and cannot perform skill checks. If forced to make a skill check, you automatically fail. Resist with the OCCULT skill bonus.
True: Ranged weapons may shoot through foes/allies without receiving a MIGHT penalty.
Voral: Attack rolls greater than 95 do maximum damage.
Weakened: Placing a tracking token on the target for each hit. Remove a token each time the target attacks; they must roll twice for their roll and take the lower result.
Un-exhaust, Un-exhausted: Make an EXHAUSTED ability, artifact or item usable once again.
Focus #: Gain + #MIGHT with this weapon if you attack the same foe as the previous round.
Fractured: Negative status. -10 DEFENSE. You may only use 1 hand item slot. Resist with the TRICKERY skill bonus.
Fortified: Positive status. +5 DEFENSE, immunity to infection.
Immobilized: Negative status. -10 MIGHT. Pass ECOLOGY 5 at the start of each round or your STRIDE is 0. This status ends when the combat is over. Resist with the TRICKERY skill bonus.
Lucky: Positive status. +1 TRICKERY and +1 to all search rolls.
Lycanthropic: Negative status. 1 damage, +1 STRIDE. Receive half of coin awards. Gain claw attack. Resist with the OCCULT skill bonus.
Perceptive: Positive status. +1 AWARENESS and ignore darkness penalties.
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