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I'm Peter (Universal Head). For 10 years I've been hosting **my famous rules summaries** and **entertaining, informative videos** about games on the EOG.

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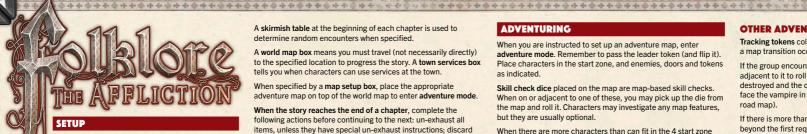
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Game: **FOLKLORE: THE AFFLICTION**

Publisher: **Greenbrier Games (2017)**

Folklore THE AFFLICTION

SETUP

Separate the cards into decks by type and shuffle each deck except the **ability deck**, and arrange the **creature** and **affliction decks** in alphabetical order.

Each player chooses a **character card**, their **booklet**, **minature/ standee**, and a **character skirmish token**. If playing solo, use 2 characters. Create a personal **name** and choose a character **focus** for your character and note these on a **character record sheet**.

Take the starting **abilities**, **items** and other starting equipment for your character as shown in their booklet. If a **prayer** or **rituals card** is shown, randomly draw from the respective deck. Place your starting items (including weapons) to the left of your character card. You may equip items by placing them to the right of your card and making a note on your character record sheet.

Optionally, instead of using the starting abilities, you may choose your own abilities with a total cost of 3 abilty points. You must still have the allowable keyword to learn a specific ability.

Optionally, each character receives a randomly drawn **heirloom**.

If playing with only 2 characters, give each character an extra bandage token (if there are available), a random animal or militia companion (if the character has a free companion slot), and a random boon token (if the character has fewer than 2 boons).

Place blue **power point (PP)** and red **vita tracking cards** to the left and right of your character card, respectively, both set to your character's starting values. If you recover PP or vita, you may earn back up to your maximum value. If you gain them, you may exceed your maximum value; the excess are temporary.

Choose a **story** to play. Start a new **session record sheet**, recording the players, their characters, and your starting story.

Lay out the **world map**. Place the **group marker** on the map at the specified starting location.

Choose a character to be the initial **leader** (character 1) and give that player the **leader token** (day side up). Number all the characters in clockwise order and mark this on the character and session record sheets.

The leader acts first in a round (turns always proceed clockwise from the leader), is responsible for movement on the world map, and has the final say in group decisions. Pass the token and **flip it to its opposite side** after each turn while travelling on the world map, when there is a transition between maps, and at the end of a chapter.

The **controller** is the player to the right of the leader (or you can choose a player to always be the controller). They place and control enemies during combat encounters and roll for enemies during skirmishes.

The **narrator** reads out loud through the story being played and can be any player chosen at the start of a story.

Always round down when making calculations.

THE STORY

Every story has a **difficulty level**, suitable for characters who have completed a number of previous stories: Dusk: 0-1 stories; Twilight: 2-3; Midnight: 4-5; and Nightmare: 6+ stories.

A **skirmish table** at the beginning of each chapter is used to determine random encounters when specified.

A **world map box** means you must travel (not necessarily directly) to the specified location to progress the story. A **town services box** tells you when characters can use services at the town.

When specified by a **map setup box**, place the appropriate adventure map on top of the world map to enter **adventure mode**.

When the story reaches the end of a chapter, complete the following actions before continuing to the next: un-exhaust all items, unless they have special un-exhaust instructions; discard all activated items that have a duration effect of a chapter; remove all **KEEP IN PLAY** events and discard them; and pass the leader token (flip it) to the next character clockwise.

Resting Once per chapter at the start of a round while travelling or adventuring, but not during combat or between stories, the leader may have the group **rest**. No other actions may be taken. If on the world map, the group does not move, but they must still draw a road or off-road card as appropriate. Story conditions still take place during a rest.

All characters immediately recover 4 **VITA**, 4 PP, and 4 ghost points (GP), up to their maximum amounts. Then the leader rolls a d10. On a 1-3, the group must **skirmish** by rolling on the chapter's **skirmish table**.

WORLD MAP
MOVEMENT

While travelling on the road, the group may move a number of spaces each round equal to the current leader's **STRIDE**. Bridges are a road space.

While travelling off-road, the group may move a single space per round. You may cross over a road to another off-road area.

You may move from a road to off-road if your leader has **STRIDE** remaining, but movement then immediately ends. Moving from off-road onto a road costs 1 **STRIDE** and you may continue movement on the road.

At the end of movement, the leader must draw an event card: a road card if on a road, and an off-road card if off-road. When the turn is over, pass the leader token (flip it) to the next character clockwise.

Road cards: read the appropriate day or night section (depending on what side of the leader token is up).

Off-road cards: draw from underneath the cover card and place used cards on the bottom of the deck. Read the text on the front and, when a choice has been made, the leader flips the card and reads the appropriate outcome (do not read the alternate outcome).

KEEP IN PLAY events last until the end of the current chapter. If drawn between stories, they last until the next story starts.

If the story has you travelling to a **compass token** location, do not draw an off-road card, just follow the story instructions.

TOWNS

Movement stops if a group wants to enter a town and use its services. No road card needs to be drawn when landing on a town space. When you enter a town through a story narrative, you may only use its services if you are so told. There is no limit on the number of transactions within a location.

Yorotrucsk: Each character may use 3 locations per visit.
Waylin Point: Each character may use 2 locations per visit.
Ostelnk: Each character may use 1 location per visit.

When leaving a town, the leader token passes to the next character and **always starts on the day side**.

ADVENTURING

When you are instructed to set up an adventure map, enter **adventure mode**. Remember to pass the leader token (and flip it). Place characters in the start zone, and enemies, doors and tokens as indicated.

Skill check dice placed on the map are map-based skill checks. When on or adjacent to one of these, you may pick up the die from the map and roll it. Characters may investigate any map features, but they are usually optional.

When there are more characters than can fit in the 4 start zone spaces, the last character is placed outside the map, and enters it on their turn, at a cost of 1 **STRIDE**, when there is available space. If the zone is still fully occupied they may move through it to another space. Outside the map the character cannot target enemies or be targeted, use items, abilities, mystic knowledge, or perform any other action; but they are affected by environmental conditions.

An **adventure turn** is the time it takes for 1 character to complete their actions on the map. An **adventure round** is the time it takes for all characters to complete their adventure turn. An effect lasting 1 round lasts until the end of a character/foes's next adventure turn.

An adventure turn has 3 phases, in this order:

Phase 1: Resting
Once per chapter, the current leader may choose to have the group **rest**.

Phase 2: Character actions
The leader acts first, followed by the other characters in clockwise order. A character may hold their actions, but can then only act when everyone else has taken their turn (if multiple characters hold their actions, the last one to do so acts last).

Move: A character can move a number of spaces (including diagonally, if the connecting corners are not blocked by terrain) equal to their **STRIDE**. You may pause movement to perform other actions. Characters cannot move through walls, closed doors and portcullises, or through objects that cover the map's grid, ungridded spaces or spaces 80% occupied by an object.

Interact/search: A character may interact with 1 map feature that is adjacent or in the same space per round: eg, opening a door, pulling a lever, or investigating a feature or search token by making a skill check. Interacting does not stop movement and may be done during an encounter. If a story says you must use your action to interact with a feature, and the group is not in combat, it is this type of character action.

To interact with a search token, roll d10. Unless otherwise specified, the results are:

1-3: The character receives 1d4 **SNARE** damage.
4-7: Nothing occurs.
8-10: Draw 1 card from the item deck.

Activate an item/artifact, or use an ability, or cast a prayer/ritual: Once per round. Unlike in combat, an ability cannot be used more than once per round.

Phase 3: Map/leader transition
If the primary goals of an adventure tell the group to transition from the map via an **exit zone**, and if all characters are within it, the leader can choose to transition, or continue narration and start another round.

A map transition cannot occur during combat unless otherwise specified or if the combat is an optional goal. Only 4 characters need to be in the exit zone.

On a map transition, put away the map, pass the leader token (flip it) to the next player clockwise and continue the story.

OTHER ADVENTURING RULES

Tracking tokens collected while adventuring are discarded when a map transition occurs, unless otherwise specified.

If the group encounters a **sleeping vampire**, a character must be adjacent to it to roll a d6 (+1 for a wooden stake): on a 4+, it is destroyed and the character gains 8 lore. On a fail, the group must face the vampire in combat (if on the world map, use the open road map).

If there is more than 1 sleeping vampire, additional vampires beyond the first require a 5+ to destroy. If you fail, you must face the remaining vampires in combat.

Snares affect the character encountering them and any other character within the indicated range. If there is no number given, the snare only affects the person encountering it.

SKIRMISHES & ENCOUNTERS
BASIC RULES

Ranged weapons use ammo. You cannot use a ranged weapon if you have no ammo and cannot refill the weapon using an ability. At the end of an encounter or during map transition, ammo is replenished to its full amount.

Equipped weapons can be swapped with stowed weapons in your backpack at the end of your activation.

Items and abilities that need to be **exhausted** (turn the card sideways) to have an effect, are unusable until unexhausted. All exhausted cards are unexhausted when characters leave the current adventure map, unless otherwise noted.

Fistfights are always possible and do only your **DMG** bonus (plus any other damage bonus not related to a weapon).

When using a **2 handed (2H) weapon**, roll the damage dice twice and use the higher result. When using a **1 handed (1H) weapon**, you may equip a second 1H as well. Choose 1 weapon and use its bonuses and effects; however you may spend 1 PP to make an additional attack with the second weapon.

You may block an attack (or 1 source of damage) **against you** by discarding a companion (except mission companions).

SKIRMISHES

1. Determine strength
Roll the dice shown on the skirmish side of the creature card, depending on the number of players. Roll for each creature in the skirmish. Modifiers may not bring the total below 1.

2. Place skirmish counter marker
Place a marker on the space indicating the **skirmish strength**. The creature's modifiers appear above the counter.

If you are instructed to set the skirmish counter at maximum, put the counter at the maximum for the number of characters playing. Modifiers can cause the counter to exceed this number, but you can never exceed the maximum shown on the card.

3. Attack or defend
At the beginning of each round, all characters choose to **attack** or **defend** a specific creature by placing their **character skirmish token** next to their target with the chosen side showing.

Attack: you attack your target creature during your turn.

Defend: you may attack during your turn, but receive a **+10 DEFENSE** and **-10 MIGHT** until the start of your next turn. Ghost characters that defend cannot attack or be targeted.

4. Creature's turn
The controller rolls percentile attack dice and applies any modifiers. Compare the result to each character's **DEFENSE**.

If it is equal or greater, they are hit. Multiple creatures each get an attack against all characters. Those hit are affected by the creature's **skirmish power**, plus any applicable modifiers. Each character makes their own rolls for damage and status effects.

Each **devastating strike** (natural 100) causes the character hit to lose their next turn. Each **fault** (natural 1) reduces the skirmish counter by 1.

A character who dies during a skirmish can no longer participate, even in ghost form.

5. Character's turn
All characters simultaneously roll percentile attack dice and apply any applicable **MIGHT** bonuses. If a character's total is equal to or greater than their target's **DEFENSE**, they hit.
Keep track of the number of successful hits.

Characters may use items and certain abilities (though only those that require an attack roll can reduce the skirmish counter unless otherwise noted) during their turn. You cannot change equipped weapons or trade during a skirmish.

6. Reduce skirmish counter
Reduce the skirmish counter(s) by the number of successful attacks. Each **devastating strike** (natural 100) reduces the counter by 2 instead of 1. Each **fault** (natural 1) makes your weapon unusable (if you have no weapon, lose your next turn).

7. Repeat steps 3-6
Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.

8. Get loot
All character receive the reward on the skirmish card and can roll a d10 to perform a **search** for each unique creature: on a 10+, they find an **item**. Characters that were forced to skirmish with the group do not yield a reward.

CHARACTER VS CHARACTER SKIRMISHES
The character being forced to skirmish takes the role of creature ('the **afflicted**'). Remaining characters must simultaneously decide who will attack and who will defend, using their character skirmish tokens. The afflicted has a skirmish strength of 1 (no modifiers) unless stated otherwise. Every successful hit against the afflicted causes just 1 damage.

The afflicted uses their primary equipped weapon to attack the group. **LYCANTHROPIC** characters use claws which cause 1d4 damage plus any damage modifiers/**DMG** bonus.

There is no reward for character vs character skirmishes.

If there are multiple afflicted, normal characters choose who to attack. Every afflicted character has to attack everyone in the group, including those also afflicted. When an afflicted character's counter reaches 0 and there are other afflicted still skirmishing, that character joins the group against the remaining afflicted.

ADVANCED SKIRMISH RULES
Flee The leader may choose to have the group flee from a skirmish. Follow this procedure at the beginning of the character's turn where they attempt to flee:

All characters must pass **TRICKERY 5**. Creatures immediately get a free attack against the group, ignoring any **DEFENSE** bonuses given by the character's skirmish token. If all characters successfully passed the trickery check, the skirmish is over (no rewards). If not, the skirmish resumes with the characters being allowed to finish their turn by attacking.

Focus A character may give up their attack to recover 1 PP. They do not receive the character skirmish token **DEFENSE** bonus.

Regroup A character that defends may give up their attack to recover 1 **VITA**.

Encounters are tactical combat using an adventure map. Before the encounter, the controller finds the appropriate creature cards and places their standees/miniatures in a legal square that isn't a starting square; sets up a vita tracker card for each creature, and makes an entry for the creatures on the encounter record sheet.

First Strike: The leader rolls a d10 for the characters and the controller rolls a d10 for the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whomever rolls highest goes first (on a tie, characters win).

If a character or foe **misses a turn**, lay the miniature/standee on its side. Turn it upright once the missed turn has passed.

CHARACTER TURN
The leader acts first, followed by the other characters in clockwise order. A character may hold their actions as when adventuring.

Each of the following actions may be taken once per turn in any order (except equip/trade):

Move: same as adventuring.

Act: any one of the following:
   Attack a foe with equipped weapons (this ends any movement).
   Activate/exhaust an item or artifact.
   Attempt to use a prayer or ritual.

Interact: Interact with 1 map feature, such as a search token or skill check die.

Use summoned allies/companions: Your summoned ally may act during your turn. A trained/armed companion may attack in addition to your attack.

Consumable items: Use any number of consumable items in your possession.

Ability: Use any of your abilities (some may be used outside of your turn).

Equip/trade: Trade items (and coins) with an adjacent character and adjust which items you have held in your hands. This can only be performed at the very end of your turn after all other actions.

Movement
You may move through spaces occupied by other characters, but not those occupied by foes. You cannot stop on occupied space.

You must stop if you enter a water space, and on your next turn may continue at a rate of 1 space per round (including moving out of a water space).

ETHEREAL characters ignore movement restrictions and are not affected by **STRIDE** penalties and map features that inhibit movement (not including doors, walls, portcullises etc).

Attacks
All character attack rolls are percentile (d100 and d10). Declare a target and then roll both dice, add your **MIGHT** modifiers and bonuses from items, weapons, statuses, etc.

If the result is equal to or greater than the target's **DEFENSE**, it is hit.

Roll the damage specified by the equipped weapon being used, and add your **DMG** bonus and any additional damage bonuses. Subtract the result from the target's current **VITA**. When a foe's vita reaches 0, it is defeated and removed from the map.

Melee weapons can only be used against adjacent targets (unless they have a specified range).

Ranged weapons can be used on any target within **sight**. If an item has a range, use that as the range instead of the sight rule (attacks cannot be made through obstacles).

Ghosts cannot use most weapons (except those with a **SPECTRAL** keyword); their attacks only reduce their foe's vita by the amount of their **DMG** bonus.

Characters with an equipped **shield** may exhaust it to block an attack made against them. They are then unusable until repaired in town.

On a natural 100, you perform a **devastating strike**: gain an extra move and act or recover all your PP.

On a natural 1, you experience a **fault**: exhaust the weapon card (turn it sideways). It is unusable until it is repaired in town. Artifacts do not break, but are exhausted until the end of the current combat. If you roll a fault while not using a weapon, you may act, but cannot attack during the next turn (including use abilities that require an attack roll).

Ghosts gain 1d6 GP when they perform a devastating strike and lose 1 GP when they have a fault.

FOE TURN
Each foe takes the following actions per turn, in order:

1. Move
Melee foes (sword icon) move toward the closest character(s). If multiple characters are an equal distance away, the controller rolls the **targeting die** to see which is the target. The foe does not move if there is already a character adjacent to it. They will move to avoid hazardous terrain or features as long as they can reach a target. If all targets are unreachable without landing on a hazardous space, they will choose the least hazardous, but move to avoid it on future rounds.

Ranged foes (arrow icon) do not move. However if a character is adjacent to them, they move away from the character up to their **STRIDE** prior to attacking, while keeping as many characters within sight as possible. They will avoid any hazardous terrain. If all characters are out of sight, they will move up to their **STRIDE** towards them until they have sight to as many as possible.

2. Target and attack
Melee foes attack characters adjacent to them (use a targeting die if there is a choice). Foes with 2" miniatures/standees/tokens have **REACH 2** and can target foes 2 squares from their position.

Ranged foes attack characters at random, whether adjacent or not (use a targeting die).

Remember to check the foe's **special powers** before combat.

Ghosts may be targeted and hit by foes, which drains their GP instead of vita. They are **ETHEREAL** and receive **ABSORPTION 2** against **NON-ETHEREAL** enemies.

Movement
A foe may move through spaces occupied by other foes, but not those occupied by characters. They cannot stop on an occupied space. Melee characters will always try to move adjacent to their target, even if they have **REACH** (unless a hazard is in the way).

Attacks
For each of the foe's attacks, roll percentile attack dice (and a targeting die if necessary). The white d10 is the **power die**, which determines the foe's attack power.

#Characters	Targeting Die	Results (Char1 / Char2 / Char3 …)
2	d4	1-2 / 3-4
3	d6	1-2 / 3-4 / 5-6
4	d4	1 / 2 / 3 / 4
5	d10	1-2 / 3-4 / 5-6 / 7-8 / 9-10

If the result plus the foe's **MIGHT** bonus is equal to or greater than the character's **DEFENSE**, the character is hit.

Check the result of the power die on the foe's **attack table** to determine the foe's attack.

If the attack affects more than 1 character, the single attack roll is compared to each character's **DEFENSE** individually.

Devastating strike: After completing the attack, the foe must make another attack against a random character in range or sight.

Fault: The foe cannot attack on their next turn, although they can still move. Remaining attacks in the current round may still be made.

OTHER ENCOUNTER RULES
Sight is blocked by any map feature that causes a space to be inaccessible for movement. If you can trace a straight unblocked line from 1 corner of the attacker's space to any corner of the foe's space, there is sight. Characters and foes do not block sight.

Darkness can be the result of story instructions or a creature power. Combats in darkness incur a -5 **MIGHT** to all melee attacks and a -10 **MIGHT** to all ranged attacks. A character holding an equipped light source does not take these penalties, and darkness has no effect on foes or ghosts. Unless otherwise stated, darkness ends once combat is completed.

Auras affect characters at the start of their turn, or when they enter a space within range of an aura. A character cannot be affected by the same aura more than once during their turn. Foes are not affected by the aura of other foes.

Covens are formed when 2 or more occultists are active in combat: this causes their coven power to come into effect.

When a creature is **summoned** or **spawned**, place it on the map according to instructions. If no location is specified, summoned enemies are placed in any space adjacent to the leader, and summoned allies in any unoccupied space within the summoner's sight. Swarms must be placed so they do not cover occupied spaces if possible. Summoned or spawned enemies act the round after they are summoned, acting in order of vita. Summoned allies act during the turn of the character who summoned them.

Summoned allies are targeted by creatures as if they were characters. A summoner may not have more than 1 creature in play at a time. Creatures summoned by characters are not affected by darkness and are removed from play after combat.

If a character **controls** a foe, they control all its actions and ignore normal AI. However, attacking ends a foe's movement. Controlled foes act only after all other foes and afflicted have acted.

Large foes can **squeeze** into spaces smaller than themselves if ¼ of their miniature/token is within a valid space, but receive -5 **MIGHT** and -5 **DEFENSE** (swarms receive no penalties). A foe will only squeeze if there is no other way to reach a target, and treats spaces they must squeeze through as hazardous. Sight is determined only from spaces that can normally be occupied.

Swarms are represented by 2" tokens. They move to occupy as many spaces containing enemies as possible, and may move through and occupy character spaces. They do not end their movement overlapping one another. Anyone adjacent to or sharing a space with them is targeted, and they make only 1 attack roll which affects everyone. Characters may not move through swarms.

Flame tokens placed on the map remain until extinguished. Characters on or adjacent to a flame token may spend their act to extinguish it. A character or foe entering or beginning their turn in a flame space (or when one is created in their space) loses 1d4 **VITA**. If you end your turn adjacent to a flame you lose 1 **VITA**.

Summoned foes cannot be placed in flames. Foes will always move out of and avoid flame spaces, but will move through or stay in flame if they have no other target or are instructed to pursue a specific character. Characters and foes cannot be affected by more than 1 source of flame at a time.

An ability or power that causes **push #** pushes the target # spaces away from the pusher. They lose 1d4 vita and anyone in the path of the push also loses 1d4 (**SNARE** damage) – even if they can resist being moved. For Dust and Twilight stories where the damage is listed, use that instead of the 1d4. For Midnight and Nightmare stories, add the 1d4 to the listed value.

WINNING AN ENCOUNTER

After a successful combat, each character receives the total coin reward of the foes and their total lore award. For every unique creature defeated, each character rolls a d10 to loot them: on each 10+, draw an item. Characters with a search bonus can add modifiers to their rolls. Ghost characters may not loot.

If you fail or avoid an encounter, there are no rewards.

ADVANCED ENCOUNTER RULES

Attack or defend At the start of every combat round, characters can choose to attack or defend using the character skirmish token. Defending characters may still attack during their turn, but receive a +**10 DEFENSE** and -**10 MIGHT** until the start of their next turn. Ghost characters that choose to defend cannot attack or be targeted.

Evade Characters may move through foes by spending 1 PP, at a cost of 2 STRIDE per space.

Focus During active combat, a character may spend their action to recover 1 PP.

Guard Characters that choose to defend during a round, using the character skirmish token, automatically enter a **guard** stance. Once per round, if there are no foes adjacent to them, they may attack back at an enemy after it enters an adjacent space to them and attacks (hit or miss). They still get -**10 MIGHT** while guarding.

Ranged adjacency Any character, ally, creature, or afflicted attacking with a ranged weapon while adjacent to an enemy must roll twice for their attack and take the lower result.

Regroup During combat, a character may spend 1PP to recover 1 vita.

Sight For every ally or foe that blocks sight to your target, you receive -5 **MIGHT** (characters only).

SKILL CHECKS

To make a skill check, roll a d10 and add any appropriate skill modifiers. **If you roll a 1, you automatically fail.** You succeed if your total is equal to or higher than the target value.

CONDITIONS, EFFECTS, STATUSES

Conditions

Any effect or ability that would remove or reference a status does not affect conditions.

Corrosion: At the start of every round after you receive a **corrosion token**, lose 1 **VITA**. You can let the corrosion damage you for the 4 rounds it lasts, or you can discard an item to avoid damage. You can do this at any time while you have the token, including before you take any damage (though you do not get a damage back by discarding an item).

You may have up to 2 corrosion tokens at a time (they act cumulatively). If you have 2 and must gain a third, the oldest token is refreshed to 4 rounds.

Corrosion tokens are lost when a character dies. They do not affect ghosts.

Infections: Whenever you have the **SICKENED** status and gain it again, you gain an **infection token** (you stay **SICKENED**). If you receive 4 infection tokens, discard them, remove the **SICKENED** status, and reduce your max **VITA** by 1 permanently.

Infection tokens can be removed by a physician in a town, and are lost when a character dies. They do not affect ghosts.

Wanted: Place a **wanted token** over your character's portrait on the character card. The group may enter towns, but the wanted character cannot use town services. They can still participate in story-related events. Wanted characters cannot gain new militia or animal companions.

The wanted condition can be removed by paying 10 coins at a town. The **RESPECTED** status cancels out the wanted condition.

Statuses

Negative statuses usually stay with a character until removed at a town or a gypsy encampment, a beneficial event occurs, or upon death. Positive statuses stay with a character until the end of a story (or the end of the next story, if earned between stories), an unfortunate event occurs, or upon death.

If a negative status does not have a number, it cannot be resisted. Otherwise, roll equal to or greater than the number (with the associated skill bonus) to resist the status. A creature or afflicted character has no bonuses.

LORE TREE

Note your character's growth on their character record sheet. When you reach the number of **lore** shown for a **lore tree tier**, that tier is unlocked. Receive the appropriate number of **ability points** (AP) and choose which lore reward you want (some choices are dictated by the character focus you chose).

If your total lore decreases below a previous tier, you lose the associated benefits. AP are not lost however.

Once characters exceed the 1700 lore point limit, every 300 lore beyond, they receive a bonus of their choice:

+1 **AP** or +1 max PP

+1 to any skill

+5 **MIGHT** or +5 **DEFENSE**

+2 max vita or +2 GP

+1 to your **DMG** bonus (available every 1200 lore, beginning at 2900 lore)

You cannot exceed 10 PP, 36 vita, 20 GP or +5 in any one skill (they may increase with temporary bonuses).

ABILITIES

A character must have at least 1 matching **keyword** in order to use an ability. If no keyword is listed, any character may use the ability. **A character must spend AP equal to the ability's PP cost to learn an ability.**

Abilities must be used during the character's turn. They must state that they can be used during a skirmish to used in a skirmish. However, an **hourglass** icon indicates that the ability can be used at any time, even during someone else's turn, in or out of combat.

Abilities are active for 1 round unless otherwise indicated. Some may be used as often as you like as long as you have PP, and otherwise may be used only once per round or combat. You may not add your **DMG** bonus to abilities.

Passive abilities (grey icon) do not require spending PP to be used. The cost is how many AP are required to learn them.

Active abilities (blue icon) require the ability cost to be spent in PP every time they are used. The cost is also how many AP are required to learn them.

ITEMS & AWARDS

Cards that must be **equipped** to function have the body location specified. An equipped card is placed to the right of your character card and noted on your character record sheet.

A maximum of 8 items/artifacts may be carried at one time (unless you have increased capacity). This does not include consumables (and consumable item tokens). If you go over capacity when receiving a card, immediately trade it to another character or discard it. The **hands** location specifies how many item slots are required.

Any number of items or coins may be traded among group members at any time except during combat. During encounters, they can only be traded between adjacent characters at the end of their turn. Characters cannot trade during a skirmish.

Items may be sold at the **MARKET** in town for half their coin value. Items from character locations extras may never be traded, but may be sold.

Consumable items usually must be discarded after use. As many as desired may be used at any time. If they have a number of uses listed on the card, turn the card each time you use it. On the last use, discard the card or, if it can be refilled, flip it over to show it has been used up.

Enhancement items enhance your statistics or powers. **Protective** items increase your defense or allow you to avoid being struck in combat. **Weaponry** items can be wielded to augment your combat ability, and are either melee or ranged. **Heirlooms** do not take up an item slot and cannot be lost, stolen, or traded. **Character-specific items** can be purchased/unlocked via a character's journal and when visiting various town services. They have no cards: record them on your character record sheet. **Artifacts** cannot be lost, stolen, or sold, but may be traded unless specified otherwise.

If a character is awarded a specific item that is already in play, make a note on your character record sheet that you have it.

A character may only have 2 **boons** at any time. They are discarded after use.

A character may only have 2 **companions** at any time. They cannot be traded, but may be discarded at anytime. Otherwise they stay with a character until lost by an event, specific status, or death. If a character is awarded a specific companion that is already in play, instead get 15 coins. If your 2 slots are full and you get another, you may reject the new companion and gain 15 coins, or discard one to make room.

Characters that become ghosts, or are affect by **BLOODLUST** or **LYCANTHROPY**, lose their companions and may not gain new ones until cured.

MYSTIC KNOWLEDGE

Mystic knowledge includes both light (**prayers**) and dark (**rituals**).

To activate a prayer, make a **FAITH** check. To activate a ritual, make an **OCCULT** check. If the check fails, the attempt is unsuccessful but the card is not discarded. Once successfully performed, the prayer/ritual is discarded.

During combat, such an attempt takes an act, so you cannot attack and use mystic knowledge in the same round.

DYING, GHOSTS & LIMBO

If a character dies, remove them from the map. They lose all statuses and companions, but keep their possessions and coins.

At the start of their next turn, their **ghost** miniature/standee is placed in any free map space within sight of their original position. They can then take any allowable actions on their next turn.

If the leader dies, combat order does not change even though the leader token moves on to the next character.

Upon becoming a ghost, flip your character card to the ghost side and gain 10 **ghost points** (GP); these replace your VITA and PP. Ignore foe powers that cause loss of PP or conditions that affect a character if they don't have PP. Powers that reduce **VITA** reduce GP instead.

Ghosts cannot be the leader, and may not interact with map features, perform skill checks, perform a map transition, or use weapons or items that don't have the **SPECTRAL** keyword.

Ghosts do not receive darkness penalties, are not affected by corrosion or infection tokens, and do not receive new items/artifacts or prayers/rituals. They are affected by snares and story/event-related physical hazards (**damage is reduced by 2**). They do not receive physical rewards such as items, artifacts, rituals etc, but do receive coins and lore. They cannot use abilities unless specifically stated (some abilities allow ghosts to use them by spending GP instead of PP; these can be used any time during their turn).

The only character actions they can take is to move, use ghost powers, and combat.

Ghosts use **ghost powers**, each of which they can use once per round at any time during their turn, and which cost a number of GP. Do not add your **DMG** bonus to ghost powers.

Ghost characters may be brought back to life by a **PHYSICIAN** in town. A ghost character that loses all its GP is sent to **limbo**. Place their ghost miniature/standee on their character card. They may be brought back to life with full PP and half their **VITA** by visiting the gypsy encampment, but they must randomly draw and keep a **tarot card**.

If all characters become ghosts and/or are in limbo, there is a **total group death**. The story stops and characters are revived at the nearest town's gyspy encampment with full **VITA** and PP. Each character loses 1 random item (not artifacts) and gets 1 random **tarot card**. Lose all statuses, infection tokens, companions, boons, and half their coins. Character 1 becomes the leader.

The group must travel back to the location of the total group death and continue the story, skipping the event that caused the group's demise. Alternatively, the story may have instructions concerning the group's death.

ADDING NEW CHARACTERS

If you want to add new characters to an existing campaign, use the following modifiers:

Difficulty	Items	Lore	Coins	Ability points
Dusk	2	200	1d4x10	4, or starting abilities +1
Twilight	3	500	2d4x10	6, or starting abilities +3
Midnight	5	1100	3d4x10	11, or starting abilities +8
Nightmare	5	1700	3d4x10	15, or starting abilities +12

WRAPPING UP A GAME

When players decide to finish a game session, they may record their belongings on their character record sheet and put the components back in the box, or keep all their components together in a separate bag or box.

Between stories, players can perform various tasks (though they can also be performed during a story). If an event happens that is designated **KEEP IN PLAY**, it lasts until the next story starts.

Folklore: THE AFFLICTION

ADVENTURING

Phase 1: Resting
Once per chapter, the current leader may choose to have the group **rest**. All characters immediately recover 4 **VITA**, 4 PP, and 4 GP, up to maximums, then the leader rolls a d10. On a 1-3, the group must **skirmish**: roll on the **skirmish table**.

Phase 2: Character actions (each once per turn)
Leader first, then clockwise. You may hold your actions, but can then only act when everyone else has taken their turn.

Move: Move spaces up to your **STRIDE**. You may pause movement to perform other actions.

Interact/search: Interact with a map feature that is adjacent or in the same space per round. To interact with a search token, roll d10:

- **1-3:** Receive 1d4 **SNARE** damage.
- **4-7:** Nothing occurs.
- **8-10:** Draw 1 card from the item deck.

Activate an item/artifact, *or* **use an ability,** *or* **cast a prayer/ritual.**

Phase 3: Map/leader transition
If the adventure's primary goals require transition from the map via an **exit zone**, and if all characters are within it, the leader can choose to transition or start another round.

A map transition cannot occur during combat if defeating the foes is a primary goal.

SKIRMISHES

1. Determine strength
Roll the dice shown on the skirmish side of the creature card, depending on the number of players, for each creature.

2. Place skirmish counter marker
Place a marker on the space indicating the **skirmish strength**. The creature's modifiers appear above the counter. If you must set the skirmish counter at maximum, put the counter at the maximum for the number of characters.

3. Attack or defend
At the beginning of each round, all characters choose to **attack** or **defend** a specific creature by placing their **character skirmish token** next to their target.

Attack: you attack your target creature during your turn.

Defend: you may attack during your turn, but receive a **+10 DEFENSE** and **-10 MIGHT** until the start of your next turn. Ghost characters that defend cannot attack or be targeted.

4. Creature's turn
The controller rolls d100 and applies any modifiers. Compare the result to each character's **DEFENSE**. If it is equal or greater, they are hit. Multiple creatures each get an attack against all characters. Those hit are affected by the creature's **skirmish power**, plus any applicable modifiers. Each character makes their own rolls for damage and status effects.

Each **devastating strike** (natural 100) causes the character hit to lose their next turn. Each **fault** (natural 1) reduces the skirmish counter by 1.

A character who dies during a skirmish can no longer participate, even in ghost form.

5. Character's turn
All characters roll d100 and apply any applicable **MIGHT** bonuses. If a character's total is equal to or greater than their target's **DEFENSE**, they hit. Keep track of the number of successful hits.

6. Reduce skirmish counter
Reduce the skirmish counter(s) by the number of successful attacks. Each **devastating strike** reduces the counter by 2 instead of 1. Each **fault** makes your weapon unusable (if you have no weapon, lose your next turn).

7. Repeat steps 3-6
Repeat steps 3-6 until the skirmish counter is at 0 or until all the characters are defeated.

8. Get loot
All character receive the reward on the skirmish card and can roll a d10 to perform a **search** for each unique creature: on a 10+, they find an **item**.

ADVANCED RULES

Flee At the beginning of a character's turn the group may attempt to flee. All characters must pass **TRICKERY 5**. to end the skirmish (no rewards). Creatures immediately get a free attack against the group, ignoring any **DEFENSE** bonuses. If not all characters passed, the skirmish resumes; the characters may finish their turn by attacking.

Focus A character may give up their attack to recover 1 PP. They do not receive the skirmish token **DEFENSE** bonus.

Regroup A character that defends may give up their attack to recover 1 VITA.

ENCOUNTERS

First Strike: The leader rolls d10 for the characters and the controller rolls d10 for the foes. If an afflicted is present, foes get +1, and in darkness, foes automatically win. Whoever rolls highest goes first (on a tie, characters win).

CHARACTER TURN

Leader first, then clockwise. You may hold your actions, but can then only act when everyone else has taken their turn.

Each of these actions may be taken once per turn in any order (except equip/trade):

Move: same as adventuring.

Act: any one of the following:
- Attack a foe with equipped weapons (ends any movement).
- Activate/exhaust an item or artifact.
- Attempt to use a prayer or ritual.

Interact: Interact with 1 map feature.

Use summoned allies/companions: Use an companion or summoned ally that has an attack ability.

Consumable items: Living characters may use any number of consumable items in their possession.

Ability: Living characters can use any of their abilities (some may be used outside of your turn). Ghosts can use ghost powers.

Equip/trade: Living characters may trade items (and coins) with an adjacent character and adjust which items they have held in their hands. This can only be performed at the very end of your turn after all other actions.

Attacks
Declare a target and then roll d100, add **MIGHT** modifiers and bonuses from items, weapons, statuses, etc. If the result is equal to or greater than the target's **DEFENSE**, it is hit.

Roll the damage specified by the equipped weapon being used, plus your **DMG** bonus and any additional bonuses. Subtract the result from the target's current **VITA**. When a foe's vita reaches 0, it is defeated and removed from the map.

Melee weapons can only be used against adjacent targets. **Ranged weapons** can be used on any target within **sight**.

Ghosts cannot use most weapons (except those with a **SPECTRAL** keyword); their attacks only reduce their foe's vita by the amount of their **DMG** bonus.

Characters with an equipped **shield** may exhaust it to block an attack. They are then unusable until repaired in town.

Devastating strike (natural 100): gain an extra move and act or recover all your PP.

Fault (natural 1): exhaust the weapon card and it is unusable until it is repaired in town. Artifacts are exhausted until the end of the current combat. If you roll a fault while not using a weapon, you may act, but cannot attack during the next turn.

Ghosts gain 1d6 GP when they perform a devastating strike and lose 1 GP when they have a fault.

FOE TURN

Each foe takes the following actions per turn, in order:

1. Move

Melee foes (sword) move toward the closest character(s); use the targeting die if necessary. The foe does not move if there is already a character adjacent to it.

Ranged foes (arrow) do not move. However if a character is adjacent to them, they move away from the character up to their **STRIDE** prior to attacking, while keeping as many characters within sight as possible. If all characters are out of sight, they will move up to their **STRIDE** towards them until they have sight to as many as possible.

2. Target and attack

Melee foes attack characters adjacent to them (use a targeting die if necessary). Large foes have **REACH 2**.

Ranged foes attack characters at random, whether adjacent or not (use a targeting die).

Check the foe's **special powers** before combat.

Ghosts may be targeted and hit by foes, which drains their GP instead of vita. They are **ETHEREAL** and receive **ABSORPTION 2** against **NON-ETHEREAL** enemies.

Attacks

For each of the foe's attacks, roll d100 (and a targeting die if necessary) and the white d10 **power die**. If the result plus the foe's **MIGHT** bonus is equal to or greater than the character's **DEFENSE**, the character is hit. Check the power die result on the foe's **attack table**.

If the attack affects more than 1 character, the single attack roll is compared to each character's **DEFENSE** individually.

Devastating strike: Make another attack against a random character in range or sight.

Fault: The foe cannot attack on their next turn, but may still move. Remaining attacks in the current round may be made.

OTHER ENCOUNTER RULES

Darkness: -5 **MIGHT** to melee attacks and -10 **MIGHT** to ranged attacks. No penalties for characters holding an equipped light source. Darkness has no effect on foes or ghosts.

Auras affect characters at the start of their turn, or when they enter a space in range. A character cannot be affected by the same aura more than once during their turn. Foes are not affected by the aura of other foes.

Summoned allies are targeted by creatures as if they were characters. A summoner may not have more than 1 creature in play at a time. Creatures summoned by characters are not affected by darkness and are removed from play after combat.

A character that **controls** a foe controls all its actions and ignores normal AI. Attacking ends a foe's movement. Controlled foes act after all other foes and afflicted have acted.

Characters on or adjacent to a **flame** token may spend their act to extinguish it. A figure entering or beginning their turn in flame (or when one is created in their space) loses 1d4 **VITA**. If you end your turn adjacent to flame you lose 1 **VITA**.

Push # pushes the target # spaces away from the pusher. They lose 1d4 **VITA** and anyone in the path of the push also loses 1d4 vita (**SNARE** damage). For Dust and Twilight stories where the damage is listed, use that instead of 1d4. For Midnight and Nightmare stories, add 1d4 to the listed value.

WINNING AN ENCOUNTER

After a successful combat, each character receives the total coin reward of the foes and their total lore award. For every unique creature defeated, each living character rolls a d10 to loot them: on each 10+, draw an item. Characters with a search bonus can add modifiers to their rolls. **If you fail or avoid an encounter, there are no rewards**.

ADVANCED ENCOUNTER RULES

Attack or defend At the start of every combat round, characters can attack or defend using the character skirmish token. Defending characters may still attack during their turn, but receive a +**10 DEFENSE** and -**10 MIGHT** until the start of their next turn. Ghost characters that choose to defend cannot attack or be targeted.

Evade Characters may move through foes by spending 1 PP, at a cost of 2 **STRIDE** per space.

Focus During active combat, a character may spend their action to recover 1 PP.

Guard Characters that choose to defend during a round, using the character skirmish token, automatically enter a **guard** stance. Once per round, if there are no foes adjacent to them, they may attack back at an enemy after it enters an adjacent space to them and attacks (hit or miss). They still get -10 **MIGHT** while guarding.

Ranged adjacency Any character, ally, creature, or afflicted attacking with a ranged weapon while adjacent to an enemy must roll twice for their attack and take the lower result.

Regroup During combat, a character may spend 1PP to recover 1 vita.

Sight For every ally or foe that blocks sight to your target, you receive -5 **MIGHT** (characters only).

GENERAL COMBAT RULES

Ranged weapons use ammo. At the end of an encounter or during map transition, ammo is replenished to its full amount.

Equipped weapons can be swapped with stowed weapons in your backpack at the end of your activation.

Fistfights are always possible and do only your **DMG** bonus (plus any other damage bonus not related to a weapon).

When using a **2 handed (2H)** weapon, roll the damage dice twice and use the higher result. When using a **1 handed (1H) weapon**, you may equip a second 1H as well. Choose 1 weapon and use its bonuses and effects; you may spend 1 PP to make an additional attack with the second weapon.

You may block an attack (or 1 source of damage) **against you by discarding a companion** (except mission companions).
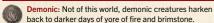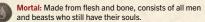
Folklore: The Affliction
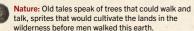
SKILL CHECKS

To make a skill check, roll a d10 and add any appropriate skill modifiers. **If you roll a 1, you automatically fail.** You succeed if your total is equal to or higher than the target value.
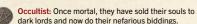
To activate a prayer, make a **FAITH** check. To activate a ritual, make an **OCCULT** check. If the check fails, the attempt is unsuccessful but the card is not discarded.
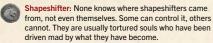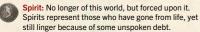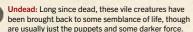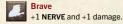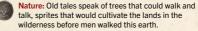
CREATURES

Demonic: Not of this world, demonic creatures harken back to darker days of yore of fire and brimstone.

Mortal: Made from flesh and bone, consists of all men and beasts who still have their souls.

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.

Occultist: Once mortal, they have sold their souls to dark lords and now do their nefarious biddings.

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.

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.

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.

STATUSES: POSITIVE

Blessed
+5 **MIGHT** and **ABSORPTION** 1.

Brave
+1 **NERVE** and +1 damage.

Ethereal
ABSORPTION 2 vs. corporeal (non-**ETHEREAL**) foes and **SNARES**. Full damage to **ETHEREAL** foes. Ignore **STRIDE** penalties.

Faithful
+1 **FAITH** and +1 **OCCULT**.

Favored
+3 max **VITA** and +1 to all skill checks.

Fortified
+5 **DEFENSE** and immunity to infection.

Lucky
+1 **TRICKERY** and +1 to all search rolls.

Perceptive
+1 **AWARENESS** and ignore darkness penalties.

Respected
+1 **SPEECH** and +1 **TRICKERY**.

Swift
+1 **STRIDE** and +5 **DEFENSE**.

STATUSES: NEGATIVE

Bloodlust
Resist: FAITH

+2 damage, -2 **SPEECH**, -2 **FAITH** and -3 max **VITA**.

Allies receive -1 **SPEECH** due to your foul presence. Gain an extra bite attack in encounters (1d4 damage, no **DMG** bonus). If killed, you become a vampire instead of a ghost. If adventuring, replace your miniature/standee with a vampire. If on the world map or during the story narrative, use the open road map tile and place all characters and the vampire in the center. The group must then fight the vampire to the death. Once killed, the vampire goes to limbo.

A character with **BLOODLUST** is immune to **LYCANTHROPY** and vice versa. Characters affected by either lose their companions and may not gain new ones until the status is cured.

Cursed
Resist: OCCULT

Max **VITA** is reduced by 4 and you receive -1 to all skill checks.

Deranged
Resist: AWARENESS

You cannot use abilities that require PP.
You cannot use prayers or rituals.

Fractured
Resist: TRICKERY

-10 **DEFENSE**. You may only use 1hand item slot.

Immobilized
Resist: TRICKERY

-10 **MIGHT**. Pass **ECOLOGY** 5 at the start of each round or your **STRIDE** becomes 0. This status ends when combat is over.

Lycanthropy
Resist: OCCULT

+1 damage, +1 **STRIDE**. Receive half of coin awards.

Gain an extra **claw** attack during encounters (1d4 damage, no **DMG** bonus). When a **moon** icon appears, roll a d10: on 1-9, you must immediately skirmish with the group. On 0, you become a **werewolf** and must skirmish to the death.

A character with **LYCANTHROPY** is immune to **BLOODLUST** and vice versa. Characters affected by either lose their companions and may not gain new ones until the status is cured.

Possessed
Resist: FAITH

While adventuring and during combat, allies within **AURA** 1 of you lose 1 **VITA** at the start of each round.

Sickened
Resist: ECOLOGY

In an encounter, roll damage dice twice and take the worst result. If using 2HANDS weapons roll damage once, not twice.

Spooked
Resist: NERVE

-5 **MIGHT** and -1 **NERVE**. Pass **NERVE** 5 at the end of any combat (1 attempt each combat) to remove this status.

Transformed
Resist: OCCULT

You lose 1 hand slot and cannot perform skill checks. If forced to make a skill check, you automatically fail.

Folklore: The Affliction

KEYWORDS

1 Hand: If you have 2 **1HAND** weapons equipped, you may spend 1 PP to attack with the secondary one.

2 Hands: Roll damage dice twice and take the better result. Weapon takes 2 hand slots. **SICKENED** characters using **2HANDS** weapons roll damage once.

Absorption #: Ignore # damage (not **SNARE** damage unless specifically stated) from each different attack that hits you.

Arcing: Target 1 additional adjacent foe in your attack.

Aura #: You, and allies within # spaces of you, receive the effect stated. Can affect foes instead, if specifically stated.

Blackout #: Lose your next turn if the attack roll is above #.

Blessed: Positive status. Gain +5 **MIGHT** and **ABSORPTION** 1.

Brave: Positive status. Gain +1 **NERVE** and +1 damage.

Bloodlust: Negative status. +2 damage, -2 **SPEECH**, -2 **FAITH** and -3 max **VITA**. Allies receive -1 **SPEECH** due to your foul presence. Gain bite attack. Resist with the **FAITH** skill bonus.

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

Cold Steel: Roll attack dice twice vs. spirit/nature creatures, take the higher result and add +1 damage.

Crushing: Causes **REDUCTION** 1 for a target's next turn. Does not stack.

Cursed: Negative status. -4 max **VITA** and -1 to all skill checks. Resist with the **OCCULT** skill bonus.

Deranged: Negative status. You cannot use abilities that require PP. You cannot use prayers or rituals. Resist with the **AWARENESS** skill bonus.

Discard: Remove the card and place it on the appropriate discard deck.

Eldritch: Ignore enemy **AURA** effects.

Enchanted #: Store up to #PP into the item. To activate the associated power, expend the stored points. You can choose to recover these instead of your normal PP reserve.

Ethereal: Positive status. **ABSORPTION** 2 vs. corporeal (non-**ETHEREAL**) foes and **SNARES**. Full damage to **ETHEREAL** foes. Ignore **STRIDE** penalties.

Execute: Immediately kill non-afflicted creatures or cause double damage to afflictions with a devastating strike.

Exhaust, Exhausted, Exhausting: Item, ability, etc. becomes unusable until **UNEXHAUSTED**, which occurs when characters leave their current map (unless otherwise specified).

Faithful: Positive status. +1 **FAITH** and +1 **OCCULT**.

Favored: Positive status. +3 max **VITA** and +1 to all skill checks.

Fill: When used in a **FILLABLE** weapon, 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: Negative status. -10 **DEFENSE**. You may only use 1 hand item slot. Resist with the **TRICKERY** skill bonus.

Fortified: Positive status. +5 **DEFENSE**; immunity to infection.

Immobilized: Negative status. -10 **MIGHT**. Pass **ECOLOGY** 5 at the start of each round or your **STRIDE** is 0. This status ends when the combat is over. Resist with the **TRICKERY** skill bonus.

Lucky: Positive status. +1 **TRICKERY** and +1 to all search rolls.

Lycanthropic: Negative status. 1 damage, +1 **STRIDE**. Receive half of coin awards. Gain claw attack. Resist with the **OCCULT** skill bonus.

Perceptive: Positive status. +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 vertically; does not work diagonally.

Possessed: Negative status. 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** (**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 #: Reduce attack damage by #.

Respected: Positive status. +1 **SPEECH** and +1 **TRICKERY**.

Sacred: Roll attack dice twice vs. demonic/undead creatures, take the higher result and add +1 damage.

Sickened: Negative status. In an encounter, roll damage dice twice and take the worst result. If using **2HANDS** weapons roll damage once, not twice. 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: Negative status. -5 **MIGHT** and -1 **NERVE**. Pass **NERVE** 5 at the end of any combat (1 attempt each combat) to remove this status. Resist with the **NERVE** skill bonus.

Swarm: Designates the creature as a swarm.

Swift: Positive status. +1 **STRIDE** and +5 **DEFENSE**.

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

Transformed: Negative status. 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.

Vorpal: Attack rolls greater than 95 do maximum damage.

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

Un-exhaust, Un-exhausted: Make an **EXHAUSTED** ability, artifact or item usable once again.