

KEYWORDS

The symbol “#” represents a number. For instance, When you see “AURA 3,” replace # for “3” in the following definition.

1 HAND: In reference to a weapon. If you have two 1HAND weapons equipped, you may spend 1 Power Point to attack with the secondary one.

2 HANDS: In reference to a weapon. Roll damage dice twice and take the better result. Weapon takes two Hand slots. Sickened characters using 2HANDS weapons roll damage once.

ABSORPTION #: Ignore # Damage from an attack. Does not ignore Snare damage unless specifically stated.

ARCING: Target 1 additional adjacent foe in your attack.

AURA #: Gives the bearer and allies within # spaces of them the effect stated. This can affect foes instead, if specifically stated.

BLACKOUT #: Target loses their next turn if the attack roll is above #.

BLESSED: A positive status. You have proven yourself virtuous and on the side of the Light. Gain +5 Might and ABSORPTION 1.

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

BLOODLUST: A negative status. +2 Damage, -2 SPEECH, -2 FAITH and -3 Max Vita. Allies receive -1 SPEECH due to your foul presence. See “[Bloodlust](#)” on page 21 for more details. Resist with the FAITH skill bonus.

BURST #: All adjacent spaces are affected by #, which can be damage, keyword, status or condition. Swarms and large foes are affect the same as normal-size foes.

COLD STEEL: Roll attack dice twice vs. Spirits/Nature creatures, take the higher result and add +1 Damage.

CRUSHING: Causes REDUCTION 1 for a target’s next turn. Does not stack.

CURSED: A negative status. You have been afflicted by accursed misfortune. Your Max Vita is reduced by 4 and you receive -1 to all skill checks. Resist with the FAITH skill bonus.

DERANGED: A negative status. 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. Resist with the AWARENESS skill bonus.

DISCARD: Remove the card from place by placing on the appropriate discard deck.

ELDRITCH: The bearer ignores enemy AURA effects.

ENCHANTED #: Store up to # Power Points into the item. To activate the associated power, you expend the stored points. You can choose to recover these instead of your normal Power Point reserve.

EXECUTE: Immediately kill non-Affliction creatures or cause double-damage to Afflictions when performing a Devastating Strike.

EXHAUST, EXHAUSTED, EXHAUSTING: Item, Ability, etc. becomes unusable until UN-EXHAUSTED, which occurs when characters leave their current Adventure Map, unless otherwise specified.

ETHEREAL: A positive status. 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.

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

FAVORED: A positive status. 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.

FILL: When used in a FILLABLE weapon, it adds the capabilities specified for 4 attacks.

FILLABLE: Weapon may use a item with the FILL keyword to augment its capabilities.

FLANK #: If there is an adjacent ally to your target, cause an additional # Damage.

FOCUS #: Gain +# Might with this weapon if you attack the same foe as the previous round.

FRACTURED: A negative status. Your body has been broken, impeding your fight against evil. Receive -10 Defense. You may only use one HAND item slot. Resist with the TRICKERY skill bonus.

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

IMMOBILIZED: A negative status. 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. Resist with the TRICKERY skill bonus.

LUCKY: A positive status. 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.

LYCANTHROPIC: A negative status. 1 Damage, +1 Stride. Receive half of Coin awards. See “[Lycanthropy](#)” on page 21 for more details. Resist with the OCCULT skill bonus.

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

PENETRATE#: Attack penetrates # spaces past your target in a straight line, up to the REACH of the weapon. Must be used horizontal or vertical. Does not work diagonally.

POSSESSED: A negative status. 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. Resist with the FAITH skill bonus.

PUSH #: Push your target # spaces. Lose 1d4 and anyone impacted also loses 1d4 Vita. This is considered Snare damage.

RANGE # /REACH #: Target foe(s) # spaces from your position. If no # is listed, the range is unlimited.

RAZOR #: Causes # damage to target for 4 rounds at the start of their turn. Does not affect ETHEREAL foes.

REDUCTION #: Attack damage is reduced by #.

RESPECTED: A positive status. You have proven your willingness to stand up for the downtrodden of this land. Gain +1 SPEECH and +1 TRICKERY. See “[The Wanted Condition](#)” on page 21 for more details.

SACRED: Roll attack dice twice vs. Demonic/Undead creatures, take the higher result and add +1 Damage.

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

SILVER: Roll attack dice twice vs. Shapeshifters/Undead creatures, take the higher result and add +1 Damage.

SNARE #: Snare, or trap, damage occurs, affecting the character encountering the snare and any other characters within # spaces of them. If a number is not shown, it only affects the person encountering it.

SPECTRAL: The Item/Artifact may be used in Ghost form.

SPOOKED: A negative status. 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. Resist with the NERVE skill bonus.

SWARM: Designates the creature as a Swarm. See “[Swarms](#)” on page 28.

SWIFT: A positive status. 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.

THROWN: EXHAUST to throw a melee weapon with the same rules as RANGED 3.

TRANSFORMED: A negative status. 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. Resist with the OCCULT skill bonus.

TRUE: Ranged weapons may shoot through foes/allies without receiving a Might penalty. See Advanced Encounter Rules.

VORPAL: Attack rolls >95 do maximum damage.

WEAKEN, WEAKENED: Place a tracking token on the target for each hit. Remove a tracking token each time the target attacks and they must roll twice for their attack roll and take the lower result.

UN-EXHAUST, UN-EXHAUSTED: Make an EXHAUSTED Ability, Artifact or Item usable once again.

SYMBOL CHEAT SHEET



DEMONIC: Not of this world, demonic creatures harken back to darker days of yore of fire and brimstone. Their symbol is represented by a fire.



MORTAL: Made from flesh and bone, consists of all men and beasts who still have their souls. Represented by a drop of blood.



NATURE: Old tales speak of trees that could walk and talk, sprites that would cultivate the lands in the wilderness before men walked this earth. These creatures are represented by a giant tree.



OCCULTIST: Once mortal, they have sold their souls to dark lords and now do their nefarious biddings. Represented by a five-pointed star.



SHAPESHIFTER: None knows where shapeshifters came from, not even themselves. Some can control it, others cannot. They are usually tortured souls who have been driven mad by what they have become. Represented by a Werewolf's head.



SPIRIT: No longer of this world, but forced upon it. Spirits represent those who have gone from life, yet still linger because of some unspoken debt. They are represented by a ghostly figure.



UNDEAD: Long since dead, these vile creatures have been brought back to some semblance of life, though are usually just the puppets and some darker force. Represented by gnashing vile teeth.

STATUSES – POSITIVE

See the "Statues" on page 20



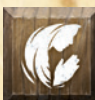
BLESSED
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ABSORPTION 1.



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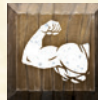
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You are balanced between this world and the next, granting you **ABSORPTION 2** vs. corporeal (non-ETHEREAL) foes and **SNARES**. Full damage to ETHEREAL foes. Ignore Stride penalties.



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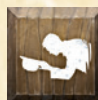
FORTIFIED
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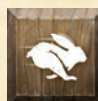
LUCKY
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*See The Wanted Condition.



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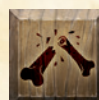
BLOODLUST
Resist: FAITH
+2 Damage, -2 SPEECH, -2 FAITH and -3 Max Vita.
Allies receive -1 SPEECH due to your foul presence. Receive an extra attack in encounters (Claws/1d4 damage). If killed, become a Vampire, attack with your allies until you are slain, then go to Limbo.



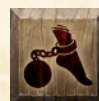
CURSED
Resist: OCCULT
You have been afflicted by accursed misfortune. Your Max Vita is reduced by 4 and you receive -1 to all skill checks.



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.



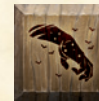
IMMOBILIZED
Resist: TRICKERY
The forces around you prohibit your movement. Receive -10 Might. Pass ECOLOGY 5 at the start of each round or your Stride becomes 0. This status ends when combat is over.



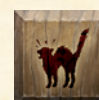
LYCANTHROPIC
Resist: OCCULT
+1 Damage, +1 Stride. Receive half of coin awards. Receive an extra attack during encounters (Bite/1d4 damage). If a Moon icon appears, roll d10. 1-9, skirmish with the group with a skirmish counter of 1. On 0, become a Werewolf and skirmish to the death!



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.



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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.