

Ziggurat — Glossary & Index

A–Z reference to the rules vocabulary, with rulebook v0.12 page citations

A

Action die [p.12](#) The D6 rolled for a skill check.

Action score [p.12](#) Action die + STAT + MODS. Hard cap of 8, applied after all MODS.

Ambush [p.21](#) Lie in wait for pursuers: Time Passes, strip Time to force an encounter, Check SHADOW(5) to Stun(1)/Entangle(1) all enemies or gain +1 MOD parley. Miss-match: enter the fray with the party Stun(1).

ARM [p.8](#) Armour value; reduces incoming damage (except Piercing). Never below 0.

Assign Blocks [p.16](#) Party defence roll: Check DEF; each fate die below the action score is a block assignable to hero or companions. May forego defence for +2 Grit.

At Rest / Δ At Rest [p.21](#) Optional (once per Rest) vs compulsory (hazard-prefixed) Rest-phase abilities.

ATK [p.9](#) Base combat attack stat, set by the hero weapon.

Attach / Detach [p.6](#) Add or remove a persona, true-name or memory card to/from another card.

Attack Order [p.33](#) · 16, 27, 35 Guarded first, then highest → lowest ATK; ties broken by the hero. Attacks distributed as evenly as possible; respect Defend First/Last traits.

B

Backtrack (event) [p.20](#) Remove the token, Time Passes, Check SHADOW for wandering monsters (weak hit: Spawn faction in pursuit; miss: ambushed + Entangle(1)). Only 3 backtrack tokens exist.

Backtrack token [p.20](#) Marks visited routes; triggers Backtrack events.

Barrier token (Locked / Barricade) [p.21](#) · 20 Blocks a doorway; opened via SHADOW/MUSCLE check.

Behaviour bar [p.29](#) Threshold line on denizen cards (e.g. "> 1: Ziggurat(Elemental)") steering spawn/behaviour.

Bolster(X) [p.32](#) Add X loot cards to the loot pile when entering the fray.

Bonus Result [p.14](#) · 12 On a strong hit, count both fate dice toward the result instead of only the highest. Granted to a denizen, it converts to a Boost instead.

Boost / Boosted [p.15](#) · 14, 33 Draw a loot card; the boost icons (0–3) on it are the boost value. Each icon = +1 HP damage on attacks. Multiple boost sources stack, each drawing its own card. Non-attack powers are never boosted.

Boost icons [p.14](#) · 15, 31 0–3 squares on loot faces, read when drawn as a boost card.

Boosted [p.14](#) · 15 Attack adds a boost card draw.

Burn Grit [p.14](#) · 10, 13 After a roll but before resolution, replace the action score with your current grit value, then reset grit to the grit reset value. Reduces Shaken on success.

Bury [p.31](#) · 36 Return a denizen to its faction deck/out of play without memory or loot.

C

Chained Power [p.27](#) · 8, 26 Activates in combination with the card's power and all other chained powers attached.

Character keywords [cards](#) Tableau/character keyword tags: Fiery, Frosty, Moist, Brittle (elemental affinities/vulnerabilities, e.g. "Boost vs Brittle"), Small (–2 Max HP), Tough (+2 Max HP), and Mob.

Check STAT [p.12](#) · 7, 13, 16, 34, 36 Base skill check (e.g. Check MUSCLE). If no stat is named, choose your best stat.

Combat Action [p.33](#) The hero's one choice per Attack Phase: Hero Attack, Fighting Retreat, Encounter Combat Action, or forego attack for +2 Grit.

Combat item [p.33](#) · 9, 17 Usable once per combat round.

Combat round [p.15](#) · 12, 35 Attack Phase → Defence Phase → End of Round.

Companion [p.9](#) · 35, 39, 40 A denizen in the party. Exhaust to attack (ATK as damage) or block (reduce damage by ATK, then ARM). No free basic attack each round. Equip via tucked loot (irreversible). Ignores Shaken (exhausted instead).

Companion Defence [p.35](#) · 8, 9, 16, 33, 34, 39, 40 A ready companion that would hit 0 HP exhausts to reduce damage by its base ATK.

Compeer statement [p.32](#) Who answers an enemy's call when excess loot spawns allies; compeers skip Enter the Fray.

Complexity (Cx) [p.7](#) Hero difficulty rating, 1–3.

Concealed / Revealed [p.29](#) Face-down (unknown, parley possible) vs face-up (previously engaged/reinforced) denizens in pursuit.

Cooldown [p.36](#) Reduce or remove combat status tokens (each token is double-sided: 2-round / 1-round).

Cursed [p.17](#) (Items) Activates as soon as circumstances permit; cannot be discarded, but can be parleyed away or removed by enemies. No boost track.

D

D8 / D4 / D8+1 / 2D8 [p.12](#) Dice notation. D4 = one D8 halved, rounding up. Always round up.

DEF [p.8](#) Defence modifier used in defence skill checks.

Defend First [p.35](#) · 33 Denizen combat trait: the party must target this enemy before others when distributing attacks.

Defend Last [p.35](#) · 33 Denizen combat trait: this enemy is targeted after others when distributing attacks.

Denizen [p.29](#) · 15 Any non-hero character card; lives in a faction deck.

Denizen keywords [cards](#) Humanoid, Toad, Fauna, Flora, Wyrn, Arachnid, Maboon, Undead, Remains, Brittle, Fanatic, Horror, Shade, Eldritch, Elemental, Fiery, Frosty, Moist, Fungal, Mycolith, Giant, Mob, Clockwork, Construct, Lichdom, Wood, Wild, Possessed, Anarch, Male, Female.

Discover(Keyword) [p.33](#) Draw loot revealed immediately as an Item with the named keyword (the only face-up loot draw).

E

Encounter Area / Peril Track / Map [p.6](#) · 18, 24, 34, 38 The three play-area regions; the Encounter Area is "in media res" and must be resolved before a phase completes.

Encounter Combat Action [p.34](#) · 24, 38 Location-specific combat option, often LIMIT 1.

Encounter types [p.24](#) · 34, 38 Quest Encounter, Location Encounter (numeric order; banished & recycled after Reflection), Event (→ Memories on completion), POI, Environment (lives on the Peril Track until time-out/removal), Peril Choice ("Peril!" — choose before flipping), Persona.

End of Round steps [p.35](#) · 12 1. Wounds, 2. Endure, 3. Escape, 4. Cooldown status effects, 5. Enemy morale, 6. Ending the fight.

Endure [p.15](#) · 36 At 0 HP at the end of a combat round/skill check: −1 Max HP, set HP to current grit, reset grit, −1 grit reset, ready hero & weapon, remove all combat statuses (not persistent conditions).

Enemy Defence [p.33](#) · 8, 16, 34, 35 Damage reduced by enemy ARM; a "ready" enemy facing lethal damage exhausts to reduce damage by its base ATK.

Enemy Morale [p.36](#) End of round 3: all exhausted enemy cards refresh. End of round 6: all enemies withdraw and form a hunting party.

Entangle(X) [p.16](#) Attacks against an entangled enemy gain a Boost. | Enemy attacks against an entangled hero/companion gain a Boost (stacking with elite/Guarded boosts). Blocks hero Escape; entangled companions left behind on escape.

Enter the Fray [p.31](#) Pre-combat loot assembly: Match on Loot Icon (draw loot = loot level, keep icon matches), Bolster Enemy (add cards per Bolster(X) and bolster icons), Call Compeers (tuck to loot limit; excess spawns compeers; unassignable excess → Raise 2HP on weakest enemy).

Equip(X) [p.27](#) · 9, 14, 17 The ability requires X tucked equipment cards. Enemies always activate their highest available equipped power; players choose for companions.

Equipment specialisation [p.8](#) · 9, 14, 17, 34, 37 Hero/companion keyword that can be applied to an equipment card for parley.

Escalate [p.24](#) Quest command: advance the Threat Deck / Threat Level.

Escape [p.36](#) End-of-round retreat to an adjacent explored tile (hero must not be Entangled); leave a Backtrack token; Entangled companions are lost to Memories.

Exploration token [p.20](#) Face-down token per new tile: Loot (Chest / Puzzle Box) — SHADOW/LORE check; Barrier; Recovery (2nd Wind / Respite) — boost card +1 of grit/health split across the party.

Explore [p.20](#) · 21 Enter an adjacent unexplored tile: optional secret door (+3 Time to pursuit, +3 Grit), Time Passes, claim exploration token, resolve quest/location encounter.

F

Faction decks [p.29](#) Jungle, Ziggurat, Caves, Cultists, Crypts, Companions (+ quest decks). Never reshuffled during play; progressing the deck = cycling top to bottom.

Familiar [p.10](#) Special companion/pet; like maledictions, cannot be targeted, discarded or removed unless instructed.

Fate dice [p.12](#) The 2D8 the action score must beat (beat, not equal — ties go to the fate dice).

Fighting Retreat [p.34](#) · 36 Combat action: Check STAT(3); success allows Escape at end of round; miss: +2 Grit and fight on. Requires an adjacent explored tile.

Fungal [p.16](#) Marks the character for quest/encounter-specific effects.

G

Gain Companion(Male/Female) [p.29](#) · 13, 35, 39 Take the matching denizen as a companion, often with "attach persona".

Giving Up the Chase [p.29](#) A pursuit group reaching 6+ Time disbands: bury denizens, discard loot.

Green / amber / red outcomes [p.33](#) Card iconography for strong hit / weak hit / miss tiers on encounter checks.

Grit [p.10](#) · 13, 14 Determination track. Starts at 2 with a grit reset value of 2. Fuels Burn Grit and Endure.

Grit / Grit(Boost) / +X Grit [p.10](#) · 13, 14 Gain grit.

Grit reset [p.10](#) · 13, 14 The value grit returns to after burning. If forced below zero, the hero perishes.

Guarded [p.15](#) · 33 Icon/trait: enemy is protected by minions — melee cannot target it until minions fall (ranged and splash can). Guarded enemies' attacks always include one boost draw; they resolve attacks first. If only guarded enemies remain, the one with the highest combined base ATK/ARM/HP stays guarded; all others can be targeted normally. Formerly called "Elite".

H

Heal(X) / Heal(Boost) / Heal() [p.15](#) Restore HP (never above Max HP; Undead excepted as above).

Hero Attack [p.33](#) · 16, 27, 35 Skill check with result using ATK; result = damage.

Hero Phase [p.18](#) Any number of Rummage actions, then one Hero Action; resolve all ON REVEAL instructions and encounters.

Hero Rule [cards](#) Card clause applying a standing rule to the hero (e.g. "−1 SHADOW Checks").

Hero Victory [p.36](#) Defeated enemies → Memories; claim their loot face down as equipment.

Hit Match [p.13](#) · 31 Strong hit + match (critical hit). Choose any 2: bonus result, refresh an exhausted party card, +2 Grit, remove a combat status. In defence, the full bonus result applies to all party characters.

HP / Max HP [p.10](#) Hit points; HP can never exceed Max HP. Default start 10/10.

Hunter [p.36](#) Denizen combat trait (shown by an icon on the card): if a surviving enemy bears the hunter icon, the remaining enemies form a hunting party and pursue after combat.

Hunting party [p.36](#) · 35 Forms only if a surviving enemy bears the hunter icon (rooted enemies are buried first and never pursue). The remaining enemies regroup in pursuit with their loot (Escape 2 Time / Withdrawal 4 Time); injured/conditioned denizens heal, +1 Time each. If there is a guarded enemy, immediately reinforce using its compeer statement.

I

Imbue [p.40](#) Trait requiring a True-Name to be drawn and attached when the denizen is revealed; weapons are imbued via Ritual. Type I / Type II denote power tiers (Type I must be bound first).

Immune [cards](#) Trait: the character cannot receive the named combat status; "Immune ALL" = immune to every status.

In pursuit [p.29](#) · 30 A denizen group on the peril track; its time pool measures distance from the party.

Inventory limits [p.8](#) Enforced only at the end of a Rest Action (Break Camp). +1 grit for each equipment, item or true-name card you are forced to discard (companions grant none — they go to Memories).

L

Limit 1 / LIMIT p.8 Cap on uses of an encounter action.

Loot p.16 Two-state cards: face-down Equipment (abstract supplies), face-up Items (specific consumables). Drawn face down except via Discover. Items can never revert to equipment.

Loot icon p.31 Back-of-card icon matched against the threat card during Enter the Fray.

Loot keywords cards Martial, Potion, Curio, Vital, Edible, Clockwork, Shiny, Pouch, Jar, Librum, Forsaken — matched by Parley offers, Discover, Recruit/Trade/Tribute requirements and specialisations.

Loot level p.24 Number on the active threat card governing loot draws when entering the fray.

Loot limit (>N) p.19 · 8 Maximum equipment tucked under a denizen/companion.

Lore p.7 Forbidden knowledge, magic. Unbound true-name limit: 1 + LORE.

M

Malediction p.10 Curse/misfortune card in the hero tableau; some overlay the hero's armour.

Map stack / Map tile / doorway / secret door p.6 Map placement: connect like doorways, ≥3 sides touching, unmatching tiles placed at nearest legal spot + Backtrack event.

Map Stop / Quest Location cards Quest-controlled tile gating (Remove the Map Stop).

Mastery cache p.38 · 8, 37 Hero reservoir: any 3 spheres → 1 cube; spend later via Rummage, or 1 cube → +1 Max HP, 2 cubes → +1 grit reset.

Mastery specialisation p.37 · 8, 34, 38 Hero/companion rule widening which spheres match which tracks (e.g. Volken: any sphere → violence-icon tracks).

Mastery track p.38 · 8, 37 Cube slots on items, environments, quest cards, true-names; must be complete before some actions (e.g. Ritual).

Match p.13 · 31 Fate dice are doubles; always adds a benefit or penalty before resolution.

Memories p.9 · 37 Tableau discard pile of defeated denizens, completed events/peril cards and location encounters bearing memory spheres.

Memory sphere p.37 Coloured glyph on cards, converted to mastery cubes at Reflection; the sphere types are defined in the Mastery section.

Miss p.13 Action score beats neither die. Universal effect: gain +1 Grit on any missed skill check.

Miss Match p.13 · 31 Miss + match (critical miss). In combat: refresh the strongest exhausted enemy and Raise(2) on the weakest.

MOD p.12 A bonus or penalty to the action score, phrased "+X MOD".

Move p.20 Move up to 3 explored tiles; place a Backtrack token at the starting location. Moving through/into open encounters or POIs triggers their Move action.

Muscle (MUS) p.7 Strength, survival, melee. Equipment limit: 3 + MUSCLE.

→ **Memories** p.9 · 37 Move the card to the Memories pile.

N

Noise cards Environment keyword (attracts attention).

O

ON REVEAL p.24 · 18, 21 Compulsory instructions resolved immediately when a card is revealed (turned face up); complete them if possible before anything else.

Overkill p.34 Excess damage spills to a second target; the slain target's On Death is ignored; statuses apply to the second target.

P

Parley p.30 Peaceful resolution, available if you haven't entered the fray, the denizen offers a parley action, and you hold a matching keyword offer. Mastery cubes/equipment on the offer grant +1 MOD each.

Party p.34 · 35 Damage distributed evenly amongst hero & companions.

Pay the Price p.22 Resolve the Price rider.

Peek cards Look at a concealed card.

Peril event p.18 Saga-only face-down cards on the peril track (max one at a time).

Peril Phase p.18 Review the peril track and resolve new encounters in the order of your choosing: pending peril events; concealed denizens with 0 Time (parley possible — if any enters the fray, all do); revealed denizen groups with 0 Time (Unwelcome Encounter — ambush, all party Entangle(1)).

Persona p.39 Card attached to a companion modifying attributes/behaviour; travels with it to Memories.

Piercing p.34 Not reduced by ARM.

POI (Place of Interest) p.10 Red counter + face-up encounter that persists; re-consult on every revisit.

Poison p.23 · 36 At Resist Poison (Time Passes): 1 HP piercing per level of severity (so 1 mild / 2 severe), then MUSCLE check to remove/reduce/worsen.

Power p.26 · 8, 27 Activated by exhausting a ready card. A card can only be exhausted once per combat round, although it may be readied/refreshed within the same round. Outside combat, activation is a Rummage action.

Presence (PRE) p.7 Charisma, willpower, faith. Drives parley, companions, resisting fear/possession. Companion limit: 2 + PRESENCE.

Price p.22 Cost rider on true-name powers (e.g. Sunder(1), Poison(1), Shaken(1), Time Passes, D3 HP, Undead Condition). Paid on failed Type II upgrades too.

Q

Quick item p.33 · 9, 17 Usable as a Rummage action; once per combat round at any time.

R

Raise(X) p.15 Increase HP/revive — used on enemies (e.g. miss-match Raise(2)) and necromancy (Raise Crypt(Remains)).

Ranged p.34 May target Guarded enemies; ignores Retaliate unless the retaliate is itself Ranged.

Ready / Exhausted p.8 Card states ("tap" to exhaust).

Recruit p.31 Discard offer, Check PRESENCE. Strong hit: gain the denizen as companion. Weak hit: bury. Miss: fray + Bolster(1).

Reflection p.37 Rest step converting spheres to mastery cubes on matching tracks; leftovers under 3 may carry to the next Rest; partial allocations are lost.

Refresh p.27 Return an exhausted card to ready. Party: all refresh at the start of Rest. Enemies: ally abilities, hero miss-match, end of round 3.

Reinforce Faction(Keyword) p.30 An enemy calls help: draw one matching denizen into the Encounter Area (no Enter the Fray); draw loot to its loot limit keeping threat-icon matches; acts next round. Enemy-only — companions can never Reinforce.

Reinforce ... in pursuit (N Time) p.30 · 29 As Reinforce, but revealed on the peril track.

Repeatable cards The opposite — explicitly re-usable.

Resist Poison p.23 Each poisoned character takes piercing damage per severity, then Check MUSCLE: strong hit removes, weak hit reduces, miss increases severity. Companions check unmodified.

Rest p.21 Four steps: 1. Recovery — Time Passes, ready all, Heal(1+Boost) for hero and each companion (excluding undead and clockwork); may discard hero equipment for additional Heal(1+Boost) actions; 2. compulsory.

Ritual p.22 Bind/upgrade a true-name to the weapon: hero ready, completed mastery track, exhaust hero, Check LORE(3). Success: -1 Max HP, attach. Type I before Type II.

Rooted p.40 Denizen combat trait (shown by an icon on the card): cannot pursue; buried when combat ends or when a recruited rooted companion leaves its tile (→ Memories).

Rummage Actions p.18 · 19, 34 Free actions at the start of the hero phase, during Rest/Parley, and at end of combat: use Quick items, flip equipment → items, equip companions, spend mastery cache, explore-token actions, exhaust a card to activate a power.

S

Scout p.19 Draw a tile per barrier-free unconnected doorway; place per map placement rules; add a face-down exploration token to each new tile.

Shadow (SHA) p.7 Stealth, agility, ranged combat, cunning. Item limit: 2 + SHADOW.

Shaken p.16 · 36 -1/-2 MOD on all non-combat skill checks. Reduced by a successful Burn Grit. Companions are exhausted instead (if already exhausted: Entangle(2)).

Skill check with result p.12 · 13, 14 A check where, on a hit, the highest fate die under your action score becomes the result (e.g. damage dealt).

Spawn Faction(Keyword) p.29 Progress the named faction deck (top to bottom) until the top card matches the keyword; place in the Encounter Area, reveal, parley unless told to enter the fray. Wildcard `(*)`, icon matches, and `&`/`] (AND/OR) operators allowed. No match available: treat as defeated without loot.

Spawn ... in pursuit (N Time) p.29 · 30 As above, but place a single concealed denizen on the peril track with the stated time pool.

Splash p.34 Hits every enemy in the encounter, statuses included; ignores retaliation; boosted splash draws a separate boost card per target.

Strong Hit p.13 Action score beats both fate dice.

Stun(X) p.16 Hero: only Fighting Retreat, or +2 Grit in lieu of attack. | Enemy: no attack (Retaliate & On Death still trigger). Companion: if ready, exhaust & discard Stun; if exhausted, attack is boosted and Stun(X) becomes Entangle(X).

Sunder p.16 -1/-2 ARM (see).

Sunder(X) p.16 · 36 Enemy: -1/-2 ARM (min 0); if ARM can't drop, discard a tucked loot card. | Hero/companion: -1/-2 ARM; if ARM can't drop, remove a tucked loot/equipment/item card.

T

Threat deck / Threat card p.24 Quest-state cards bearing the loot level and loot icon; threat time out escalates to the next threat card (complete its ON REVEAL).

Time Out p.23 Triggers when the last unit of time is removed. Environments without one are simply removed.

Time Passes p.23 Interrupt: 1. Resist Poison; 2. Reduce all time pools by one, activating Timed Actions, then Time Out actions on the last unit.

Time Passes / Add N Time / Remove N Time p.23 Manipulate time pools.

Time pool p.23 A cooldown of Time tokens on a card (threat card, peril track, hero tableau, pursuit groups).

Timed Action p.23 Triggers when time is removed by Time Passes (not other reductions).

Trade p.31 Discard offer, Check PRESENCE. Strong hit: draw 3 loot, keep 1, bury denizen. Weak hit: draw 1 loot, bury. Miss: fray + Bolster(1).

Trait p.26 · 27 Passive or triggered; always available, even exhausted.

Transmutation p.17 Equipment-specialisation keyword grafting (add a parley keyword to an equipment card).

Tribute p.31 Discard offer, Check PRESENCE(3). Succeed: bury denizen, part friends. Fail: enter the fray with Bolster(1).

Triggers p.18 · 35 Unharmd (enemy took no damage/new status this round — fires end of Defence Phase), Retaliate (on completion of a hero/companion attack, except if the retaliating enemy perishes in that attack; ranged attacks only trigger Ranged retaliates), On Death (when defeated, unless killed by Overkill), Special (defined on card).

True-Name p.9 Extra-dimensional being bound to weapons (Ritual) or imbued on denizens; typed Elemental / Anarch / Archon; unbound names count against the Lore inventory limit.

Tuck p.16 Place a loot card face down under a denizen/companion as equipment.

Tuck/Bury Memory p.16 Familiar-related memory manipulation (Ioun stones).

U

Undead p.16 Cannot Heal unless the Heal/Raise ability explicitly references Undead.

Unequip p.28 Discard a tucked equipment card after resolving the ability.

Using Equipment p.14 · 9, 17, 33 Before any non-combat skill check, discard 1 equipment for +1 MOD and a bonus result.

V

Vignette / Saga p.6 Quest lengths: 60–90 min vs 90–120 min (sagas add peril events).

W

Weak Hit p.13 Action score beats one fate die.

Weaken(X) p.16 Hero/companion deals half damage (round up). | Enemy deals half damage (round up).

Withdraw p.36 · 12, 13 Enemies leave combat; some quest cards rule "if the enemy withdraws, consider it defeated".

Wound(X) p.36 — | Damage applies only at End of Round (-1/-2 piercing), then cools down.

X

+X ATK p.15 Attack-power prefix: only usable with a successful attack.