ADVENTURING

See “Adventuring” on page 22.

Adventuring occurs during exploration of Adventure Maps during a story. If an encounter occurs while adventuring, see the ENCOUNTERS reference sheet.

1. RESTING (ONCE PER CHAPTER)

Once per chapter, the Leader may decide to have the group rest. No other actions may be taken by any character. This may be done while adventuring, as well as while traveling on the World Map. Resting is not allowed during combat or between stories. All characters immediately recover 4 Vita, 4 Power Points and 4 Ghost Points, up to their maximum amounts. Then the Leader rolls a d10. On a 1, 2 or 3, the group must skirmish by rolling on the chapter’s skirmish table.

2. ACTIONS (PERFORM EACH ONCE PER TURN)

- **Move** – Move up to your Stride. You may stop moving to perform other actions, and continue.
  
  The only action that Ghost characters may make is to Move.

- **Interact/Search** – Interact with a component on the map. You can only interact with one map feature per turn. If the map feature is a search chit, roll a d10:
  
  1–3: Receive 1d4 (SNARE) Damage.
  
  4–7: Nothing occurs.
  
  8–0: Draw one card from the Item deck.

- **Activate an Item/Artifact, use Ability/Prayer/Ritual** – Only one of these actions is allowed per turn.

3. MAP/LEADERSHIP TRANSITION

When a map transition occurs, leadership transitions to the next character. A map transition may occur in two ways:

- When the map’s goals instruct the players to move on to the next section of the story.

- If the map contains the Exit Zone and all characters (4 of 5 in a five character game) are within it, the Leader may choose to initiate a map transition. If this occurs, any map events/effects (such as damage received from a collapsing ceiling) are applied and then the players would move on to the next section of the story. A map transition via the Exit Zone may not occur during combat if defeating the foes is a primary goal.
SKIRMISHING
See “Skirmishes” on page 18.

1. Determine Strength: Determine the skirmish strength based on the number of characters by rolling the dice shown on the left of the card. This is done for each creature engaged in the skirmish. On some occasions, modifiers may be applied to the result. The skirmish counter may never start below 1.

2. Place Skirmish Marker: Place a marker on the skirmish counter representing the skirmish strength. Modifiers for the current strength level are listed above the counter. These modifiers apply to the creature, not characters.

3. Attack or Defend: At the beginning of each round, all characters choose to ATTACK or DEFEND a specific creature by placing their Attack/Defend token next to their target with the appropriate side showing. You may not change it once this is done.

   **Attack:** You may attack your target creature during your turn.

   **Defend:** You may (but are not forced to) attack during your turn, but receive a +10 Defense and -10 Might until the beginning of your next turn. When ghost characters defend, they fade from sight and cannot attack or be targeted.

   If there are multiple skirmishing creatures (or afflicted characters, such as those that are Lycanthropic), characters must choose who they will attack.

4. Creature’s Turn: First, the Controller rolls the creature’s attack dice (percentile) and applies any modifiers from the skirmish counter. This score is compared to each character’s Defense. If it is equal to or greater, they are hit. If skirmishing with multiple creatures, they each get an attack against all characters.

   Those hit by the creatures would be affected by the skirmish power, plus any applicable modifiers. Each character makes their own rolls for damage and status effects.

5. Character’s Turn: All characters roll the attack dice (percentile) simultaneously and add any Might bonuses they have. If a character’s attack roll is equal to or greater than their target’s Defense score, they succeed in hitting. Keep track of the number of successful hits.

6. Reduce Counter: Reduce the skirmish counter(s) by the number of successful attacks made by the characters. Each Devastating Strike reduces the counter by 2.

7. Repeat Steps: Repeat steps 3 through 6 until the skirmish counter is at zero or until all the characters are defeated.

8. Get Loot: All characters receive the reward listed on the Skirmish card and can perform a search for each unique creature. On a d10:10+, they find an Item. Characters forced to skirmish with their allies do not yield an award.
ENCOUNTERS:
CHARACTERS & GHOSTS
See “Character Turn” on page 24

First Strike: Before combat can start, you must perform First Strike. Each group, characters and foes, roll a d10. Whomever has the highest result goes first. On a tie, characters win First Strike. Characters automatically lose when in Darkness. If an Affliction is present, foes get +1 to their roll.

The following actions may be taken once per round, in any order (with exception of Equip/Trade):

1. Move: You may move up to your current Stride value.
2. Act: An act can be any one of the following.
   - Attack a foe with equipped weapons.
   - Activate/exhaust an Item.
   - Attempt to cast a Ritual or Prayer.
   - Search (as when Adventuring).
3. Interact: A character may interact with one feature on the map, such as a Search token or skill check die.
4. Companions / Summoned Allies: Use any Companion or summoned ally that has an attack capability.
5. Use Consumable Items: Living characters may use any number of consumable items that they have in their possession, such as a Bandage.
6. Ability / Ghost Powers: Living characters can use any of their Abilities during this phase. Some Abilities allow you to use them outside of your turn. Ghosts cannot use most Abilities, but can use Ghost Powers in the same way.
7. Equip/Trade (End of turn): A living character may trade Items with an adjacent character and adjust which items they have held in their hands. This can only be performed at the very end of their turn after all other actions.

DEVASTATING STRIKE & FAULT

Devastating Strike: Occurs if your attack roll is a natural 100. You gain an extra Move, Act, or may recover all Power Points. Ghosts gain 1d6 Ghost Points.

Fault: Occurs if your attack roll is a natural 1. This exhausts the weapon, making it unusable until repaired by a Tinker. Artifacts are exhausted for the duration of the combat only. If a character has a fault when not using a weapon, then they may ACT but cannot attack during their next turn. Ghosts lose 1 Ghost Point.

TWO 1H WEAPONS

If you have two 1 HAND weapons equipped, you must choose which to attack with each round. Only the bonuses/effects of the chosen weapon apply to the attack. You may spend 1 Power Point to attack with the second weapon. Only the effects for this secondary weapon are usable in the second attack.
ENCOUNTERS: CREATURES & AFFLICTIONS

See the “Foe Turn” on page 25.

First Strike: Refer to the other side of this reference card for details.
Foes must make the following actions once per combat round, in the order presented below:

1. MOVE
Melee Foes: Will move towards the closest character(s). If multiple characters are equal distance from them, use a targeting die to determine which character the foe attacks. If characters are already adjacent to the melee enemy, they will not move unless told otherwise.
Melee foes have the following behaviors:
- Moves to avoid hazardous terrain/features, such as Flames, as long as they can reach a target.
- If all targets are unreachable without landing on a hazardous space, they will do so, but will move to avoid it on future rounds if given an opportunity. They will also choose the “least” hazardous space if there is a choice.

Ranged Foes: Will not move unless a character is adjacent to them. It moves away from characters up to their Stride, prior to attacking, with the following behaviors:
- Moves as far as possible away from characters while keeping as many characters within Sight as possible.
- Avoids any hazardous terrain or features, such as Flames.
- If all characters are out of their Sight, ranged attackers will move up to their Stride towards the characters until they have Sight to as many as possible.

2. TARGET CHARACTERS
Melee Foes: If adjacent to more than one character, use a targeting die to determine its target.
Ranged Foes: Choose the appropriate target die based on how many characters are in Sight.

3. ATTACK
Roll the percentile dice (d10 & d00) and targeting die (chosen above). If result of percentile dice is greater than or equal to the target’s Defense, it is a successful hit. The white d10 represents its attack power. Some enemies have more than one attack per turn or other special instructions.

DEVASTATING STRIKE & FAULT

Devastating Strike: Occurs if its attack roll is a natural 100. After they complete the first attack, they make another attack against a random character within their range/Sight.
Fault: Occurs if your attack roll is a natural 1. They cannot attack their next turn, although they can still move. If they have remaining attacks during the current round, they may still use them.

SPECIAL INSTRUCTIONS
Each foe includes special instructions that must be followed during combat. Make sure you read them before the encounter begins.
BLESSED
You have proven yourself virtuous and on the side of the Light. Gain +5 Might and ABSORPTION 1.

FORTIFIED
Your internal fortitude has proven effective against the evil shrouding the land. Gain +5 Defense and immunity to Infection.

BRAVE
Your bravery transcends that of normal folk. Gain +1 NERVE and +1 Damage, allowing you to more easily purge the darkness from the world.

FORTIFIED
Your internal fortitude has proven effective against the evil shrouding the land. Gain +5 Defense and immunity to Infection.

LUCKY
It seems that luck favors the foolish, and those who risk much to achieve their goals. Gain +1 TRICKERY and +1 to all search rolls.

ETHEREAL
You are balanced between this world and the next, granting you ABSORPTION 2 vs. corporeal (non-ETHEREAL) foes and SNARES. Full damage to ETHEREAL foes. Ignore Stride penalties.

PERCEPTIVE
Your keen eyes do not miss much, even in this land blanketed in perpetual gloom. Receive +1 AWARENESS and ignore Darkness penalties.

FAITHFUL
Your devout nature gives you the strength of will to prevail against those rallied against you! Gain +1 FAITH and +1 OCCULT.

RESPECTED
You have proven your willingness to stand up for the downtrodden of this land. Gain +1 SPEECH and +1 TRICKERY.

FAVORED
Your good deeds have made an impression on the powers beyond the veil. You are granted +3 Max Vita and +1 to all skill checks.

SWIFT
You are filled with a sense of urgency fueled by your desire to put a stop to the afflictions plaguing the land. Gain +1 Stride and +5 Defense.
STATUSES – NEGATIVE

**BLOODLUST**
Resist: FAITH
+2 Damage, -2 SPEECH, -2 FAITH and -3 Max Vita.
Allies receive -1 SPEECH due to your foul presence. Receive an extra attack in encounters (Claws/1d4 damage). If killed, become a Vampire, attack with your allies until you are slain, then go to Limbo.

**CURSED**
Resist: OCCULT
You have been afflicted by accursed misfortune. Your Max Vita is reduced by 4 and you receive -1 to all skill checks.

**DERANGED**
Resist: AWARENESS
Your mental control has been smashed, causing you to lose all focus. You cannot use Abilities that require Power Points. You cannot use Prayers or Rituals.

**FRACTURED**
Resist: TRICKERY
Your body has been broken, impeding your fight against evil. Receive -10 Defense. You may only use one HAND item slot.

**IMMOBILIZED**
Resist: TRICKERY
The forces around you prohibit your movement. Receive -10 Might. Pass ECOLOGY 5 at the start of each round or your Stride becomes 0. This status ends when combat is over.

**LYCANTHROPIC**
Resist: OCCULT
+1 Damage, +1 Stride. Receive half of coin awards. Receive an extra attack during encounters (Bite/1d4 damage). If a Moon icon appears, roll d10. 1-9, skirmish with the group with a skirmish counter of 1. On 0, become a Werewolf and skirmish to the death!

**POSSESSED**
Resist: FAITH
Your possessed with a demonic presence. While adventuring and during combat, allies within AURA 1 of you lose 1 Vita at the start of each round.

**SICKENED**
Resist: ECOLOGY
A foul malaise has stricken you, reducing your effectiveness in combat. In an encounter, roll damage dice twice and take the worst result.

**SPOOKED**
Resist: NERVE
Your confidence has been shattered. Receive -5 Might and -1 NERVE. Pass NERVE 5 at the end of any combat (one attempt each combat) to remove this status.

**TRANSFORMED**
Resist: OCCULT
Your form has become unstable, morphing into strange mutations. You lose 1 HAND slot and cannot perform skill checks. If forced to make a skill check, you automatically fail.
## Town Services

### APOTHECARY

| 15 coins | □ Vitriol: Gain a Vitriol item token. |
| 15 coins | □ Spirit of Wine: Gain a Spirit of Wine item token. |
| 10 coins | □ Expired Tonic: Gain a Expired Tonic item token. |

### CHAPEL

| 5 coins | □ Blessing: Gain +5 Defense to your next combat. Does not stack. |
| 5 coins | □ Donation: Gain +1 to your next skill check. Once per visit. |
| 15 coins | □ Frankincense: Gain a Liquid Frankincense item token. |
| 10 coins | □ Holy Water: Gain a Holy Water item token. |
| 30 lore | □ Purification: Rid yourself of BLOODLUST CURSED or POSSESSED statuses. |

### GYPSY CARAVAN

| 5 coins | □ Fortune: Roll d10 once/visit:  
1: You are CURSED.  
2-5: -5 Defense for 1 Chapter.  
6-9: +5 Defense for 1 Chapter.  
0: You are FAVORED. |
| 1-5 coins | □ Fortune: Roll d10 once/visit:  
1: You are CURSED.  
2-5: -5 Defense for 1 Chapter.  
6-9: +5 Defense for 1 Chapter.  
0: You are FAVORED. |

### GYPSY CARAVAN (CONT)

| 5 coins | □ Fortune: Roll d10 once/visit:  
1: You are CURSED.  
2-5: -5 Defense for 1 Chapter.  
6-9: +5 Defense for 1 Chapter.  
0: You are FAVORED. |
| 1-5 coins | □ Fortune: Roll d10 once/visit:  
1: You are CURSED.  
2-5: -5 Defense for 1 Chapter.  
6-9: +5 Defense for 1 Chapter.  
0: You are FAVORED. |

### INN

| 5 coins | □ Drink: +1 Damage and -5 Might for one chapter. Once per visit. |
| 30 coins | □ Hire Militia: Draw a Militia companion card. |
| 1-5 coins | □ Gamble: Bet up to 5 coins and roll a d10.  
1-3: You lose; 4-7: Its a draw; 8-0: Double your bet. If you have a TRICKERY bonus, add +1 to this roll. |
| 10 coins | □ Sleep: Recover all Power Points and gain 3 Vita. Once per visit. |

### MARKET

<p>| 5 coins | □ Torch: Gain a Torch item token. |
| 10 coins | □ Wooden Stake: Gain a Wooden Stake item token. |</p>
<table>
<thead>
<tr>
<th>PHYSICIAN</th>
<th></th>
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<tbody>
<tr>
<td>□ Bandages:</td>
<td>5 coins</td>
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<tr>
<td>Gain a Bandage item token. Once per visit.</td>
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<tr>
<td>□ Bring out the Dead:</td>
<td>20 coins</td>
</tr>
<tr>
<td>Revive a ghost character back to life with half their Vita and full Power Points. Cannot revive those in Limbo.</td>
<td></td>
</tr>
<tr>
<td>□ Cure:</td>
<td>15 coins</td>
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<tr>
<td>Remove FRACUTED, DERANGED or SICKENED status.</td>
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</tr>
<tr>
<td>□ Stitches:</td>
<td>1 coin</td>
</tr>
<tr>
<td>Restore 1 Vita for every coin spent.</td>
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</tr>
<tr>
<td>□ Treat Infection:</td>
<td>5 coins</td>
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<tr>
<td>Removes one Infection token.</td>
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<tr>
<th>TINKER</th>
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<tbody>
<tr>
<td>□ Arm Companion:</td>
<td>15 coins</td>
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<tr>
<td>Train a Militia Companion to attack for 1 Damage during your turn. You cannot train the same Companion more than once.</td>
<td></td>
</tr>
<tr>
<td>□ Hone Weapon:</td>
<td>15 coins</td>
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<tr>
<td>Gain +1 Damage to a weapon for one chapter.</td>
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<tr>
<td>□ Reinforce:</td>
<td>10 coins</td>
</tr>
<tr>
<td>Gain a +2 Defense to a shield or armor item for one chapter.</td>
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<tr>
<td>□ Repair:</td>
<td>10 coins</td>
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<tr>
<td>Refresh a damaged shield or weapon.</td>
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<tr>
<td>□ Wood Shield (Item):</td>
<td>20 coins</td>
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<tr>
<td>Gain a Wooden Shield item token.</td>
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<thead>
<tr>
<th>OTHER LOCATIONS</th>
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<tbody>
<tr>
<td>□ Learn Abilities:</td>
<td></td>
</tr>
<tr>
<td>Purchase an Ability for 1 Ability Point for each Power Point cost.</td>
<td></td>
</tr>
<tr>
<td>□ Prayers:</td>
<td>40 coins</td>
</tr>
<tr>
<td>Purchase a random Prayer. Once per visit.</td>
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<tr>
<th>STABLES</th>
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<tr>
<td>□ Carriage:</td>
<td>10 coins</td>
</tr>
<tr>
<td>Hire a carriage to gain +1 Stride on the World Map for one chapter. Only applies to the character purchasing it.</td>
<td></td>
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<tr>
<td>□ Man’s Best Friend:</td>
<td>30 coins</td>
</tr>
<tr>
<td>Draw a Animal Companion card.</td>
<td></td>
</tr>
<tr>
<td>□ Train Animal:</td>
<td>15 coins</td>
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<tr>
<td>Train an Animal Companion to attack for 1 Damage during your turn. You cannot train the same Companion more than once.</td>
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<thead>
<tr>
<th>CHURCH OF THE CROSSROADS</th>
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<tr>
<td>□ Learn Abilities:</td>
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<tr>
<td>Purchase an Ability for 1 Ability Point for each Power Point cost.</td>
<td></td>
</tr>
<tr>
<td>□ Prayers:</td>
<td>40 coins</td>
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<tr>
<td>Purchase a random Prayer. Once per visit.</td>
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<tr>
<th>STANDING STONES</th>
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<tr>
<td>□ Cleansing:</td>
<td>100 coins</td>
</tr>
<tr>
<td>Remove a Tarot card from your possession.</td>
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</table>