

Hero Player's Turn Conquest Tokens Gained or Lost Actions

Step 1 Refresh cards	+3	Activating a glyph
Step 2 Equip items	Varies	Opening a chest
Step 3 Declare an action	-2 to -4	Last overlord card drawn
	Varies	Hero is killed
	Varies	Triggering an encounter
	Varies	Killing a named monster

Run	Take up to 2 move half actions only.
Battle	Take up to 2 attack half actions only.
Advance	Take 1 move half action, <i>and</i> 1 attack half action at any point before, during, or after movement.
Ready	Take 1 hero order half action at any point during your turn, <i>and</i> take <i>either</i> 1 concentrate half action (only with a prolonged action order), 1 move half action, or 1 attack half action.

Attack Sequence

- Step 1** Declare target space and equipped weapon to be used
- Step 2** Confirm line of sight
- Step 3** Count range and roll attack
- Step 4** Determine attack success
- Step 5** Spend power surges, power enhancements, and fatigue
- Step 6** Inflict wounds

Hero Orders



Aim: Before rolling an attack, declare an aimed attack. You may re-roll any dice and must keep the second roll. Cancels Dodge.^{♡, M, C, U}



Dodge: Force an attacker to re-roll any dice and must keep the second roll. Can be used once for each attack. Cancels Aim.^B



Guard: Interrupt the overlord player's turn to make 1 attack. Resolve this attack before continuing play.^{♡, U, B}



Prolonged Action: Roll power dice to make a prolonged action.^E



Rest: Fatigue is restored to maximum at the start of the hero's next turn.^{♡, B}

[♡] Removed by taking 1 or more wounds.

^M Removed by moving 1 or more spaces.

^C Removed by changing equipped items.

^U Removed when the order is used.

^B Removed at the beginning of the hero's next turn.

^E Removed at the end of the hero's current turn.

Limits on Equipped Items

- Items whose total number of equals 2 or less
- 1 armour
- 3 potions
- 2 other
- 3 *unequipped* items in pack
- Any amount of money

Unnamed Attacks

Fists are a melee weapon that grants and has no special abilities.

Wielding Two Weapons

Add to the equipped melee weapon *used to attack* the Off-Hand Bonus of the other equipped melee weapon you do *not* attack with.

Spending Fatigue

...For Movement At any time during your turn, spend 1 fatigue to gain 1 movement point, as often as desired and even when taking a battle action.

...For Attacks After rolling an attack, spend 1 fatigue to roll 1 additional power die, up to a maximum of 5 power dice in total.

...For Prolonged Actions When taking a prolonged action, spend 1 fatigue to roll 1 additional power die, up to a maximum of 5 power dice in total.

Movement

Used	Task
0	Pick up a token in your space ^N
0	Drop an item (it is lost forever) ^N
1	Move between a glyph and town (or vice versa) ¹
1	Walk up or down a staircase
1	Give <i>one</i> item to an adjacent hero
1	Drink a potion ¹
2	Open or close a normal door
2	Open a chest
2	Open or close a rune-locked door (only when unlocked)
2	Re-equip
2	Climb out of a pit
3	Jump over lava, mud, or a pit (per space crossed)
3	Shop in town

^N Can be performed even with no movement. ¹ Not to exceed once per turn.

Shopping

Item	Cost in Coins
Healing potion (restore up to 3 wounds)	50
Vitality potion (restore all fatigue)	50
Power potion (roll all 5 power dice on next attack)	50
Invulnerability potion (+10 Armour against next attack)	50
Draw 1 copper treasure at random*	250
Draw 1 silver treasure at random*	500
Draw 1 gold treasure at random*	750
Draw 1 new skill card at random	1,000
Gain 1 training token [†]	500
Item card	Varies

* Only available if at least 1 chest of that colour has been opened already.

[†] +1 to a trait, to a maximum of 5 in each trait.

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