

Talon Wrathmore – PnP Quick Reference (Printable)

Use with the **Digital Rulebook**. This handout is meant to keep the table moving. For monster stats, skill definitions, and edge cases, reference the Digital Rulebook.

1) What You Need (Basic PnP)

Printed:

- Island tiles (your Basic set)
- Hero Character Plates (front side is fine)
- Standee tokens for heroes + monsters
- Search Decks (by terrain)
- Monster Spawn Deck (reduced is fine)
- Tokens/markers you're using (Baits, Traps, Bugged Down, Sandstorm, Eruption, Lava Flow, Grave Markers, etc.)

Digital:

- Full rulebook (monster actions, skills glossary, Talon/Necromancer details)

2) Setup (Quick)

1. Build the island in concentric rings with the White Altar in the center and the Wrathmore Mansion on the coast/outside.
2. Prepare decks:
 - Shuffle Monster Spawn deck.
 - Split Search cards by terrain (Deadwood, Marsh, Desert, Mountain, Forest). Shuffle each.
 - (Optional) Shuffle Island History deck.
3. Turn order: Place Character Plates around the table in clockwise order. Once set, turn order never changes. Monsters (Talon) act first.
4. Put heroes on the White Altar start tile. Set health to max and peg Level 1.

3) Round Structure (Every Round)

Each round has **three sections**:

1. Monster Phase
2. Hero Phase
3. Island Phase

Monster Phase (resolve in this order)

1. **Attack:** Monsters already on a hero's tile attack first. Monsters with multiple actions may attack more than once.
2. **Move:** Monsters move toward the closest hero. If they reach a hero and still have actions left, they attack.
3. **Spawn:** Draw one Monster Spawn card for each active spawn point and place monsters on their spawn tiles.

If a monster type is out of figures: the nearest monster of that type takes **extra actions** equal to the number that would have spawned.

Hero Phase

Players take turns **clockwise**. On your turn you spend actions (typically **2 actions** unless an ability says otherwise).

Between-Round Cleanup (before the next round begins)

Resolve:

- Lava Flow (if an eruption occurred)
- Quest end-of-round effects
- Spell effects that last only one round

Island Phase

Resolve any island-wide effects required by the scenario and cards (including ongoing hazards like lava flow).

4) What Heroes Can Do (Actions)

Spend **1 action** to do any of the following (unless noted):

- **Move:** to an adjacent tile.
- **Attack:** one attack.
- **Search:** draw 1 card from the Search Deck matching the tile's terrain.
- **Trade / Place an item:** trade with a hero on your tile, or place items (baits, traps, body parts) on your tile.
- **Quest Actions:** if an Island History/Quest entry requires an action, spend actions to advance it.

Some abilities require 2 actions – the card/plate will say so.

5) Searching & Cards (Fast Rules)

Search

- Spend 1 action to search the tile you are on.
- Draw from the terrain-matching Search Deck.
- Read and resolve the back of the card.

Village Tiles

If you search a **Village** tile:

- Draw a **Search** card (terrain deck) AND an **Island History** card.
- Place a village token on that tile and track the quest/card by your plate until resolved.

6) Combat (Table Basics)

Basic Attacks

- Target must be on the same tile unless an ability says otherwise (e.g., Ranger can shoot to adjacent tiles).
- Roll a d6: 4+ hits (unless modified by skills/spells).
- Damage equals the weapon/ability damage.

Monster Elimination

- If a hero deals damage equal to or greater than the monster's health, remove it.
- If a hero does less than the monster's total health, the monster remains and will be considered back to full health for the next attack.

7) Items, Body Parts, Death

Carrying & Trading

- No limit to items carried.
- Each hero may carry only 1 body part at a time.
- Trading items: heroes must be on the same tile; costs 1 action.

Dropping / Placing

- Place items (bait, traps, body parts) on your current tile for 1 action.

Death & Resurrection

- If a hero hits 0 health, they are down and cannot act unless the Medicine Man resurrects them (they return with 1 health).
- If a hero falls into quicksand or lava: they permanently die (no resurrection).
- If a hero dies, items remain on the tile (others may loot with 1 action).

Critical Loss Condition (Body Parts)

- If a body part is destroyed or lost (including being consumed by lava/quicksand or discarded due to lava overflowing an unsearched tile), the game is LOST.

8) Spawn Points, Talon's Body, Leveling

Spawn Points

- The Wrathmore Mansion is an active spawn point at the start of the game.
- Spawn points increase as Talon's body parts are found.

When a Body Part is Found

- Place a Grave Marker on the tile where the body part was found (this becomes an additional spawn point).
- Monster spawning level increases to the next level.
- When the body part is placed on the White Altar, ALL heroes level up immediately and gain the ability effects right away.

9) Hazards (Quicksand, Lava, Eruptions, Sandstorms, Bogged Down)

Quicksand

- Step onto Quicksand: instant death (no resurrection).
- If a body part is lost in quicksand: game lost.

Eruptions & Lava Flow (Mountains)

- If an Eruption search card is revealed: resolve immediately.
- Eruption causes immediate damage and forces movement (per the card).
- Place an Eruption token on that mountain.
- At the end of each subsequent round (before monsters move), lava flows 1 tile, generally downhill.
- Any hero/monster on a tile that becomes lava is killed instantly.
- Villages consumed by lava are destroyed.
- Spawn points cannot be destroyed; if lava hits a spawn point, it moves toward the altar (per the rules).
- If lava overflows an unsearched tile: you must draw and discard that tile's search card. If it was a body part: game lost.

Desert – Sandstorm

- Sandstorm reduces actions and can require digging sand off adjacent tiles before they can be searched (per the card).

Marsh – Bogged Down

- If “Bogged Down” is drawn, place a token; leaving that tile costs 2 actions for the rest of the game.

10) Ending the Game (At a Glance)

You win by completing the required objectives and defeating Talon Wrathmore (see Digital Rulebook for final battle specifics).

You lose immediately if:

- A Talon body part is destroyed/lost.
- Scenario rules declare a loss state.

Digital Rulebook Lookup Hotspots

Keep the digital rulebook open for:

- **Monster actions & stats**
- **Talon / Necromancer rules**
- **Skill and ability definitions**
- **Any card-specific exceptions**