

## Hero Phase

### Rummage (Optional)

#### HERO ACTIONS

- ▶ Scout
- ▶ Move
- ▶ Explore
- ▶ Rest
- ▶ Ritual
- ▶ Ambush
- ▶ Location Action

Resolve a single **Hero Action** and then move to the **Peril Phase**.

🔄 FLIP TO PERIL PHASE

## Time Passes

### RESIST POISON

Suffer -1HP (mild) or -2HP piercing (severe). Check **MUSCLE**:

- ✔ Remove.
- ✔ Reduce.
- ✘ Increase severity.

### REDUCE TIME POOLS

Remove 1 Time from each pool in order: threat card, peril track, hero tableau.

- ▶ Resolve Timed Actions.
- ▶ Resolve Time Out Actions.

On Threat escalation, complete all ON REVEAL instructions before proceeding. Denizen groups in pursuit only activate in the Peril Phase.

## Skillchecks

### USING EQUIPMENT

Discard 1 equipment for +1 MOD and a "bonus result" on any non-combat skillcheck.

### HIT MATCH

Choose 2:

- ▶ "Bonus result" for the skillcheck.
- ▶ Refresh a card.
- ▶ +2 Grit.
- ▶ Remove a combat status.

### MISS MATCH

If possible:

- ▶ Refresh the strongest enemy.
- ▶ Raise(2) the weakest enemy.

## Rummage

### WINDOWS

Free actions, taken any number of times in any order, within these windows:

- ▶ Start of the Hero Phase.
- ▶ During a Rest.
- ▶ During Parley actions.
- ▶ At the end of combat.

### ACTIONS

- ▶ Use a "Quick" item.
- ▶ Convert equipment to items.
- ▶ Equip companions to loot limit.
- ▶ Assign hero mastery cache.
- ▶ Action Explore tokens (incl. chests and barriers).
- ▶ Exhaust a card in your tableau to activate a power.

You cannot convert items to equipment or remove equipment attached to a companion.

## Scout

Reveal new map tiles from the map stack:

- ▶ Draw a tile per barrier-free, unconnected doorway.
- ▶ Place and connect the tiles following the map placement rules.
- ▶ Draw and place a face-down exploration token on each new tile.

### MAP PLACEMENT

- ▶ Connect like doorways; each new tile must touch on  $\geq 3$  sides.
- ▶ If no orientation places all tiles legally, put the unmatching tiles at the nearest legal location and resolve a **Backtrack** event.

### MAP STOP

If a Map Stop tile sits on top of the map stack, you cannot Scout until the quest specifically removes it.

## Explore

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

- ▶ Use a secret door? Add 3 Time to pursuit and gain +3 Grit.
- ▶ Time Passes.
- ▶ Exploration token — claim and action it.
- ▶ Encounter — resolve the quest or location encounter matching the tile.

### EXPLORE TOKENS

Claimed an exploration token? Resolve **Loot**, **Barrier** or **Recovery** on the Explore Tokens card.



## Rest

### RECOVERY

- ▶ Time Passes.
- ▶ Ready all exhausted cards.
- ▶ Heal(1+Boost) (excluding undead/clockwork).
- ▶ Discard equipment for additional Heal(1+Boost).

### REQUIRED "AT REST" ABILITIES

△ Resolve At Rest abilities, if possible.

### REFLECTION & "AT REST" ABILITIES

- ▶ Activate other At Rest abilities once each.
- ▶ Perform Rummage Actions.
- ▶ Convert all Memories into Mastery.

### BREAK CAMP

Discard down to your inventory limits (+1 grit per discard).

## Parley Actions

Discard the matching offer.

### TRIBUTE

Check **PRESENCE(3)**:

- ✔ Bury the denizen.
- ✘ Enter the fray with **Bolster(1)**.

### TRADE

Check **PRESENCE**:

- ✔ Reveal 3 Loot, keep 1. Bury the denizen.
- ✔ Draw 1 Loot. Bury the denizen.
- ✘ Enter the fray with **Bolster(1)**.

### RECRUIT

Check **PRESENCE**:

- ✔ Gain the denizen as a companion.
- ✔ Bury the denizen.
- ✘ Enter the fray with **Bolster(1)**.

## Attack Phase

Choose a **Combat Action**:

- ▶ Hero Attack (other side)
- ▶ Fighting Retreat
- ▶ Encounter Combat Action
- ▶ Forego attack for +2 Grit

Exhaust any number of cards in the hero tableau before and after the combat action.

### FIGHTING RETREAT

Must be able to move to an adjacent, explored location. Check **STAT(3)**:

- ✔ Escape at end of round. You must still defend.
- ✘ +2 Grit only.

## Defence Phase

You may forego a defence for **+2 Grit**.

Check **DEFENCE (DEF)**; each fate die under your action score is a block.

Assign each block to a specific party member to reduce damage.

A **Hit Match** applies the full bonus result to all party members.

### COMPANION DEFENCE

A ready companion that would hit 0 HP may exhaust to reduce damage by its base ATK.

### REMEMBER

- ▶ Party damage is distributed evenly among hero & companions.
- ▶ ARM reduces damage (not Piercing); never below 0.
- ▶ Wound damage applies only at End of Round.