

Legend

- Applied upon Character Activation (BOT)
- REACTION** – Tokens with this symbol can be applied during a REACTION when appropriate.
- WEAPON ATTACK** – Attack skill using your weapon. Roll d20 to hit.
- SPELL ATTACK** – Attack skill that always hits.
- NON-PREVENTABLE** – This damage cannot be prevented by any effect, including SHIELDS. No INTERRUPTS or REACTIONS.

Redundant Conditions (Max 1)

KNOCK DOWN	RANGER'S MARK	SLOW	STEALTH	STUN	BRITTLE	POLY-MORPH	RESTRAIN	BLIND
Cancel next MOVE action gained, discard.	+1 DMG for all RANGER or	-2 MOVEMENT on next MOVE action gained, discard.	Hidden; can be hit by STRIKE and Darkness. Discard at BOT or next (x2 DMG).	Hero -1 CA, discard. Monster No attack, discard.	x2 any DMG suffered, discard.	Draw Errant Behavior card. Discard on: CLEANSE, being enemy's target, or another POLYMORPH.	Can't MOVE. Discard when no enemy w/ ability is in RANGE 1. <i>Note: SWAP will swap condition.</i>	Miss on roll of ≤10. Discard on RECALL ACTION or CLEANSE.

CoD: Cheatsheet (w/ Apoc. & Awak.)
Updated: Aug 4, 2024 Created by KarnEdge

Passive (No Max)			
	+X DMG	+X MOVEMENT	+X HEALTH

Reminder Tokens			
	2	1	SPECIAL MECHANIC
	COLLAPSING	BLACK MARK (1 to 3)	
	AWARENESS	SPAWNING (5 COLORS)	AURA

	Trap Die		
LOOT		BLEED 2	BURN 2
Minor Action: Draw top of chest deck, discard .			
		POISON 2	SLOW

Any Consumable Item gained by **Pick Up Loot**, Search a Chest or Interact with a Bookshelf may be used immediately as a FREE ACTION or stored.

Stackable Conditions (Max 4)

BLEED	BURN	POISON	INTIMIDATE	CHAOS SEED
Take X DMG, discard all.	Take X DMG, discard 1.	Take X DMG, only discard on CLEANSE.	-X DMG to next or discard all.	At 4 Seeds, suffer 4 DMG, discard all. <i>Can't be CLEANSED.</i>

Stackable Resources (Max 4)

FOCUS	FRUIT OF LIFE	FURY	KI	SHIELD	ENTROPY
Minor Action: Discard X to use a Focus ability.	Minor Action: SELF, REGAIN 2 HEALTH, discard. <i>Exchangeable</i>	Discard 1 on or hit to add +1 DMG. Affects all Targets.	Minor Action: Discard (1 per turn) for of +0 HIT.	Discard X for -X DMG, must be used before HP loss and PREVENT.	Discard 4 for extra or as a minor action +1 CA this turn.

Game Symbols

DIFFICULT TERRAIN	DIFFICULT/DARKNESS	LARGE MONSTER
-1 MOVEMENT during MOVE (once per turn)	Both difficult terrain and darkness effects.	Immunity to KNOCK DOWN, POLY-MORPH, PUSH, STUN and TELEKINESIS.

Redundant Resources (Max 1)

SOUL SHARD	INSPIRATION
Minor Action: Discard for x2 DMG on next single or this turn. <i>Exchangeable</i>	Discard to reroll d20, must accept new roll.

Traps (1 per AREA)

BEAR	FIRE	POISON	DEFENSIVE
PLACEMENT: Center of AREA (Blue Square) (Movable Ground Object) <i>Triggered on Enemy Activation/Movement in AREA.</i>			
All enemies in AREA take 2 DMG, BLEED 2 , discard.	All enemies in AREA take 2 DMG, BURN 4 , discard.	All enemies in AREA take 2 DMG, POISON 2 , discard.	All characters in AREA take 4 DMG, cancel MOVE, discard.

Idols (Max 1 Each)

FURY	ENDURANCE	TRANQUILITY	STORM
PLACEMENT: Center of AREA (Blue Square) (Immovable Ground Object) <i>EVOKED by any hero in RANGE 1 of Idol, uses a Minor Action & any 2 Resources.</i>			
SELF, next single or this turn gains +2 DMG.	SELF, HEAL 2.	SELF, CLEANSE 1.	RANGE 1, 2 DMG

	Crushed?	Interact	Throw
CHEST	Suffer Trap Die effect, discard.	Draw top card of chest deck, suffer Trap Die effect, discard.	RANGE 1, 2 DMG, apply Trap Die effect, discard.
	Crushed?	Throw	
CRATES	Discard.	RANGE 1 (S), BRITTLE, discard.	
	Crushed?	Interact	Throw
FOUNTAIN	Place random Concoction face down on fountain.	Apply Concoction effect, discard both.	Apply Concoction effect, discard Concoction.
	Crushed?	Interact	Throw
PILLAR	can walk through but not end move on Pillar.	Characters thrown (TELEKINESIS or PUSH) against Pillar suffer 4 DMG and land in ADJ square (Dealer's choice).	

	Crushed?	Interact	Throw
BOOKSHELF	Discard.	Search chest deck for any Scroll card, discard.	ADJ Target, 2 DMG, STUN, discard.
	Crushed?	Interact	Throw
BANNER	2 DMG, BLEED 2 , discard.	Discard INSPIRATION for of +0 HIT.	RANGE 1, 2 DMG, BLEED 2 , discard.
	Crushed?	Interact	Throw
CRATES	Discard.	RANGE 1 (S), BRITTLE, discard.	
	Crushed?	Interact	Throw
FOUNTAIN	Place random Concoction face down on fountain.	Apply Concoction effect, discard both.	Apply Concoction effect, discard Concoction.
	Crushed?	Interact	Throw
PILLAR	can walk through but not end move on Pillar.	Characters thrown (TELEKINESIS or PUSH) against Pillar suffer 4 DMG and land in ADJ square (Dealer's choice).	

	Crushed?	Interact	Throw
FRESH WATER	2 DMG, BLEED 2 , discard.	Discard INSPIRATION for of +0 HIT.	RANGE 1, 2 DMG, BLEED 2 , discard.
	Crushed?	Interact	Throw
EMPOWERMENT POTION	2 DMG, BLEED 2 , discard.	Discard INSPIRATION for of +0 HIT.	RANGE 1, 2 DMG, BLEED 2 , discard.
	Crushed?	Interact	Throw
TOXIC INOCULATION	2 DMG, BLEED 2 , discard.	Discard INSPIRATION for of +0 HIT.	RANGE 1, 2 DMG, BLEED 2 , discard.

NOTE: Interact and Throw cost a **Minor Action** and require you to be ADJ to the furniture. TELEKINESIS uses its own skill range to Throw a furniture. Otherwise, use the range provided. (S) = Small Monster

CORE	MONSTER PACK	SPOILS OF WAR	RUIN OF LUCCANOR	SHADOW WORLD
DESERT OF HELLSCAR	UNDEAD DRAGON	APOCALYPSE	AWAKENINGS	

EVENT	INITIATIVE	CHARGED INTERACTION	RECURRING INTERACTION	NPC (6 COLORS)	INJURED HELLSCARIAN	INJURED UMBRALIAN
TIME	PLENTY OF PROVISIONS	SPARE WOOD	MENDING ROPE	DREAD CANNON	MAGIC CANNON	BARRICADE

Primary Target

STANDARD: Strongest Hero (Most health → Fastest initiative)
Note: Initiative location is the Tie Breaker else Leader's Choice.

BLOODSEEKER: Weakest Hero (Lowest health → Slowest)

COVETOUS: Most Resource Tokens → Fastest

DEFIANT: Most Vigorous Hero (Most available AC → Fastest)

DEVOURER: Injured NPCs (See Definition for more) → Standard

RECKONER: Most Corrupted Hero (Most CC → Fastest)

RELENTLESS: Most Tired Hero (Fewest available AC → Slowest)

SLAUGHTER: NPC Tokens (non-Companions & non-Pets)

SLAYER: Injured NPCs → Cohorts → Followers → Standard

Monster Turn (pg. 39)

1. Resolve Condition effects.
2. **BOT**, trigger Abilities in **PINK**.
3. Preparation – Check for the following:
 - Multi-Target Attack? Reach as many **Heroes** as possible.
 - Seek **PRIMARY TARGET** among groups or within Range.
 - If its **PRIMARY TARGET** is out of Range, but can reach another target, shift priority to them. (pg. 27, Apocalypse)
 - Try to be on top of Darkness for +2 DMG.
4. **MOVE** the Monster, if needed, the shortest path necessary, except to avoid Damage **if possible**, towards their Target(s). If no Target is within Range, they will get as close as possible.
5. Attack.
6. Flip Monster card, if it has complex behavior (eg; SIDE A). **EOT**.

NOTE: If a Monster has no Target (**STEALTH**), they will not **MOVE** or **Attack**.
IMPORTANT: A **Red** Monster cannot Attack while **ENGAGED IN COMBAT**.

Hero Turn (pg. 13)

1. Resolve Condition effects / **REGAIN YOUR BREATH**
2. Ability Passives that trigger at **BOT**.
3. In any order, the hero may take:
 - A Free **MOVE** Action (expend 1 **AC** to gain another).
 - Up to two Cube Actions (**CA**).
 - One **Minor Action** (expend 1 **AC** to gain another):
 - ◆ **Use Focus Abilities**
 - ◆ **Use a Consumable Item**
 - ◆ **Throw Furniture** (Adjacent)
 - ◆ **Improve Spoils***
 - ◆ **Equip and/or Unequip Items*** (Unblocked)
 - ◆ **Interact*** (Adjacent)
 - ◆ **Open a Door*** (Adjacent)
 - ◆ **Search a Chest*** (Adjacent)
 - ◆ **Pick up Loot*** (Adjacent)
 - ◆ **Flip VERSATILE Equipment***

** Cannot be used while **ENGAGED IN COMBAT**.*

 - A Willing Recall Action (If 2 or less **AC** colors):
 - ◆ Perform **RECALL ACTION**, end turn.- 4. After all effects have resolved: **EOT**.

NOTE: A Hero is not required to take any Actions on their turn.
UNWILLING RECALL ACTION: If a Hero runs out of **AC** at **any** time, they must immediately take an **RECALL ACTION**.

ENGAGED IN COMBAT: When a Character is adjacent to an Enemy, **Ranged Attacks** and most **Minor Actions** are not allowed.

Exchange Items

On any Hero's turn, they may freely exchange items in their bag or tokens marked as **exchangeable** with no Range restriction.

Note: Consumables exchanged this way cannot be used immediately.

Chest Deck

Must contain:

9 Potions and 9 Scrolls
Each type containing:

- 4 Common
- 3 Uncommon
- 2 Rare

2 Epic Rare (per Campaign):
AoD – **Cosmic Gemstone** & **Forgotten Treasure**
Apoc/Awak – **Artisan's Tools** & **Treasure Trove**

Note: Chest deck can be changed during the Camp Phase but the party must forfeit all chest items that are not Epic Rare.

Recall Action (pg. 20)

Hero returns all of their spent and expended **AC** to their Available **AC** pool, and must take **CC** and assign them to Hero or Dungeon Role skills.

NOTE: Standard is 1 **CC**, but some adventures may increase this penalty. (Apoc. Ch. 1 is 3)

Summoning Commanders and Overlords (pg. 42)

Draw a Commander/Overlord card (and mini), and place on Initiative Track.
Draw (1 per Hero) Commander/Overlord Attack Cards, place on Initiative Track.

Starting HP: Health Value (🔥) times **CP** (# + Heroes).

Knocking Out a Hero

When a Hero reaches 0 Health, they are **KNOCKED OUT** and must do the following:

1. Lay their miniature down (As a reminder)
2. Remove any Conditions (Not Resources)
3. Perform a **FREE RECALL ACTION**
4. Assign a Trauma Cube (**TC**) to one of their Hero or Dungeon Role skills
5. Erase any **AURAS** on their Campaign Sheet

NOTE: While **KNOCKED OUT**, a Hero cannot be a Target or take any Actions or REACTIONS.

NOTE: A Hero **KNOCKED OUT** by Condition damage may immediately **REGAIN THEIR BREATH**.

At beginning of their next turn, the Hero **REGAINS THEIR BREATH** and recovers all their Health. Stand the miniature up and continue their turn as normal.

Darkness Behavior (pg. 44)

Tries to reach **Strongest Hero** not on top of Darkness then continue to next.

NOTE: Breakdown tile to 3 small Darkness tiles to chase their Target(s) if a tile does not fit on the map when spawned or by doing so moves closer to or reaches its target.

Darkness Spawning:

- In **Apocalypse**, the Darkness will spawn from **Sower Cultists** (if alive).
- In **Awakenings**, it may not spawn at all but when it does it will spawn from **Colored Spawning Tokens** matched by the drawn Rune color.

NOTE: Place drawn runes on Initiative Track even if no darkness tile is placed.

"Crush": If all Heroes are already on top of Darkness when a Rune is drawn, skip spawning tile and all Heroes take N (🔥) DMG. (N = Number of Heroes)

NOTE: Place drawn runes on Initiative Track even if the "Crush" occurs.

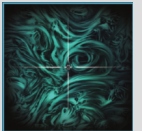
Darkness Effects (Standing On It) (pg. 46)

Deals 2 (🔥) DMG (once per turn) to a Hero, Companion, Cohort, Follower or Pet caught by it when spawned; stepped on it for first time in a turn; or ended their turn on top of it.

Heroes: Imposes a -2 HIT penalty.

Monsters: Gives +2 DMG bonus.

NOTE: Commander, Overlord & Boss Attack cards are not buffed, only their Monster card Attacks.



Boss Fight Clarifications (Apocalypse)

Plague – Pg. 34-35

War – Pg. 36-37

Famine – Pg. 38-39

Death – Pg. 40-43

Attack Timing (pg. 10)

1. **Effect or Attack is announced.** Character(s) become a Target.
2. **INTERRUPTS:** Each Hero may use one **Interrupt** (🛡️) on one target per Attack. **NOTE:** (🔥) DMG cannot be Interrupted.
3. A **THREAT** is generated per Attack/Target. Must discard 1 **SHIELD** token for every 1 DMG they would take.
4. **REACTIONS:** Any amount of Heroes who did not use an **Interrupt** (🛡️) in step 2 may use one **Reaction** (⚡) for each THREAT. **NOTE:** (🔥) DMG do not generate a THREAT.
5. Finally, any leftover **DMG is suffered** by the Target.

Bonuses & Multipliers

1. **Effect Value:** Establish base effects including Wild Cubes doubling numerical effects.
2. **Associated Bonus:** Add +/-X DMG (including **EMPOWER**, **FURY**, **INTIMIDATE**, **WEAPON DMG**, etc.) for Total Value.
3. **Doubling:** x2 DMG (once) with effects like **DOUBLE DAMAGE** and **SURPRISE**.
4. **Critical Hit:** **KEEN**, **CRIT 16+**, and **BRITTLE** can x2 DMG (once) again.

Improving Spoils

Standard → Improved → Ultimate

During the Camp Phase or as **Minor Action**, you may Improve Spoils with the Following:
Spoils + Artisan's Tools + Another Equipment

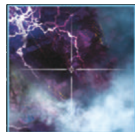
NOTE: Not a Consumable, Epic or Starting Gear.
NOTE: The Spoils & Another Equipment are removed from the campaign. Artisan's Tools returns to the Chest Deck.

Harmful Terrain



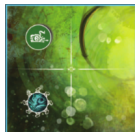
LAVA

BURN 2.



MAELSTROM FIELD

STUN.
NOTE: If using an **Interrupt** (🛡️) or **Reaction** (⚡): Take 2 (🔥) DMG, **ENTROPY 2**.



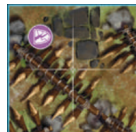
NOXIOUS MIASMA

POISON 2.



OBSIDIAN SPIKES

Non-Monsters:
-1 MOVEMENT during MOVE and suffer **DARKNESS EFFECTS**.



PALISADE

BRITTLE,
-1 MOVEMENT during MOVE.



SPIKES

BLEED 2.



WATER

-1 MOVEMENT during MOVE.



PLACEHOLDER

"Off the Board"
Used for distance calculations.
See scenario's Setup for rules on this tile.

NOTE: Characters suffer effects (once per turn) when they first step/land on terrain or if they end there turn there.

Skill Upgrades (Apocalypse)

- Skill must follow the Hero's path.
- Upgrade must replace basic (starting) skill, but not a passive.
- Skill must match color for color. (eg; Melee for Melee)

NOTE: You do not get additional **AC**. You may swap skills during the Camp Phase as a house rule.

Legacy Trail (Apocalypse)

During Interludes, your party will be rewarded with skills based on your previous decisions. Each Hero can have two Legacy Skills and are considered Dungeon Roles for **TC** and **CC** purposes. These skills can be swapped during the Camp Phase.

- (🛑) INTERRUPT:** Skill that can be used in response to a Character being targeted (taking preventable damage). Each Hero can only take one Interrupt per Attack regardless of how many targets. This happens before SHIELDS or a THREAT is generated. A Hero cannot use a Reaction against an attack they have Interrupted.
- (⚡) REACTION:** Skill that can be used in response to a threat (taking preventable damage). Each hero can only use one Reaction per THREAT. Shields must be applied before and Reactions can still be used even if damage has been reduced to 0. A Hero cannot use a Reaction against an attack they have Interrupted.
- (🌟) SPELL ATTACK:** Magic skill that always succeeds, inflicting damage.
- (🔪) WEAPON ATTACK:** Attack skill using your Weapon. Roll D20, attack succeeds if roll is equal to or greater than Weapon hit chance after applying HIT modifiers. Attacking from a higher level than the Target gives +2 HIT; however, attacking from a lower level gives -2 HIT. By default, before HIT modifiers, a roll of 1 is always a Critical Failure and a roll of 20 is a Critical Hit (x2 DMG).
- + or-X DMG:** X value is added to or subtracted from the Damage your Attack inflicts. Critical Hits and x2 DMG also double this.
- + or-X HIT:** Make a Weapon Attack adding (or subtracting) the X value to your die roll. Only affects Accuracy, not getting a Critical Hit.
- +X MOVEMENT:** You received X additional movement points for every Move effect gained.
- ACTION CUBES (AC):** Colored cubes spend by Heroes to use their skills.
- ACTIVATE:** Target takes a turn. Pets may be summoned.
- ADJ OR ADJACENT:** This effect can only affect a Target in an adjacent square to the casting Character, regardless of the Skill's Range.
- AREA:** Refers to a blue square on a map tile (4 Squares)
- "ALL":** An effect with this term means equivalent to the damage the Target is receiving. The effect still only applies to one Target of an attack, not both or more, during MULTISHOT, CLEAVE or STRIKE.
- ALLY (ALLIES):** Character(s) that are not an Enemy to the Character in question.
- AMBUSH:** At **BOT**, Character teleports to any empty ADJ SQUARE next to its Target of the Target's or Pet Master's choice, and suffers Hazardous Terrain effects landed on.
- ATTACK TWICE:** Monster moves once then attacks two times. Each attack is resolved separately (includes interrupts and reactions). If character is out of range between attacks, the monster may choose another target for 2nd attack as long it doesn't have to move.
- BASH:** Discard 2 SHIELDS to add effect in "[]" to your Skill resolution.
- BLINDNESS:** Applies BLIND to their target(s).
- 'BOT':** Beginning of Turn.
- BOUNTY:** When a Monster is defeated with this Keyword, it will drop a LOOT token in its place.
- CANCEL:** When an Attack is canceled, it no longer exists and further Interrupts or Reactions cannot be made.
- CAST:** When a Hero uses a Skill, it will cast its effects. Passives triggered are also cast.
- CATALYZE:** Next **AC** this turn is treated as a Wild Cube.
- CHAIN-UP:** At **BOT**, target Strongest Hero not ADJ and within RANGE 1. They suffer 2 (🔥) DMG, and are dragged to an empty square ADJ to Monster. If no space, they suffer 4 (🔥) DMG instead.
- CHARACTER:** Heroes, Monsters, Pets, NPCs, Cohorts, Followers and Companions. All can receive effects like PREVENT, but only characters with cards or boards can hold Conditions or Resources. They are Movable Solid Objects.
- CHARGE:** If this Monster moves 3 or more squares, double their base damage. They are not smart enough to move more to get this effect.
- CHARM:** Immediately Activate the target and control its turn.
- CLAIM:** Place/Replace the Banner on empty ADJ square. All squares ADJ to the Banner are "Under the Banner".
- CLEANSE X:** Target removes up to X **CC** or Condition Stacks (same type) from its board. X can be split however.
- CLEAVE X:** Target up to X enemies ADJ to attacker as single Attack Roll.
- COMMAND:** At **BOT**, activates the next Strongest Monster (not itself), then continues its turn.
- COMMAND A DRAUGR:** Activates a Draugr of your choice.
- COMMAND A PET:** Activates a Pet already on the map.
- COMPANIONS:** Activates after the hero they follow, Move then Attack. Will only be attacked if no hero is in range. Top left number is STURDINESS. Can hold SHIELDS and receive PREVENT effects. Discharged during Camp Phase.
- COPY EFFECT:** Copies effect of another Hero skill including its base color (range). Dungeon Roll Skills, Equipment Skills, Interrupts and Reactions, unless stated otherwise, cannot be copied. Skill Upgrades can be copied.
- COUNTER X:** On **🔪** miss, all enemies ADJ take X (🔥) DMG.
- COVER:** Redirects the Target of the Attack to the caster.
- CUBE ACTION (CA):** Spending an **AC**. A hero can perform 2 **AC** per turn and may use other actions before, between or after each **AC**. Reactions do not count.
- CUBE RANGE (CR):** Defined by color of cube used.
- Yellow (Melee)** = Target on an adjacent SQUARE.
- Red (Ranged)** = Target on any SQUARE up to 1 AREA away.
- Green (Agility) / Blue (Wisdom)** = Target at any distance.
- CRIT X+:** Roll X or more on D20 gives Critical Hit (x2 DMG). Does not inflict double conditions. CRIT 16+ is KEEN.
- CURSE CUBES (CC):** Black cubes that are allocated to Hero or Dungeon Roles skills which block their use. Hero is corrupted upon receiving a 6th **CC** and ends the adventure.
- CURSE X:** Target gains X **CC** as an effect.
- DEVOURER:** Upon killing an Injured NPC, Monster gains 12 Health, flips the Unstable Devourer card, and becomes Ravenous Abomination.
- DISARM:** (Counts as FATIGUE) EXPEND all available Melee & Ranged **AC**.
- DISCARD:** Remove that thing from your board.
- DRAIN Y X:** Target loses X amount of Y and caster gains it.
- EMPOWER:** +4 DMG on next single **🔪** or **🌟** this turn.
- ENEMY:** Any character that is not in your party or an NPC. Heroes are monster's enemies.
- ENRAGE:** If Attack kills non-Hero enemy, Monster gains +1 DMG token.
- 'EOT':** End of Turn.
- EVOLVE:** At **BOT**, Monster gains +2 DMG and +1 MOVE tokens.
- EXPEND:** Move an available **AC** to Expended **AC** box on Hero board. Expended **AC** can be recalled but not used for skills while there.
- FALLING DAMAGE:** Character suffers 2 (🔥) DMG when descending two levels in a single step.
- FATIGUE X:** Target must Expend X (or as many as possible) of their available **AC** for no effect.
- FINE:** Character with $\geq$ Max Health/2 (Rounded up).
- FLYBY:** This pet freely returns to a SQUARE of their choice adjacent to its master after attacking. Only affected by terrain/Darkness once landed.
- FREE RECALL ACTION:** Hero takes a RECALL ACTION without taking a **CC** penalty.
- HEAL X:** Target regains X Health that cannot exceed max Health.
- HEAVY WIELD: CA** and Abilities can only make single **🔪**.
- IMMUNITY to "CONDITION/EFFECT":** This character cannot be affected by the conditions/effect. Stealth immunity means they can target that unit and cannot be surprised (x2 DMG).
- INFLECT:** Effect that does not generate an Attack or Threat.
- JUMP X:** Same as MOVE X but only affected by terrain landed on and can move through enemies. Not affected by FALLING DAMAGE. Climbing up 2 levels still costs 2 movement.

KEEN: Replaced Keyword CRIT 16+.

LOOT: Same as BOUNTY.

MAELSTROM: On Overlord's **BOT**, shuffle their Attack cards back into the deck and draw a new set (1 per Hero).

MANIFEST: At **BOT**, Randomly take one Rune from the bag and reveal it, triggering the effect. Does not spawn Darkness and is placed back in the bag.

MENDING X: At **BOT**: RANGE 1, Ally (not self) with lowest Health (fastest Initiative) Regains X Health (Not over max).

MINDLOCK: While Monster is on the board, Heroes cannot spend Wisdom **AC** to use Skills.

MOVE X: Target may move up to X SQUARES orthogonally or diagonally. Character cannot pass through SOLID OBJECTS or ENEMIES but can pass through not land on their allies. Movement may be interrupted to do a **Minor Action** then continued, but using a **CA**, Interrupt or Reaction will lose remaining movement points.

MULTISHOT X: Character fires a single Ranged Attack at X different Targets within Range. Heroes make 1 attack roll.

OVERPRESSURE: While Monster is on the board, no **Minor Actions** are allowed except to drink a Potion.

OUTCOME: Only erased when commanded by another Interaction resolution.

PASSIVE: Ability is always active (including Commander Attack cards) unless blocked by **TC** or **CC**.

PAY X LIFE: Hero takes X (🔥) DMG to apply benefits. Cannot use if X > current Health.

PENITENCE: Target takes 1 (🔥) DMG per **CC**.

POLYMORPH: Replace Target's model with a Capybara, facing a direction of the caster's choice, and give them the POLYMORPH condition.

PREVENT X: Ignore up to X DMG that would be dealt to target within Range.

PROTECT: This character becomes the Target unless already a Target due to CLEAVE, MULTISHOT or STRIKE.

PUSH X: Push the Target X SQUARES away from the Caster in a straight line. Must be pushed entire length.

PUSHBACK: Target is pushed 1 SQUARE away from Caster, in any of the 3 directions.

RAISE A DRAUGR: Place a Draugr in ADJ SQUARE to Caster.

RANGE X: Range is counted using X AREAS away.

RECALL X: Recover X Spent or Expended **AC**.

REDIRECT: Changes the Target of an Attack to another Character. If that Character is already being targeted by that attack (ie; MULTISHOT, CLEAVE, etc), they suffer it two times, resolving one at a time.

REGAIN X HEALTH: Target recovers X Health not to exceed max. Does not receive bonuses from HEAL +X abilities.

REGAIN YOUR BREATH: Recover from being KNOCKED OUT.

REGENERATION X: Character Regains X Health that cannot exceed max Health.

RETALIATE X: Inflict X Damage to attacker within **CR** or any range otherwise. Caster must be one of the targets.

ROLL X+: Triggers a benefit for attack roll on natural roll. +X HIT modifiers do not trigger this.

SHADOW AURA: A small Darkness tile is placed under Target.

SHOVE: Character is moved to an ADJ SQUARE suffering any harmful terrain effects.

SILENCE: (Counts as FATIGUE) EXPEND all Agility & Wisdom **AC**.

SKULL-CRACKER: Attacks against Non-Hero enemies such as Companions, Followers, Pets, etc. are lethal. Must reduce damage to 0 with Reactions and Interrupts to prevent their defeat.

SOLID OBJECTS: Characters, Furniture, Interactions, Piles of Runes, NPCs, and others specified as such during a setup.

SPLIT: Caster can split the effect among any number of targets within Range. Bonuses give to total not each split.

SPREAD: X DMG suffered (after SHIELDS, PREVENT, etc) by target is dealt as X (🔥) DMG to all HEROES ADJ to target.

SQUARE: Refers to a white square on a map tile.

STALKER (TRAIT): Hero with STEALTH at **BOT** remains Hidden until **EOT** or next **XX**.

STEALTH: Characters without Immunity cannot target a Hidden enemy nor does the Hidden enemy count for ENGAGED IN COMBAT purposes. At next **XX** or **BOT**, Character loses Stealth.

STRIKE X: Targets all characters in X AREAS within Range. Melee must be AREAS adjacent to own SQUARE.

STURDINESS: DMG exceeding this number defeats the character. Different CONDITION STACKS at **BOT** suffer damage simultaneously. (eg; POISON 4 and BURN 2 deals 6 DMG and will kill a Companion with 5 STURDINESS.)

SUFFER: Something that "hits" a Character after they tried protecting themselves.

SWAP: Two Movable objects trade positions and CHARACTERS are affected by harmful terrain or Darkness landed on.

SWARM: DMG suffered from **XX** (after SHIELDS, PREVENT, etc) is halved (rounded up). Any other types of DMG are unaffected.

TAKE: Something that is given to a Character. Can possibly be prevented if DMG or immunity in the case of Conditions.

TELEKINESIS X: Move any small-sized object (including small Darkness tiles) or SOLID OBJECTS (except Interactions) up to X SQUARES. Target is affected by harmful terrain or Darkness landed on including FALLING DAMAGE.

TRAMPLE X: Pass through but not end on ENEMIES. Inflicts X (🔥) DMG to each trampled enemy once.

TRAUMA CUBE (TC): Purple cubes that are allocated to Hero or Dungeon Roles skills which blocks their use. Hero is killed upon receiving a 2nd **TC** and ends the adventure.

TRICK OR TREAT: Tharmagar's controller chooses RANGE 1, HEAL 2 or RANGE 1, (BLEED 2 or BURN 2 or POISON 2).

UNIQUE: This Story Pet can only be summoned a specific skill. Otherwise, once summoned, pet-activation skills can be used.

UNLIFE: At Pet Master's **BOT**, they must take a **CC** for each of these Pets (called "Taint") or they will be dismissed.

VICIOUS: Attack deals (🔥) DMG.

VOODOO: Before Suffering Conditions, Monster moves all Stackable Conditions to the Strongest Hero within Range 1. If not, they suffer the Conditions.

WAR CRY: At **BOT**, all other Monsters within Range 1 gains +1 DMG token.

WARDEN (TRAIT): Can use Interrupts and Reactions with Keyword "SELF" on other Characters ADJ to them.

WARLOCK (TRAIT): Take **CC** as if they are **AC**, and when spent, are treated as Wild Cubes for skill effect. Then, become normal **CC** again.

WILD COPY: This effect Copies a Skill and doubles its' numerical effects.

WILD CUBE: Considered to be any color **AC**. Hero Skill (not Dungeon Roles or Equipment) effects are doubled including conditions.

WOUNDED: Character with $\leq$ Max Health/2 (Rounded down).

"X" VARIABLE: Any variable "X" on a Monster or Attack card means the number of Rune tokens on the Initiative Track that matches that Attack's Rune.