

FREQUENTLY OVERLOOKED/LOOKED UP RULES

Core Mechanics

Always round up when halving. Apply other modifiers after halving or doubling a number unless instructed. The main exception is status conditions & other effects that modify attributes are applied before halving or doubling. You may never exceed 21 XP⚡ or 21 GP👛
 Luck 🍀 cannot exceed MAG; reduce 🍀 if MAG reduces below 🍀 Attributes may never fall below 2 or exceed 11.
 Positive & Negative Status Conditions cancel each other out.

Map Traits

Destroyed 🗑️: Cannot Rest in, move into or move through a 🗑️ space unless Detained.

Lake Port 🌊: Travel free to 🌊 (👤).

River Port 🛶: 2 🛶 to travel to adjacent 🛶 per adventurer (👤).

Settlement 🏠: A 🏠 with a Town Level is a Town 🏠 – only 🏠 may have a 🏠 Level. Town level 1 reduces to Danger level 1

Law ⚖️: NOT “safe” from 🦋👤s even in 🏠 – see **Danger Phase**

Metaphysical ✨: Need a Disease (inc 🦋) or a Status Condition to enter unless 🌀 travelling from the Maze. Recover 📖 but retain Status Conditions (except Detained) when resting. Cannot be 🦋.

Perilous ⚠️: Recovery action does not heal 📖.

Explored 🗺️ (PER Test): Paths can be Force Marched.

Draw 1 extra loot when trading in 🏠. ✨ spaces cannot be 🦋.

Void 🌀: Do not draw 🗺️ cards in a 🌀 space (may dispel instead – see **Hand of Doom**). If 2 🌀 already in Region, +1 Danger level in both 🌀 spaces (does not trigger 🦋 track advancing).

Items

If requirement is no longer met (due to Status Conditions etc.) for Head or Body item only, still use it & any benefit, but immediately unequip at end of fight. Max 1 Head, Body, 1H, LH, 2H or Gauntlet equipped. No limit Jewelry. Max 2 🗡️ items carried (not equipped). Resolve loot draw in order: Fight>Disease>Event>Items/Allies.

Map Action Phase

👤 to 🛶/🌊 Travel, 🌀 Travel, Explore, Invest, Trade or Force March (CON)

Test to move from location > location, skipping road or 🌀 path).

🛶 Travel: 2 🛶 per adventurer to adjacent down river 🛶 port.

🌊 Travel: Free to any other 🌊 port.

🌀 Travel: If in space with 🌀 you may move to the Maze. Cannot spend 🍀 to stop 🦋 while in the Maze.

If you are in the Maze during the Danger Phase, do not draw 🗺️ or 🦋. Instead, you suffer from Void Shock; take Danger card value Piercing 📖 (take lower value if MAG 8 or more).

To determine return space when travelling from the Maze, draw a danger card (do not resolve). Roll for space on Outbreak cards. Pass MAG Test to move to existing Voidgate in same Region. Otherwise place Voidgate in location & increase Danger Level, unless Voidgate at location. Can travel to 🌊 but not 🗑️ location or if Danger card has no location; Rest instead (take Void Shock).

🦋 party joining 👤 party becomes 🦋.

Rest Actions: skip move to 🦋 (Danger Level space) or 🏠 (Town Level space) to perform any of these Actions once:

Recover: (MUST BE 1st ACTION) MRL Test if pass, heal MRL 📖. If fail, only heal ½ MRL 📖 unless Infected. (per adventurer).

Heal -1 less 📖 per 🦋 on adventurer. If Recover test = Double 6 & you have 🦋 on you, place a 🦋 on your space. When you fail in a 🦋 space & lowest die <= to number of 🦋 on space, you gain a 🦋.

Explore 🗺️: PER Test to place 🗺️ or resolve 🦋 (per party).

Improve: Spend XP to learn a Skill or Mastery (per adventurer).

Invest 🦋 / 🏠: – Invest 20GP (or 16GP if 🦋) to +1 🏠 Level – once per turn. If 🦋 space, -1 Bounty level as well (per party).

Trade: 🦋 / 🏠: Buy & sell Items. Draw cards from the Loot deck equal to the Town Level (+1 if 🌀) (per party).

The Plague

Max 4 🦋 in a space (Instead +1 Danger Level & 🦋 on each adjacent space that does not already have 4 🦋). When 🦋 placed on your space, CON Test or gain a 🦋 (only test once). Max 6 🦋 on any adventurer (take 1 Piercing Damage instead).

See also **Map Action Phase** Recover action & **Map Traits** ✨.

Danger Phase

At the start of each Danger Phase before drawing cards, if instructed move 🦋 1 space towards destination unless adventurer in space. If destination is party move to closest, else follow 🦋 targeting on ties. 🦋 cannot 🛶 unless Human or Fishoid. -1 Town level if enter 🏠 unless 🦋🦋. Cannot travel to Maze, but can travel into & out of 🗑️ space. When 🦋🦋 meets 🦋, remove all 🦋. Draw card for each Party, but Raise Danger for 1st party only. If in Maze & “Current Space” drawn, Danger Level not affected. If 🦋 already in space treat party as -1 size & don’t add 🦋 to space

🦋: Hunt (PER Test – MOST pass) – Card Danger Value - 1

🦋: Stealth (PER Test – ALL pass) – Card Value +1

Adventurers “safe” if Card Value > Danger level: no 🦋 or 🗺️

Encounter Phase

If “safe” in 🏠 & 🗺️ shown, draw

Settlement Encounter. If 🦋, you may attempt Stealth to avoid drawing (Per Test – ALL must pass). Draw again once only if 1st card doesn’t meet requirements.

If 🦋 drawn in 🦋 space, check vs Bounty Level, even in 🏠, & draw 🦋🦋s if card is <= to Bounty Level. If not, check as normal if space & draw 🦋🦋s if card is <= to Danger Level.

🦋 – MRL test to Bribe: Spend XP ⚡ equal to Bounty Level + ⚡ of all 🦋🦋s. Shuffle 🦋🦋s back into the deck.

May Surrender to 🦋🦋s if playing a campaign only.

You must fight 🦋 regardless of Danger Level. If 🦋 already in space, treat Party size as one less when determining number of 🦋s drawn. Ignore 🦋 & 🦋 icons.

If 🦋🦋, Danger card counts as a 🦋 card & only 🦋🦋s can be triggered by the Bounty Level (do not action Danger Level). Ignore 🗺️ & 🦋 icons.

If you are in the 🦋 space, draw a Sign of Power card at the end of the Danger Phase after actioning the Danger card unless 🦋 leaves the space. Do not draw 🗺️ card in a 🌀 or 🦋 space: instead may attempt to Dispel – see **Hand of Doom**

Fight

A 🦋 can never gain an ability it already has.

Resolve Arrival abilities of each 🦋 in any order.

Unarmed Strike: STR or AGI Test: inflict damage on target equal to lowest single Attack die. Power die are halved.

Escape: COMBAT ACTION: Make an AGI Test. If you pass, you succeed & may choose to return to the fight at the start of any subsequent turn after Escaping. If you fail, you may attempt to Escape again on following turns.

If defeated, lose ½ XP ⚡ & discard Trophies.

Party victorious: -1 Danger Level (once per turn per space) or if 🦋 reduce to 1 unless 🦋 or Loot 🦋s. Resolve any 🗺️ & loot.

Draw all loot before fighting Loot 🦋s. 🦋 XP to all adventurers.

Monsters Victorious: If any adventurers Escaped the fight, they must discard trophies without reward. Shuffle any surviving monsters back into their decks. Place the corresponding 🦋 counter in the space. Do not resolve 🗺️.

When you are defeated by the 🦋 during a campaign mission, you are captured. If there are 2 or less counters on the 🦋 Track when adventurer killed, you may create a new adventurer.

Hand of Doom

🦋 Track only advanced by Danger cards & specific effects.

1st time 🦋 counter of a specific colour placed, shuffle that Regions 🦋 deck & if 🦋 counter is blue, shuffle 🦋 deck as well.

Dispel: Place {MAG Test} 📖 on 🦋 or 🌀. If 6 or more 📖, remove from board. Take Piercing damage = to lowest die.

Remove 🦋 counter of Regions colour if 🦋 removed.

-1 Danger Level if 🌀 removed.

Draw 🦋 cards until spaces matches then reshuffle 🦋 deck.


Outbreak card: +1 to every adventurer with 🦋 in same Region +1 to every 🦋 space in the same Region



Roll D6 as per the Danger card instructions


Instead of “discarding a disease”, you may remove D3 🦋.


Immunized if pass CON test after removing last 🦋 counter.


ARRIVAL ABILITIES


Ambush: Each adventurer in the 's space must make a PER Test. Each adventurer who fails becomes Stunned until the end of their first turn.





Curse: This 's target must make a MAG Test. If you fail, lose 1  & become Demoralized.

Fear: Each adventurer in the 's space must make a MRL Test. If you fail, you are Stunned until the end of your following turn.


Flash: This 's target must make a PER test. If you fail, become Blinded until the end of the fight.



Gas: Each adventurer in the 's space must make a CON Test. If you fail, become Poisoned.




Petrify: Each adventurer in the 's space must make an AGI Test. If you fail, you are Stunned until the end of the fight. If you have a Shield, invert its AGI penalty for this Test (-IAGI becomes +IAGI).


Rally (x): If no icons are listed, draw a card from the 's deck & add it to the fight. Establish this new 's target & resolve each of its arrival abilities other than Rally. If icons (x) are listed, draw a card or cards from the indicated deck(s). Pink indicates the  deck. A  that entered the fight due to the Rally or Summon abilities cannot use the Rally ability.





STANDARD ABILITIES


Abuse (x): When this  attacks a target with the indicated Status Condition, card or Class (x), it has +1 ATT.




Acidic: When you receive 1 or more  from this , you must discard either a Shield or a random Item; shuffle all of your Items together, excluding those from the Mission deck & select one at random to discard.






Annoy: If you are being targeted by this , you must use  Stance (you cannot use  Stance).





Berzerk: This  gains +2 ATT on its first round in a fight, unless it is Dazed. Its ATT returns to normal after its first round.



Command (x): All other s in the same space with lower  & at least one Class matching with this , have +1 ATT. If a specific Class is indicated, the bonus is only applied to 's of the indicated Class (x).


Defile (x): When this  escapes or wins a fight, place a counter with the corresponding icon (x) in its space.





Dimwit: On the first round after this  enters a fight, its ATT value is D6. If you are being targeted by this , roll to determine its ATT at the start of your turn in the Combat Round. After its first round, the 's ATT returns to normal.




Drain (n): At the end of each combat round, this  recovers 1  if it inflicted at least 1  on its target during that round. If a number (n) is indicated, the  recovers n  instead.


Endless: The  cannot be reduced to below 1 remaining  while a Witch ( or ) is in the same space.



Engage (x): If any adventurer has the indicated card or Class, this  will target that adventurer instead of its normal target. If multiple adventurers have the indicated card type, this  attacks the adventurer carrying the most cards of that type.



Evade: When you attack this  with a Melee Attack, if the attack roll results in doubles, your attack misses regardless of the total.





Explode (n): When this  is destroyed, it inflicts 1 Piercing damage (Piercing damage ignores ARM) on each adventurer & each  in its space. If (n), the  inflicts n  instead.



Fury (n): While  has  counters on it, it has +1 ATT. If (n), the  has +n ATT instead.



Ghostly: When attacking this , your STR, AGI & PER are halved for purposes of rolling to hit.




Horde (x): This  has +1 ATT while there are 1 or more s with the indicated Class (x) in its space.





Infect: When you receive  from this , become Infected.



Necro (n): Each time you receive  from this , you lose 1 XP . If (n), you lose n XP  instead.



Negate: When you receive  from this , become Diminished.





Nullify: When you receive  from this , become Suppressed.




Onslaught (n): This  gains +1 ATT while targeting an adventurer who is in  stance. If (n), the  has +n ATT instead.





Pain: When you receive  from this , you must make a CON Test. If you fail, you become Stunned until the end of your next turn. If you become Poisoned due to  taken from a  with Venom during the same turn, this is applied before rolling against Pain.



Pierce (n): This 's attacks deal piercing damage (they ignore ARM). If (n), the 's attacks ignore n ARM instead.






Pursue: You cannot Escape from a fight while targeted by this , unless the  is Dazed or Hexed.




Regenerate (n): At the end of each combat round, this  recovers 1 . If (n), the  recovers n  instead.















Retaliate (n): If this  receives  from a Melee attack & is not destroyed, it inflicts 1 Piercing damage on its attacker. If (n), the  inflicts Piercing damage instead.






Skirmish: If this  is still alive at the end of a combat round & the Danger Level in its space is less than 6, increase the Danger Level (Increase the Bounty Level instead if the  is from the  deck), then remove all counters from this  & shuffle it back into its deck.


Slime: When you receive  from this , become Slimed until the end of the fight.



Summon (x): If this  is still alive at the end of its first combat round, draw a  from its deck & add that  to the fight. If icons (x) are listed, draw a card or cards from the indicated deck(s). Pink indicates the  deck. A  that entered the fight this way cannot use Ambush or Rally, but resolve its other arrival abilities at the start of the forthcoming combat round.

Taunt: If you are targeted by this , you cannot target another , unless that  is also using Taunt against you.

Thief: Each time you would receive  from this , instead lose  equal to the amount of damage dealt (ignoring ARM) & place an equivalent number of  counters on its card. If you have 0  when you are attacked by this , it inflicts  like a standard . If this  is destroyed, its  VAL is increased by the number of  counters on it. If this  is still alive at the end of a combat round & has  counters on it, remove all counters from this  & shuffle it back into its deck.

Vector: The first time you receive  from this , make a CON Test. If you fail, gain a  counter instead. If you eat a Vector  (using Gourmet), you gain 1  counter.

Venom: When you receive  from this , become Poisoned.

Wither: When you receive  from this , become Weakened.