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# v1.2

Feb 2020

Game: **LORD OF THE RINGS JOURNEYS IN MIDDLE-EARTH**

Publisher: **Fantasy Flight Games (2019)**

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Page 3: **Player reference** campaign rules (front) x2

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Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers



# the LORD OF THE RINGS

## JOURNEYS IN MIDDLE-EARTH

### FIRST CAMPAIGN SETUP

Select the **New Game** button on the app's title screen and follow the screens for selecting a campaign, a difficulty, and a save slot.

Each player selects a **hero** in the app to use for the campaign, then takes their hero's **figure** and **hero card**. If playing solo, choose 2 heroes and control both.

Each player selects their **starting items**, takes the item cards that match the name and tier displayed in the app, and places them near their hero card.

Shuffle the **damage cards**, **fear cards**, and **weakness skill cards** (not the other skill cards) into separate decks.

Separate the **exploration/inspiration**, **search/ threat**, **person**, and **enemy banner tokens**, plus the 3 types of **boon cards**, into separate piles to create the supply.

Input a group name in the app, then select **Begin** and watch the cutscene.

Each player selects a **role** in the app for the first adventure. The recommended starting role for each hero is **Aragorn**: Captain; **Beravor**: Pathfinder; **Bilbo**: Burglar; **Elena**: Musician; **Gimli**: Guardian; and **Legolas**: Hunter. Heroes will be able to change roles between adventures.

Each player takes the following 15 **skill cards**: 1 copy of each card numbered 1-6 with the word *Basic* on the bottom of the card; the skill cards numbered 1-5 with the name of your hero on the bottom of the card; the skill cards numbered 1-3 with your role on the bottom of the card; and 1 weakness card from the weakness deck.

Place the **starting skill card** for your role (with the number 1 after the role name at the bottom of the card and stars next to the card name) faceup below your hero card. Then, shuffle your remaining 14 cards together to create your **skill deck** and place it facedown in front of you.

Select **Embark** in the app and follow the instructions, placing map tiles and tokens as shown.

### PLAYING THE GAME

The game is played over a series of **rounds**, each of which has 3 **phases** that players resolve in order:

#### 1. ACTION PHASE

Heroes take turns in the order of their choice (the order can change from round to round). **During your hero's turn, you can perform up to 2 actions**, which may be the same action twice.

After all heroes have taken a turn, select the hourglass button in the lower-right corner of the app screen to proceed to the shadow phase.

#### Travel action

The map is made up of map **tiles**, each of which is divided into **spaces** enclosed by gray borders. Spaces that share a gray border are adjacent to each other. Spaces separated by black borders are not adjacent unless they are connected by gray borders that are aligned together.

**When you perform a travel action, you can move twice.**

Each time you move, move to an adjacent space. You can interrupt your moves to perform the second action of your turn.



Each map tile has a square box where an **exploration token** may be placed, as indicated by the app. A map tile with an exploration token on it is **unexplored**. When you move into any space on an unexplored tile, you must immediately **explore** the tile.

Select the appropriate exploration token in the app, select the **Confirm** button, and follow the instructions.

Exploring a tile does not require that the hero ends their movement in a space in that tile. Exploring a tile is not a separate action: it is the result of a hero moving onto a tile that has an exploration token.

#### Attack action

To **attack** an enemy group (one or more plastic figures of the same type that move an attack together), choose an **item** with a stat icon in the upper-left corner to attack with, then choose 1 enemy group in **range**.

An enemy group in the same space as the hero is in **range**. An enemy group in a space adjacent to the hero is also in range if you are attacking with an item card with the **ranged icon** ➤.

Then resolve an **attack test** against that enemy group.

#### Interact action

If you are in the same space as a **search**, **person**, or **threat token**, perform an **interact** action by selecting the token in the app, then selecting the button with the **action icon** ➡ and following the instructions. Then, continue your turn.

You can inspect tokens in the app at any time by selecting them and reading their text. Inspecting is not an action, and you can select the **Cancel** button to close the token's description. However, if you select the button with the ➡ icon, you are performing an interact action and must meet its requirements.

#### 2. SHADOW PHASE

The app guides players through these steps:

##### Enemy activation

Each enemy group attempts to move and attack. First, the enemy group moves up to the indicated number of spaces toward the targeted hero, taking the shortest path of spaces possible.

It stops when it is in **range** of that hero (if it is in the hero's space or if it is in an adjacent space and has the **ranged icon** ➤ on its portrait).

If the enemy group cannot get in range of its target but can get in range of another hero, that closer hero becomes the new target. If multiple heroes satisfy this condition, the heroes choose which one becomes the new target.

If the enemy can get in range of a target, the **Attack** button is selected and the app displays the amount of **damage** ⚔ and **fear** 😨 that the hero might suffer.

If the enemy group cannot get in range of any target, it ignores the entire instruction and the **No Target** button is selected. This provides the enemy with a new instruction (usually moving the enemy closer to a hero).

#### Darkness

Only resolve this step when the app instructs you to. A hero is in **darkness** if any of these conditions apply:

- They are in a space with a printed darkness icon.
- They are in a space with a darkness token.
- The app states that they are in darkness.

Each hero in darkness suffers an amount of **fear** 😨 indicated by the app.

#### Threat

Threat is represented by a **threat bar** at the top of the app screen. When threat increases to a threshold's number, a threat event is activated in the app and heroes resolve it by following its instructions.

If the threat bar ever fills completely, the game ends and the heroes fail the adventure.

Threat increases during each threat step by:

- 2 for each hero playing
- 1 for each threat token on the map
- 1 for each unexplored tile

Some effects can cause threat to increase during other game phases. At any time, you can select a threshold in the app to view a brief description of its event.

#### 3. RALLY PHASE

First, each hero resets their skill deck by shuffling their discard pile into their deck.

Then, the app instructs the heroes to **Scout 2**. Each player reveals the top 2 cards of their skill deck, and may prepare one of them by placing it below their hero card. If a card is prepared, the abilities on that card are available to be used.

You can only have 4 skill cards prepared at a time. If you ever have more than 4, you must discard cards until only 4 prepared cards remain.

After choosing whether or not to prepare a card, each hero places their cards that were not prepared on the top or bottom of their deck in any order.

After scouting, select the **Continue** button and proceed to a new round, starting with the action phase.

### COMPLETING AN ADVENTURE

The heroes win or lose an adventure together. In any case, all of them proceed to the next adventure.

Each adventure has a series of **objectives**. During an adventure, the current objective is displayed beneath the threat bar. After completing 1 objective, the app provides a new objective automatically.

**If the heroes complete the final objective before the threat bar is full, they win the adventure.** If a hero is defeated, the remaining heroes continue playing; but if they do not complete the final objective by the start of the next shadow phase, they lose the adventure.

### TESTS

To perform a **test**, reveal a number of cards from the top of your skill deck equal to the value of your tested stat (**agility** ⚡, **might** 🍷, **spirit** 🌀, **wisdom** 📖, or **wit** 🧠).

Then determine the number of **successes** ✨. Each **success icon** ✨ on the upper-left corner of revealed cards is 1 success. Ignore the card text during tests.

You use successes differently depending on the test:

Some tests require the hero to input the number of successes into the app by selecting the + button, then the app provides the outcome of the test. The successes for some of these tests are cumulative; the heroes can perform the test multiple times, and the app tracks the total number of successes.

Some tests provide a number that indicates how many successes are required to pass. If the hero has successes equal to or greater than the required number, they pass the test.

Otherwise, they fail the test. In either situation, the app provides the hero with further instructions.

After completing the test, places all the cards you revealed during the test into your skill deck discard pile.

#### FATE AND INSPIRATION

During a test, your revealed cards may contain **fate icons** 🍀. These have no inherent effect; but the hero can spend inspiration tokens (return them to the supply) to convert fate icons to **success icons** ✨. Each inspiration spent converts 1 fate icon.

When you gain an inspiration, take an inspiration token from the supply and place it on your hero card. You cannot have more inspiration tokens than the inspiration limit on your hero card.

#### ATTACK TESTS

To perform an **attack test**, choose any number of your equipped items to use for the attack, then choose a stat in the upper-left corner to test from those items. If you choose multiple items, all the items must have at least 1 stat in common, and the chosen stat must match an icon that is on all of the items that you chose.



Then, spend **successes** ✨ to resolve one or more of that item's abilities. Each ability indicates how many successes must be spent to resolve it, and each ability can be resolved only once per attack.

Most abilities **add hits** to enemies: select the enemy's portrait, then the attack tab, then select the + button in the attack pane to input each hit.

Abilities may also provide attack **modifiers**: select the matching modifier(s) in the app:

**Pierce:** Hits ignore an enemy group's armor.

**Smite:** Hits ignore an enemy group's sorcery.

**Cleave:** Hits are applied to all enemies in an enemy group.

**Lethal:** If an enemy's remaining health (not armor or sorcery) is halved during an attack, that enemy is defeated.

**Sunder:** Permanently decreases an enemy's armor by 1. If an enemy is defeated, the armor of another enemy in the group is also reduced by 1.

**Stun:** The enemy group is exhausted, and if the enemy group is elite, it cannot counterattack.

After inputting all hits and modifiers, select the **Apply** button to apply the hits to the enemies (even if you had no hits). The enemy menu displays a **health** value for each figure in the enemy group as well as their armor or sorcery value. Hits reduce **armor** or **sorcery** values first. If an enemy's health is reduced to 0, it is defeated and removed from the board.

If an enemy is not defeated, it regains all of its armor and sorcery, and it may **counterattack**. The enemy group can attack if it is in the hero's space or in an adjacent space and has the **ranged icon** ➡. If it can attack, select the **Yes** button and resolve an attack.

#### Dual-wielding

A hero can attack with more than 1 item if they all share the stat that is being tested. Spend **successes** ✨ to resolve abilities on any of the chosen items. If you are attacking an adjacent enemy group, all of the chosen items must have the **ranged icon** ➡.

### DAMAGE AND FEAR

When you suffer **damage** ☹ or **fear** 😨, reveal a damage or fear card from the appropriate deck and place it faceup in your play area. Then, resolve the card's effect. If you are instructed to keep it faceup, it has a persistent effect. If you suffer multiple damage or fear at the same time, reveal each card one at a time, resolving each completely before revealing another.

If you are specifically instructed to suffer facedown damage or fear, place that damage or fear facedown next to your hero card without reading the card's text. You cannot look at the text of a facedown damage or fear card in your play area unless a game effect specifically allows it.

If you are granted a chance to negate damage or fear before you suffer it, test the indicated stat: each **success icon** ✨ produced prevents 1 damage or fear (if you choose to do so).

If you need to flip damage/fear cards faceup, select them at random from among your facedown damage/fear cards. If you need to discard a damage or fear card, you may discard (to the bottom of the appropriate deck) a faceup card of your choice or a random facedown card.

#### Last stands

After a hero has suffered damage or fear, if they have a number of damage (faceup or facedown) equal to or greater than their damage limit or a number of fear (faceup or facedown) equal to or greater than their fear limit, that hero must perform a **last stand**.



Select the **party** button in the lower-left corner of the app. Then select the hero's portrait and the limit (damage or fear) that was reached, and follow the instructions.

**If you reach both of their limits, perform 2 last stands in the order of your choice.**

If you fail the last stand test, you are defeated. Remove your figure from the board; the party loses the adventure at the beginning of the next shadow phase unless they complete the final objective.

### ENEMIES

#### Readied and exhausted

An enemy group is either **readied** or **exhausted**. Enemies become exhausted (darkened portrait) either after the app activates them or after they attack. Exhausted enemies cannot activate, counterattack, or be provoked. The app readies all enemy groups at the end of the shadow phase.

#### Provoking enemies

While you are in the same space as a readied enemy group, these actions will **provoke** that enemy:

- before you move out of a space with a readied enemy
- before you interact with a token in a space with a readied enemy



To provoke an enemy, select the **provoke** button to the left of the enemy portraits in the app, then select the portrait of the enemy.

That enemy immediately resolves an enemy attack against the hero as instructed by the app. After the enemy attacks, you can continue your action.

An enemy group is not exhausted when it is provoked.

#### Interrupting enemy activations

Some abilities can interrupt an enemy's activation to apply hits or modifiers. Select the enemy's portrait, input and apply hits or modifiers indicated by the ability, then continue the enemy's activation.

#### Placing enemies

When an enemy group must be placed on the map, the app indicates where the group is placed and how many figures are in the group.

When an enemy group is placed, the app adds that enemy group's portrait to the enemy bar along the bottom of the screen. There should be 1 enemy group (containing 1 or more figures) on the map for each enemy portrait shown in the app.

#### Elite enemies

An elite enemy group's portrait has a spiked frame and banner icon. (When placed on the map, place the elite banner token (red background) that matches that enemy group's banner icon along with the enemy figures.

An elite enemy group's bonuses are listed in its enemy menu. The app automatically applies all enemy bonuses, but the heroes can select bonuses in the enemy menu to view their effects. All elite enemies are also able to counterattack even when exhausted.

#### Duplicate enemy groups

There may be multiple enemy groups of the same type that are not elite. When this happens, each additional enemy group is assigned an enemy banner, presented next to that enemy's portrait in the app. When you place that enemy group on the board, place the matching enemy banner token next to that group's figures.

### CARDS

#### Abilities

Abilities that **apply** hits and modifiers to enemies are not attacks. To resolve these abilities, input hits and modifiers in the enemy's menu and select **Apply**, but always selects **No** if the app prompts a counterattack.

You can only resolve an ability on a skill card while that skill card is prepared. If the card is not prepared (even when it is revealed during a test), ignore its ability text. When a card has multiple abilities, only one can be used unless stated otherwise.

#### Title cards

**Title card** abilities can usually be used only once during an adventure. When you gain a title card, take it and prepare it immediately.

#### Weakness cards

If you gain a **weakness card**, place the top card of the weakness deck in your skill deck discard pile. You can prepare a weakness card to temporarily remove it from your skill deck even though it does not grant any abilities.

#### Resetting the skill deck

You must **reset** your skill card deck during the rally phase; when there are no cards remaining in your deck; and when an effect instructs you to do so. Reset your deck by shuffling your discard pile with any remaining cards in your deck and place the newly shuffled deck facedown. Do not shuffle prepared cards into the deck.

#### Boons

If you gain a **boon**, take a boon card of the appropriate type. You can only have 1 copy of each type.

#### Trinkets

**Trinkets** are item cards with the **trinket icon** 🎁. When you gain a trinket, search the unused item cards for the specified card and place it faceup next to your other items. Then place a number of **depletion tokens** on the trinket equal to the number in the lower-left corner.

If you are instructed to deplete a trinket, you must spend 1 depletion token by removing it from that trinket's card. After the last depletion token is spent, the trinket is flipped facedown and cannot be used again during that adventure.

During setup before each adventure, each hero can equip 1 trinket from among all the trinkets that the heroes have gained. After each adventure, return all equipped trinkets to the party's inventory. Trinkets receive their starting number of tokens at the beginning of each adventure.

#### Item cards

Abilities prefaced by a numeral and ✨ can only be used by spending ✨ during an attack test. Items that can be used during an attack test contain 1 or more stats in the card's upper-left corner.

A hero can equip up to 1 **armor** 🛡 card, a number of item cards that have a total of 2 or fewer **hand** icons (2 🖐 items or 1 🖐 item), and 1 **trinket** 🎁. You may equip more trinkets if you gain them during an adventure.

The **lore** value in the lower-right corner indicates how much lore the party must gain before an upgrade for that item becomes available; you always upgrade to a card of the next higher **tier** (the roman numeral).

### ROLES

A hero can select a different role for each adventure. When you select a new role, remove the role-specific cards numbered 1-3 that correspond to the previous role from your skill deck. Keep those numbered 4 or more.

Any skill cards you purchased remain part of your skill deck if you select a new role.

When you gain experience at the end of an adventure, it is always specific to the role you chose for that adventure. You can only spend experience from a role to purchase a skill card that matches that role.

When you sell a skill card, you gain experience for the role that corresponds to the skill card that was sold.

### OTHER RULES

#### Nearby

A component is **nearby** another component if they share the same space or are in spaces that are adjacent to each other. A nearby space refers to that space and all spaces adjacent to it. A component is not nearby itself.

# THE LORD OF THE RINGS

## JOURNEYS IN MIDDLE-EARTH

### CAMPAIGN RULES

#### After the adventure





Each **campaign** consists of a series of **adventures**.

After each adventure, discards all of your tokens and your damage, fear, and boon cards, then return your weakness cards to the supply and all other skill cards to your skill deck.

A **camp** screen appears, where heroes can upgrade their items and purchase new skill cards.

Then, select **Save & Quit** to save the campaign or **Continue** to proceed to the next adventure.


#### Inventory

In the **inventory**, the app tracks each hero's **armor** , **1-handed** , and **2-handed** , items, and skill cards (including titles), plus the party's **trinkets** . View your items by selecting the **Items** button, and view your skills by selecting your portrait.

Heroes cannot trade items and purchased skills, but trinkets can be equipped by different heroes during setup.

Players can keep the cards in their inventory separate from the other cards in the game.

#### Lore

Information the heroes have learnt is represented by **lore** . As heroes gain shared lore (tracked in the app), new item upgrades become available. Gained lore is permanent; it cannot be spent or lost.

#### Upgrading items

Each item card has a **lore value** which is the amount of lore the heroes must have to upgrade that item. The item menu displays all of the party's items; items that can be upgraded are highlighted.

When you select a highlighted item from the item menu, any available upgrades for that item are displayed. To upgrade, select the upgraded version. Then take the card that corresponds to the upgrade and return the card that was upgraded to the supply.

#### Experience and skills

As heroes complete adventures they gain **experience**, which they can spend to purchase new skill cards. Experience is gained by each hero individually and is specific to that hero's role. If you change your role during the campaign, you may have experience for multiple roles.

While at camp, each hero can spend experience to purchase any number of **skill cards**.

Skill cards available for purchase have an experience value which is the amount of experience a hero must spend to purchase that card.

You can select your hero to open a menu that sorts your experience by role. Select a role to expand the menu and see a list that contains all the skill cards that correspond to that role. Skill cards that you already have are **green**, skill cards that are too expensive to purchase are **red**, and skill cards that are unavailable because they belong to another hero are colored red and include a portrait of the hero who has that item.

**Skill cards that are not green or red are available for the hero to purchase.** To purchase a skill card, select it from the list. It will be marked green and any experience spent is deducted automatically. Then add that skill card to your skill deck. There is no limit to the number of cards you can have in your skill deck.

You can sell any skill cards you have purchased by selecting it from the list. You gain experience equal to its experience value automatically. Then remove that skill card from your skill deck and return it to the available skill cards.

#### CONTINUING A CAMPAIGN

Select the **Load Game** button on the app's title screen. Then select the appropriate save slot for the campaign that is being continued.

Shuffle the **damage**, **fear**, and **weakness** cards into separate decks. Separate all **tokens** and **boon cards** by type and place them in separate piles to create the supply. Set aside all **map tiles** and **enemy figures**.

Each hero gathers these cards for their skill deck:

- any skill cards purchased from the camp screen between adventures, regardless of role
- the skill cards numbered 1–5 with the name of their hero on the bottom of the card
- 1 copy of each skill card numbered 1–6 that has *Basic* on the bottom of the card
- the title cards a hero has gained (if any)
- 1 weakness card drawn from weakness deck

Place your hero card in your play area and equips your items (displayed in the item menu in the app). Place equipped items next to your hero card. You may equip 1 **trinket** from the inventory.

Select a role for the next adventure in the app. Then gather the skill cards numbered 1–3 that have your role on the bottom of the cards. Prepare the card numbered 1. Then shuffle the cards numbered 2 and 3 with the set-aside skill cards to form your skill deck.

Select **Embark** in the app to begin.

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### CAMPAIGN RULES

#### After the adventure





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## BATTLE MAP

Select a token to review its rules. Adventure-specific tokens are highlighted in the app by a sparkle effect.

### BARRELS

During the action phase, if you are nearby an enemy group, you can **interact** with a barrels token in your space (this does not provoke enemy attacks). Perform a ☞ test. On at least 2 ✨, you can apply 4 hits and *stun* to 1 nearby enemy group of your choice; then discard the barrels token.

### BOULDER

If you are in a space with a boulder token while performing a test to negate ☹ and ☹, you may convert 1 ♣ to 1 ✨ without spending an inspiration token. Each boulder token can be used once during each negate test performed by a hero sharing a space with that token.

### BUSH

During the action phase, if you end your turn in a space with a bush token, you may perform a ☞ test (this is not an action). On at least 2 ✨, you become *hidden*. If there are multiple bush tokens in a space, you can perform the test once for each token.

### FIRE PIT

When resolving an attack, if you are in a space with a fire pit token, you can discard 1 card with a ♣ that was revealed during that attack test to apply either *pierce* or *smite* to the target. Icons on the discarded card cannot be converted/spent during that test.

### MIST

If you are in a space with a mist token, any damage you suffer is suffered facedown. When attacking an enemy group in a space with a mist token, you cannot convert ♣ to ✨ by spending inspiration or by resolving any other effect.

### PIT

If you move into a space with a pit token, you must perform a ☞ test. On fewer than 2 ✨, suffer 2 ☹.

### STATUE

When you **interact** with a statue token, perform a ☹ test (this does not provoke enemy attacks). On at least 2 ✨, you can apply 4 hits and *sunder* to 1 enemy group in your space; then discard the statue token.

### STREAM

If the border between 2 spaces is covered by a **stream** token, those spaces are adjacent and components in those spaces are *nearby* each other.

During the action phase, if you move across a stream, your turn ends immediately. During the shadow phase, if an enemy moves across a stream, its activation ends immediately. If an enemy can end its movement in range of its target but must move across a stream to do so, it still moves; however select **Cross Stream** instead of the **Attack** button.

A figure performing a ranged attack can be in range of a target on the other side of a stream.

### TABLE

When you **interact** with a table token, perform a ☞ test (this does not provoke enemy attacks). On at least 1 ✨, gain 1 inspiration token and become *emboldened*. If you are already emboldened you can still gain inspiration tokens, and if you already have your limit of tokens you can still become emboldened.

### WALL

If the border between 2 spaces is covered by a **wall** token, those spaces are not adjacent and components in those spaces are not *nearby* each other. No figure can move across walled border. Diagonal spaces created by wall tokens are not adjacent. If a figure can resolve a ranged attack up to 2 or more spaces away, it may be possible to resolve the attack against a target on the opposite side of a wall.

## KEYWORDS

If a card adds a keyword to a card and that card already has that keyword, the card is treated as having the better version of that keyword.

### GUARD X

If you are in the same space as a hero (or yourself) who would suffer ☹/☹, you can discard a **prepared** card with this keyword to prevent an amount of that ☹/☹ (in any combination) equal to X. You must choose to do so before ☹/☹ cards are revealed. A single ability with this keyword can only prevent the damage/fear suffered by 1 hero.

### HIDE

After you perform any test, you may discard a **prepared** card with this keyword to gain a *hidden* boon card. You cannot do so if you are *hidden*.

### REST X

At the end of your turn during the action phase, you can discard a **prepared** card with this keyword to remove X number of facedown ☹/☹ cards (in any combination). You may use multiple cards with this keyword at the end of a turn.

### SCOUT X

When instructed to *Scout X*, reveal X cards from the top of your skill deck; you may then prepare 1 of those cards. Place the others on the top or bottom (or a split between both) of your skill deck, in any order.

### SPRINT X

During your turn in the action phase, you can discard a **prepared** card with this keyword to move X additional spaces. You can perform other actions and resolve other effects between each movement.

### STRIKE X

When you are performing an attack test, you can discard a **prepared** card with this keyword to add X hits to the target enemy group.

## BATTLE MAP

Select a token to review its rules. Adventure-specific tokens are highlighted in the app by a sparkle effect.

### BARRELS

During the action phase, if you are nearby an enemy group, you can **interact** with a barrels token in your space (this does not provoke enemy attacks). Perform a ☞ test. On at least 2 ✨, you can apply 4 hits and *stun* to 1 nearby enemy group of your choice; then discard the barrels token.

### BOULDER

If you are in a space with a boulder token while performing a test to negate ☹ and ☹, you may convert 1 ♣ to 1 ✨ without spending an inspiration token. Each boulder token can be used once during each negate test performed by a hero sharing a space with that token.

### BUSH

During the action phase, if you end your turn in a space with a bush token, you may perform a ☞ test (this is not an action). On at least 2 ✨, you become *hidden*. If there are multiple bush tokens in a space, you can perform the test once for each token.

### FIRE PIT

When resolving an attack, if you are in a space with a fire pit token, you can discard 1 card with a ♣ that was revealed during that attack test to apply either *pierce* or *smite* to the target. Icons on the discarded card cannot be converted/spent during that test.

### MIST

If you are in a space with a mist token, any damage you suffer is suffered facedown. When attacking an enemy group in a space with a mist token, you cannot convert ♣ to ✨ by spending inspiration or by resolving any other effect.

### PIT

If you move into a space with a pit token, you must perform a ☞ test. On fewer than 2 ✨, suffer 2 ☹.

### STATUE

When you **interact** with a statue token, perform a ☹ test (this does not provoke enemy attacks). On at least 2 ✨, you can apply 4 hits and *sunder* to 1 enemy group in your space; then discard the statue token.

### STREAM

If the border between 2 spaces is covered by a **stream** token, those spaces are adjacent and components in those spaces are *nearby* each other.

During the action phase, if you move across a stream, your turn ends immediately. During the shadow phase, if an enemy moves across a stream, its activation ends immediately. If an enemy can end its movement in range of its target but must move across a stream to do so, it still moves; however select **Cross Stream** instead of the **Attack** button.

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