

LEGENDS UNTOLD™



Rulebook





WELCOME TO LEGENDS UNTOLD!

Your people, the Sax, have been driven out of their lands by the invasion of the Newcomers. Forced into retreat by these heavily armoured elves and their powerful magic, you have managed to save those that you can, and gather them on the outskirts of the mighty city of Dun Mordhain.

Refused entry to the city by its guards, you have heard of two other ways you may be able to enter; a passage through the Weeping Caves above the city or a perilous journey through the Great Sewer below. You gather together the bravest of your people, and the few items you have left, to start your journey.

Your route will be filled with obstacles and foes, with traps and strange people whose help you may need. From this small beginning your legend will grow!

Legends Untold is a cooperative game for up to 4 players set in the fantasy world of Mor Nadar. The players begin the game as reluctant Heroes with nothing but a weapon and their talents. To help their people survive, the Heroes must plot a course, one scenario at a time, through the Weeping Caves or the Great Sewer which block their way into Dun Mordhain. By completing these scenarios, the Heroes will improve their talents and their equipment as they prepare to lead their people to safety and explore the world of Legends Untold!

The latest FAQ, card clarifications, background information, and much more, can be found on our website at: www.inspiringgames.com



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A GAME BY KEVIN YOUNG AND HUGH DUCKER
Dedicated to everyone who joined us on our adventure.



COMPONENT OVERVIEW

What's in the box?

This box contains one of the two Novice environments for Legends Untold: the Weeping Caves (or Caves) or the Great Sewer (or Sewers). Within each environment box you will find all the cards needed to play a scenario. For your first games, it is recommended that you only use the cards for the corresponding environment, although you may wish to mix them later on.

Each box contains the following:

Hero Cards



4 Occupations
the starting card for each
Hero.



16 Skill Talents
used to show your
Hero's abilities.



16 Weapon Talents
increasing your Hero's
effectiveness with a
Weapon.



6 double-sided Weapons
used for fighting Foes, with
an upgraded version on
the reverse.



4 double-sided Outfits
worn by Heroes, with an
upgraded version on
the reverse.



5 Kits
special equipment
used by Heroes in their
adventures, with an
upgraded version on
the reverse.



Environment Cards (Caves or Sewers)



8 Events
triggering as time passes
during the adventure.



13 Discoveries
curiosities and
encounters you will find.



11 Barriers
hiding secrets and
blocking off chambers
and side rooms.



13 Foes
hostile creatures you will
face in battle.



13 Obstacles
traps and trials that bar
your path.



5 Booby Traps
surprises that the
careless will run into.



10 Loot Items
that you'll find
on your journey.



15 Locations
used to build the map
of your progress.



8 double-sided Scenario cards
describing either a single
adventure on one side, or a
series of 8 linked Episodes on
the other side.

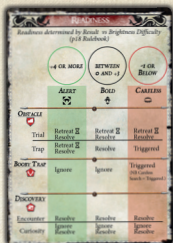


Other things in the box

The game also comes with:



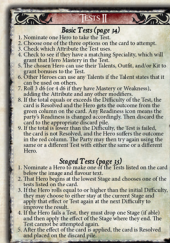
Turn Order and
Combat Summary
(on reverse)



Readiness
Tracker



Test
Summary I



Test
Summary II



Icon Summary and
Conditions Summary
(on reverse)



3 Plot Cards
used for various effects
in the game.



4 Dice
used for all the Tests
in the game.

Token List



2 x Party
tokens



3 x Flood
tokens



2 x Gas
tokens



5 x Search
tokens



1 x Campsite
token



2 x Animal
tokens



1 x Insect
token



3 x Fungi
tokens



1 x Reptile
token



8 x Health
tokens



3 x Ammo
tokens



4 x Poison
tokens



4 x Fire
tokens



4 x Fear
tokens



4 x Unconscious
tokens



3 x Supply
tokens



2 x Gain Time
tokens



4 x Plot
tokens



4 x Advantage/
Disadvantage
tokens



10 x Location
tokens



1 x Scout
token



1 x Guard
token



Reading the Rules

The rules that follow are divided into the following sections:

Setting up the game

How to choose your Heroes and set the game up ready for play.

Playing the game

The core rules of the game detailing the turn sequence, exploring Locations, and then resting.

Game Mechanics

Detailing each of the types of Test needed to Resolve the effects of Foes, Obstacles, and Encounters you will face during a game.

Appendix and Glossary

Campaign rules, sample characters, and alternative rules for playing solo or using the Legendary difficulty setting.

If this is your first time playing, it is recommended you follow through the example of play in the Walkthrough section of the Campaign book.



Dice

In the game we refer to the six-sided dice as D6. So if we say roll 3D6 then take 3 six-sided dice and roll them, adding up the total showing on the dice.

Golden rules

Legends Untold has two golden rules to be remembered at all times:

- **Any text on cards supersedes the rules in this rulebook.**
- **If the players cannot agree on what to do, and the rules do not cover the situation, then decide randomly who makes the decision.**

SETTING UP THE GAME

The Party of Heroes

The first step in setting up the game is for each player to choose a Hero and take the corresponding cards. The Heroes together form a Party, which moves as a group between the Locations of the game, working together to achieve the goal of the Scenario.

Each Hero starts with 1 Occupation card, 3 Talent cards, and 1 Weapon card. For your first games, we recommend you use the starting characters as shown on page 9. In later games, you can create your own characters (see page 50).

Each player places their cards face up in front of them. An example of how these cards may be laid out is shown on the next page.

Your Occupation card shows your Attributes on the bottom left and the Combat results table for your default Weapon (a Knife) on the right.

Your Weapon card shows the Combat results table when using that Weapon, whether it can be used in Ranged or Melee Attacks and how much Ammo it has. Place Ammo tokens on your Weapon equal to the number of Ammo icons. If the Weapon has unlimited Ammo, do not place any tokens.

There are two types of Talent cards: Weapon Talents and Skill Talents. Each of them lists a number of Abilities, indicating when they can be used and what they do. More details on these will follow.

A more detailed anatomy of each of these cards is shown in the Card Almanac (found at the back of the Campaign book).

Player Hero Setup

Andrea, Crawford, David, and Fiona are playing *Legends Untold*. Crawford selects the Farmhand, Andrea takes the Forgehand, David selects the Student, and Fiona takes the Evicted Noble. They each take their starting 3 Talents and Weapon and lay them out as in the example on the right. They are now ready to choose their first adventure to play!






Suggested Hero Builds

Occupation	Weapon	Skill Talent 1	Skill Talent 2	Weapon Talent
Farmhand <i>A dependable hunter.</i>	Rough Bow	Tenacious	Dependable	Accurate
Student <i>An inquisitive student of the world.</i>	Rough Spear	Arcane Theory	Travelled	Guard stance
Forgehand <i>A practical type, good at caving.</i>	Worn Axe	Smithing	Caving	Openers
Evicted Noble <i>A born leader.</i>	Seax	Privileged	Born Beneath	Striking



Set up your Adventure

1. If you own multiple Novice environments, choose one to play in: Caves or Sewers. For your first game, use just the cards from one set.
2. Take all of the cards from your chosen set and sort them by type. Refer to the Card Almanac to establish what cards are from which set.
3. Select a Scenario card. For your first game, use the Caves Scenario 'Missing Adventurers' (WC-SC01) or the Sewers Scenario 'Thankless Task' (GS-SC01). Each of the Scenario cards has a Level range to show what Level Heroes the Scenario is suited for. Heroes start at Level 1.
4. On each Scenario card there are two lines of numbers above and below some icons. The top line of numbers in the silver circles is for Beginner and Heroic play, the bottom line in gold circles is for Legendary play mode. See page 48 for more details on difficulty settings.
5. Draw a number of random Event cards as noted on the Scenario card by the number with  next to it (for the 'Missing Adventurers' and 'Thankless Task' Scenarios, this is 6 cards). Place them face down in a pile in the play area as the Event deck. Leave space next to this deck for the Event discard pile. Return any extra Event cards to the box.
6. Place the starting Location (as specified on the Scenario card) face up in the middle of the play area. For the 'Missing Adventurers' Scenario, this is 'Cave Mouth' (WC-LO01). For the 'Thankless Task' Scenario, this is 'Big Drain' (GS-LO01).
7. Place the Party token in the middle of the starting Location, showing the side without the lit torch.
8. Randomly choose a number of Locations  as stated on the Scenario card. Shuffle them and place them face down to form the Location deck, adding in any named Locations as required.
9. Shuffle the Barriers and place them face down in a pile in the play area to form the Barrier deck. Leave space next to it for the Barrier discard pile.
10. Shuffle the Obstacles and place them face down in a pile in the play area to form the Obstacle deck. Leave space next to it for the Obstacles discard pile.
11. Create the Adventure deck. This is done by taking the required number of Foe, Discovery, Loot, and Booby Trap cards as indicated on the Scenario card and shuffling them together. Place the Adventure deck face down in the play area. Leave space next to it for the Adventure discard pile. Remember to follow any special instructions specified in the Setup section of the Scenario card.
12. Read the GOAL section on the Scenario card; this is your objective.
13. Place the Readiness tracker nearby and place the other Party token (showing the side without the lit torch) on the Bold position .



14. Set the degree of difficulty for your Adventure by selecting the play mode, and the outcome if all the Heroes are knocked Unconscious (see pages 48 and 49).

Game tokens

Hero Play Area

FORGEHAND

Stat	Value
HP	10
MP	14
ATK	12
DEF	10
SPD	9
INT	8

SMITHING

CAVING

OPENERS



PLAYING THE GAME

Game Concepts


Before going into detail of the rules, there are some important concepts that you will need to understand first.


Winning and Losing

When playing a Scenario, the players win as a group if the Party achieves the Goal of the Scenario. Successfully completing an Adventure means each Hero gains a Level and can attempt more difficult Adventures. See the Levelling up section on page 52 for how Heroes gain Levels.

The players lose the game if all Heroes in the Party are rendered Unconscious. If all Heroes are knocked Unconscious then what happens next depends on the difficulty the Party agreed on before they started their Adventure (see page 49).

Exhausting, Draining, Restoring and Healing Cards

 When an effect tells you to Exhaust a card, rotate it 90 degrees. An Exhausted card cannot be used for any Ability, and cannot be Exhausted again, until it is Restored.

 If an effect tells you to Drain a card, flip it face down. A Drained card cannot be used for any Ability until it is Healed. You can Drain an already Exhausted card; in this case, rotate the card back to its vertical position after it is flipped over. A card cannot be both Exhausted and Drained at the same time.

When a card is in a Drained state, it cannot be Drained again.

When you Restore an Exhausted card, rotate it back to its original position.

When you Heal a Drained card, flip it face up.

It is not possible to Restore a Drained card, nor Heal an Exhausted card.





Taking and Healing Damage

During an Adventure a Hero may take Damage, which is represented by the icon

- For each point of Damage a Hero takes, they must Drain one Talent card. An Exhausted Talent card may be Drained.
- If a Hero takes Damage and has no more Talent cards to Drain, place an Unconscious token on the Occupation card. The Hero has been knocked out and can do nothing further until Healed. Remember that if all Heroes become Unconscious, then the game is lost.
- If a Hero takes Damage and is already Unconscious, any extra Damage dealt to them is ignored.
- Damage is Healed through some card effects. As mentioned in the section above, when a Drained card is Healed, it is flipped back face up.
- When an Unconscious Hero is Healed, the first point of Healing removes the Unconscious token from their Occupation. Any other Healing can then be used to flip back Drained Talents.



Example: Laziah, the Evicted Noble, has been injured in a rock fall. She takes 2 Damage. First, she chooses to Drain her Born Beneath Talent that she Exhausted earlier when dealing with a stray animal. Then, she Drains her unexhausted Aggressive Stance Talent. She now only has 1 Talent remaining that is not Drained. If she takes another 2 Damage she will have to Drain her remaining Talent and then be knocked Unconscious.





Unconsciousness

When a Hero is knocked Unconscious, a token is placed on their Occupation card. Until they recover consciousness, that Hero cannot take any direct actions. An Unconscious Hero cannot use any of their Talents (they are all Drained) and cannot engage in Combat. A Party with at least one Unconscious Hero in it must Camp in the Rest Phase (see page 31).

When a Hero is Unconscious, the Party may still use any Loot or Kit held by the Unconscious Hero.

Time and the Event Deck

The number of cards in the Event deck represents how much Time the Party has to complete the Scenario.

Spending Time ⌛

- Each time you are told to spend Time (⌛), discard the top card of the Event deck face down. Keep the pile of discarded Event cards messy to differentiate it from the Event deck.
- When you have to discard the last card in the Event deck, follow these steps:
 1. Instead of discarding the card, flip it face up and place it nearby. It will be Resolved later in this sequence.
 2. Shuffle any previously discarded Event cards and place them back face down as a new Event deck. You may continue to spend cards from this Event deck even if you are waiting to Resolve an Event.
 3. Once you have finished Resolving the activity that caused the Time to be spent, Resolve all face-up Events (in the order in which they were revealed) by following the instructions on the front side of the Event card. Apply the effect of the Legendary box in addition to the rest of the card only when playing in Legendary mode (see page 48).
 4. After Resolving an Event, if it says 'Remains in play', place it face up on the table. Otherwise, remove the card from the game by placing it back in the box.

Note: If you need to spend more Time than there are cards remaining in the Event deck, spend as much Time as you can until the last card is reached, follow the steps above and then continue to spend the rest of the Time by discarding cards from the new Event deck. This could cause two Events to be triggered if, for example, there are only 2 cards remaining in the Event deck and you spend 3 Time.



- When all cards have been removed from the Event deck and there is no Event discard pile, you are out of time and the following rules apply:

Note: A number of the game terms here will be fully explained later.

- It is no longer possible to spend Time by Camping or Sneaking.
- It is no longer possible to use any card Ability that requires spending Time as part of the cost (anything to the left of the colon).
- You no longer Restore Talents during the Rest Phase.
- Whenever you have to spend Time (Such as Scouting or Retreating, or due to a card outcome), instead one Hero must Exhaust a Talent. If a Hero cannot Exhaust a Talent, they must Drain a Talent instead.

Example: In the current scenario, you started with 6 Time. However, on four occasions so far, you have spent Time, so there are 2 cards left in the Event deck and 4 face down next to it. Something then happens that causes the Party to spend 2 Time. (1) The first card in the Event deck is discarded face down, and the final card is then turned over. (2) The Event on the card is Resolved and then that card is removed from the game. The 5 discarded Event cards are now shuffled and placed face down to form the new Event deck. The Party now only has 5 Time until the next Event.



Gaining Time

Sometimes, you will have a chance to Gain Time (). This puts Time back into the Event deck.

Whenever you Gain Time, take a card from the Event discard pile and place it on top of the Event deck (without looking at it).

If there are no cards in the Event discard pile, place a Gain Time token on top of the Event deck. The next time you would spend Time, remove this token instead.

- You cannot increase the total amount of Time (i.e. number of cards in the Event deck) set by the Scenario.

Discard Piles

There are separate Discard piles for the Adventure deck, Barrier deck, and Obstacle deck. Whenever any of these decks runs out, reshuffle the corresponding Discard pile to create a new deck.



TURN SEQUENCE

To successfully complete the Scenario you need to explore the Environment carefully, expanding the Map one Location at a time. Each Turn is split into 4 Phases, which are Resolved in the following order:

- **Scouting Phase** - Place new Location and make Scouting Test
- **Adventure Phase** - Resolve Obstacles, Foes, and Discoveries
- **Exploration Phase** - Deal with Barriers and Search Zones
- **Rest Phase** - Restore cards and optionally set up camp



Scouting Phase

In this Phase, the Party has three options:

- **You can remain in the current Location:** Spend Time ⌘ and then skip straight to the Exploration Phase.
- **You can move to a previously explored Location that is directly connected to your current Location:** You do not make a Scouting Test and your Readiness automatically becomes Bold. Spend Time ⌘ and then, if the Location has no Unresolved Foes, Obstacles or Discoveries in it, skip straight to the Exploration Phase.

If there are Unresolved Obstacles, Foes or Discoveries in the Location, then Resolve them as if you were following the “Move to a new Location” turn order (Obstacles, then Foes, then Discoveries) and once the card that was in the Location has been Resolved, continue resolving cards in that Location following the rules for entering a new Location.

If there is an Unresolved Foe in a Location that you return to then do not make a Surprise Test. Both sides are considered not to be Surprised.

- **You can move to a new Location:** Follow the 5 steps below.

Note: For the starting Location, ignore any Obstacle, Foe, Discovery, Barrier, or Search Zone icons. Only Environmental icons in the starting Location are present when the Location card is being used as a starting Location.



Move to a new Location

I. Decide Marching Order

During the Scouting Phase, the Heroes in the Party take up positions called the Marching Order. Use the Scout and Guard tokens as required.

1. Choose one Hero to be the Scout. They are at the front of the Party.
2. Choose one Hero to be the Guard. They are at the back of the Party.

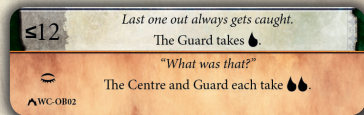


3. All other Heroes make up the Centre of the Party.
4. If there is only one Hero in the Party, they are the Scout. If there are two Heroes, one is the Scout and the other is the Guard.


If a card effect relates to a position that is not currently used then that effect is ignored.



Example: When triggered, the Ceiling Crush Trap affects the Centre and the Guard. When playing with only one Hero there is only the Scout, so the effect is ignored.



2. Choose an Exit

1. Choose an Exit that leads away from the current Location. If you cannot agree, the Scout has the final decision. Each Exit is marked with a Brightness icon (see right). This is used for the Scouting Test. If the Party has Light  then the Exit counts as one step brighter for the rest of the Turn.
2. Move the Party token to the chosen Exit.
3. The Scout chooses whether to Sneak or not. Sneaking gives the Party a +2 bonus on Scouting Tests and Surprise Tests made this Turn. Sneaking will cost 1 additional Time during step 5.



Choosing an Exit

The Brightness Level of the Exit that you choose will impact on two things; your Scouting Test and your Surprise Test.

If you leave from a Bright Exit, you have more chance of being Alert and therefore noticing any Traps before you stumble blindly into them, but it does mean that any Foes in the new Location have a greater chance of seeing you coming and ambushing you.

If you leave from a Dark Exit, there is more chance that you will be Careless, thus triggering any Traps you find, but there is also a greater chance that you will Surprise any Foes waiting for you in the next Location.



3. Add the Location to the map

The Scout turns over the top card of the Location deck and performs the following steps:

1. Look at the Exits on the new Location. One of them is marked with a set of footprints. This is the Entrance.
If there are no footprints on the new Location, you may use any Exit on the new Location as the Entrance.
2. Place the new Location so that the Entrance is connected to the Exit of the previous Location. The new Location should be slid underneath the old Location so that the footprints are covered, but all the other icons on the new Location are still visible. The new Location can be rotated in whatever way you want. If it is impossible to place the new Location card so that it connects to the Exit you have chosen without overlapping or obscuring other Location cards, then the Exit is considered Blocked. The Scout must select a new Exit from the previous Location.



4. Scout the Location

A Scouting Test must now be made. Look up the Brightness of the Exit from the old Location on the Brightness Table printed on the new Location. This gives you the Brightness Difficulty.



To make the Scouting Test, the Scout rolls 3D6 and adds +2 if they chose to Sneak (see above). Scouting Tests are not modified by any Attributes or Speciality.

Use the Scouting table below to determine the Readiness of the Party going into the next Location. This will have an impact on Traps and Trials you may come across. Adjust the Readiness token accordingly on the Readiness Tracker.

Scouting Table		
Result vs Brightness Difficulty	Readiness	
+4 or more	Alert	
between 0 and +3	Bold	
-1 or below	Careless	



Example: The Party is moving from their current Location 'Cave Mouth' via the Exit in the bottom-left corner which has a Brightness Level of Dark. Cailean, the Farmhand, is the Scout and he decides that he does not want to spend the extra Time Sneaking, so it will cost the Party only 1 Time to Scout the new Location.



Cailean then draws the top card from the Location deck, revealing the 'Oculus' Location. He locates the Exit with the footprints on it and slides the new Location underneath the old Location, so the map joins up and the footprints are covered. Cailean now needs to make a Scouting Test. The Brightness Level of the Exit from the current Location is looked up on the Brightness table of the new Location, in this case the Brightness Difficulty is 9. Cailean makes the Test and gets an 11. This is 2 more than was needed so the Party is Bold for any trouble they may run into in the new Location. If he had rolled a 13 or more, the Party would have been Alert, and if he rolled an 8 or less, the Party would have been Careless.





5. Spend Time

The Party now spends the time that was needed for Scouting (Spend 1 Time ⌘ if the Party did not Sneak or Spend 2 Time ⌘⌘ if the Party chose to Sneak). Resolve any Events that are triggered before proceeding to the Adventure Phase.

🔦 Light Sources

A number of effects can cause Light (🔦) to be created. Light gives specific bonuses to certain Tests (as printed on some cards) but it also causes the Brightness Level of the Exit chosen by the Party to be treated as one higher for the rest of the Turn. When a Party has Light, flip the Party tokens over to the side with the burning torch and flip them back again when the Party no longer has Light.

Example: The Party have decided to leave their current Location from a Dark Exit. This means there is a higher chance of them being Careless and stumbling into any Traps, so Egana, the Student, decides to use her 'Candle Call' Ability to create Light 🔦. The Dark Exit is now treated as Ambient for the Scouting Test. It also means, however, that any Foes in the next Location have more chance of seeing the Party coming!



PERILS
Resolutions determined by Brightness (p18 Rule)

	+4 OR MORE	0 AND +3	-1 OR BELOW
OVERCAST	Alert	Bold	Careless
TRIAL	Retreat	Retreat	Retreat
TRAP	Retreat	Retreat	Retreat
BOOM TAP	Ignore	Ignore	Triggered
DISCOVERY	Discover	Discover	Discover
CURIOSITY	Discover	Discover	Discover





Adventure Phase

In this Phase you must Resolve any Obstacle, Foe, and/or Discovery icons depicted on the new Location.

At the start of the Phase, move the Party token from the Exit of the current Location to the Entrance of the new Location.




Note: Many of the rules below refer to making Tests. These are explained in the Game Mechanics section.

Environment icons



Environment icons indicate animal life, plant life, or other potential hazards in the Location. These icons have no direct impact on the game by themselves, but they can be affected by Talents and Events that can occur.

Example: This icon  in the Barracks means that this Location is prone to flooding. If the 'Flooded Caves' Event is Resolved, it will affect this Location. Additional Environment icons can be added to a Location when they appear as a modifier on any other card type.

When entering a new Location, follow these steps:

1. Resolve Obstacles
2. Resolve Foes
3. Resolve Discoveries



1. Resolve Obstacles

If there is an Obstacle icon between the Entrance and the middle of the new Location, draw the top card from the Obstacle deck.



There are two types of Obstacles: Trials and Traps.

Trials

Trials block movement into a Location until they are Resolved. However, the Trial is optional, and the Party may choose not to face it and Retreat to their previous Location but must Spend Time Σ . This may be done before attempting the Trial, or even after they have attempted it and failed.

If the Party Retreats, the Trial is not Resolved and stays face up near the new Location. Mark the Trial card with one of the numbered Location tokens and place the matching token on the Obstacle icon of the Location. If the Party returns to this Location later in the game, they do not draw a new Obstacle card but must attempt to Resolve the Trial again. To Resolve a Trial, refer to the rules on Tests in the chapter on Game Mechanics (Page 32) or the Test reference card. Once a Trial is Resolved, discard it to the Obstacles discard pile.

If, during the resolution of a Trial, one of the Heroes falls Unconscious due to Damage taken, the other Heroes may still attempt to Resolve the card, or the Party could Retreat back to the previous Location (carrying their Unconscious comrade with them). For a Party Test however, all Heroes must pass to proceed, so if any Hero falls Unconscious before they have passed the Test, the Party must Retreat to the previous Location. When a Party Retreats, place the Party token back in the middle of the previous Location.



Example: The Party are moving to a new Location that depicts an Obstacle icon. A card is drawn from the Obstacle deck, and it is the Box Junction. The Players could, if they wanted to, not attempt to get past the waterfall, and just spend 1 Time to Retreat back to the previous Location, but they decide to press on.

The Box Junction is a Party Basic Test, so each Hero must succeed at one of the Tests for the card to be Resolved.

Laziah, the Evicted Noble, goes first and chooses the Move (Grace) Test. She rolls, and fails, so suffers 1 Damage (the result of the red column). However, she is sure that she can succeed, so she decides to try again (using the same Test, although she could have chosen a different one), and this time gets a critical success (exceeding the number needed by 2 or more). Laziah gets the result of the green column (spending 1 Time), and then, because of the critical success, one other Hero is automatically considered to have completed the Test without needing to roll or suffer any effects. She chooses to help Egana across.

That just leaves Jeremiah the Forgehand and Cailean the Farmhand, who choose the Climb (Brawn) Test. Jeremiah tries once, fails, and takes 1 Damage. Then Jeremiah fails again and takes 1 more Damage. At this point, the Party could choose to give up, and Retreat back to the previous Location, but Jeremiah tries one final time, this time choosing the Grit (Will) Test. Jeremiah fails again, takes another Damage and is now Unconscious.

The Party has no option now but to Retreat to the previous Location, spending 1 Time.



BOX JUNCTION
TRIAL PARTY BASIC TEST





Rocky tunnels connect across a freezing cold waterfall.


Each Hero must **Test** either:


GRIT (WILL) VS 11 "This is so cold!" You brave the freezing water.	
MOVE (GRACE) VS 13 "Edge round the waterfall." The path is slippery and narrow.	
CLIMB (BRAWN) VS 14 "We can go down here." You climb down the cave walls.	


WC-OB07



Traps

If the Party is Careless , immediately apply the effect of the bottom result of the card (with the red background). The Trap is then Resolved and is discarded.


If the Party is Bold , then they must choose to attempt one of the Tests printed on the card.


If the Party is Alert , they can either choose to attempt one of the Tests printed on the card or they can Retreat to the previous Location at the cost of 1 Time.


If, during the resolution of a Trap, one of the Heroes falls Unconscious due to Damage taken, the other Heroes may still attempt to Resolve the card, or Retreat back to the previous Location.



Example: The Party are moving to a new Location and there is an Obstacle blocking the entrance. A card is drawn from the Obstacle deck, and it is a Trap - Loaded Rockfall!

Thankfully, the Party are not Careless . If they were, all Heroes would have taken 1 Damage (as shown in the red section at the bottom of the card).

The Party are actually Alert , so they could choose to Retreat to the previous Location (at a cost of 1 Time), or try to get past the Trap, which is what they decide to do.

This is a Table Test, and one member of the Party must make one of the Tests shown on the card. The Party decide that Cailean has the best chance of success. He decides to attempt the Balance (Grace) Test, rolls 3d6, adding 2 for his Grace, and an additional 3 because the Party is Alert (the icon on the right side of the card). He gets a 15, the best result possible on the table, and the Party gains 1 Time . The Trap is then Resolved and placed on the Obstacle discard pile.





2. Resolve Foes

If there is a Foe icon on a Location then:

1. Draw cards from the Adventure deck until a Foe card is revealed.

For all other cards revealed:

- Discard any Discovery cards to the Adventure discard pile.
- Resolve any Booby Traps drawn immediately; these take effect before the Foe is Resolved (see box on page 26).
- Place any Loot cards to one side; these will be gained if the Party successfully defeats the Foe.

2. The Party must then make a Surprise Test. Roll 3d6 and modify it as follows:

- +2 if Sneaking
- +2 if entering the Location from a Dark Exit
- 2 if entering the Location from a Bright Exit

Note: Surprise Tests are not modified by any Attributes or Speciality.

3. Compare the roll to the Alertness value of the Foe. There are three possibilities:

- If the result of the Test is below the Alertness value, the Party are Surprised. Proceed straight to Combat (see page 37), with the Foe having Surprise in the Engagement Round.
- If the result of the Test is equal to or up to 3 higher than the Alertness value, proceed to Combat with neither side having Surprise in the Engagement Round.
- If the result of the Test is 4 or more higher than the Alertness value, the Party has 2 choices:
 - » Retreat to the previous Location at a cost of 1 Time. Place the Foe card (and any Loot cards with it) on the new Location and move the Party token back to the middle of the previous Location. If the Party returns to that Location later in the game, the Foe is encountered again and a new Surprise Test must be made.
 - » Engage the Foe. Proceed to Combat with the Party having Surprise in the Engagement Round.



*Alertness
value*



Booby Traps



Booby Traps are a type of card in the Adventure deck. When drawn (for whatever reason), they immediately take effect.

If the Party is Careless, apply the effect of the Triggered section of the card. The Booby Trap is then Resolved and is discarded.

Otherwise, the card is Resolved and discarded with no effect.

Example: During their adventuring, the Party draws a Booby Trap. Unfortunately the Party is Careless which means the Booby Trap is triggered! Jeremiah is the Guard of the group at the moment and he takes 2 Damage (the penalty of the Triggered effect of the card) as he is shot in the back!


Jeremiah attempts to disarm the trap. Jeremiah has a Handle of 3 and Exhausts his 'Smithing' Skill Talent to use the 'Fix' Ability giving a total bonus of +5 to the roll. Rolling a 2,3,3 and adding +5 he beats the Difficulty of 12 and the Booby Trap is disarmed.

The Booby Trap is Resolved and discarded.



3. Resolve Discoveries

Discoveries are either Encounters or Curiosities. They represent the strange things and people you find within a Location.

If there is a Discovery icon  on the new Location, draw cards from the Adventure deck until you draw a Discovery.

For all other cards revealed:

- Discard any Foe cards.
- Set aside any Loot cards: They will be gained if the Discovery is Resolved.
- If you draw any Booby Trap cards, Resolve them immediately before you Resolve the Discovery card.



Encounters

Encounters are generally chance meetings with intelligent beings. When you draw an Encounter card, you cannot progress until the Encounter is Resolved. To Resolve the Encounter, follow the rules depending on what type of Test it is.

Note that some Encounters have Environment icons on them. Place a token on the Location for each such icon unless it is already present on the Location.

Curiosities

Curiosities are strange and unusual oddities found during your exploration. When you draw a Curiosity, you may choose to attempt the Test shown on the card, or you can simply discard it with no effect, or you can mark it with the Location Marker Tokens to Resolve on a future Turn. If you choose to discard it, you do not gain any Loot that was drawn; discard the Loot too.

Note that some Curiosities have Environment icons on them. Place a token on the Location for each such icon unless it is already present on the Location.

Gaining Loot

As your Heroes explore you will find Loot items. These items are shared between the Heroes in the Party, unless specifically stated otherwise. The Party should decide between themselves when to use Loot items. Loot items can be transferred at any time between Party members.

Exploration Phase

Once the Party has cleared any Obstacles, Foes, Discoveries, and possible Booby Traps that may prevent them moving into the middle of a Location, then the Location is considered Resolved. Place the Party token in the middle of the Location, it can now be explored further.





At the start of the Exploration Phase, perform the following steps:

1. For each Search Zone icon in the Location, place a Search token over the icon showing the closed barrel.
2. Draw a Barrier card for each Barrier on the Location card. Place the Barrier card face up near the Location. If required, mark the Barrier card with one of the numbered Location tokens, placing the matching token next to the Barrier icon so it is clear which card corresponds to which Barrier.



For each Barrier drawn, check if there are any Environmental icons depicted on the card. For each Environmental icon on the card, if the Location does not already have that icon, then add a token of the corresponding type to the Location. The Location is now considered to have that Environmental icon.

Example: The Party has just entered the Grotto and there is a Barrier blocking a Search Zone. A Barrier card is drawn: Swift Stream. This Barrier has a Flood Environmental icon on it, so a corresponding token would normally be placed on the Location. However, the Grotto already contains this icon, so no token is placed.



Search Zones



If the Location card has a Search Zone that has not been Searched, then the Party may choose to Search the area to try to find Loot items. A Search Zone can only be Searched if it can be reached and there are no Barriers blocking access to it. If there is a Barrier, it must first be Resolved (see below) before the Search Zone can be accessed.

To Search, the Party must first decide if they wish to do a Careful Search (costing 1 Time ⌘), or a Quick Search (costing no Time).

To perform the Search, draw 3 cards from the Adventure deck.

If you draw any Booby Traps when doing a Careful Search, discard them with no effect.



If you draw any Booby Traps doing a Quick Search, Resolve them as if you were Careless (they are triggered).

After Resolving any Booby Traps, any Loot cards drawn are gained by the Party.

All other cards are placed in the Adventure discard pile.

After the Search has been done, turn the Search token to the open barrel side to show the Location has been Searched.

Example: After successfully Resolving the Barrier, the Party decide to make use of the Search Zone in their current Location. As they are short on Time they decide to make it a Quick Search which costs no Time. The first card they draw is a Foe, Giant Spiders, which is simply discarded. The next card is a Loot card, the Tattered Map. This is placed to one side. The final card drawn is a Booby Trap, the Bolt Firer! As the Party was doing a Quick Search, the Booby Trap is triggered. The Guard is shot in the back and now they have to disarm the Booby Trap. Once the Booby Trap is Resolved, the Party gains the Tattered Map and the Search token is turned over to show the location has been Searched.





Barriers

The Party may attempt to Resolve any Barrier(s) remaining on a Location. If there are multiple Barriers then they may choose the order to attempt them in.

Barriers are Resolved according to what type of Test they are. If Time is spent during resolution of a Barrier and causes an Event to trigger, that Event will trigger once the Barrier card has been Resolved. If you chose not to Resolve a Barrier then leave it next to the Location to show that it is still there, or use one of the numbered Location tokens if there is insufficient room.

After a Barrier is Resolved and discarded, an Adventure card must immediately be drawn. This is indicated on the Location card as an Adventure icon behind the Barrier:

If it is Loot, the Party gains the Loot.

If it is a Booby Trap, the Party are affected by it as per the normal Booby Trap rules (see page 26).

If it is a Foe, the Party must immediately make a Surprise Test (see page 25) with the exception that there is no modifier for Brightness Level and instead the Party get a +2 if they are Alert or a -2 if they are Careless.

If it is a Discovery, it is handled in the same way as a Discovery found during Phase 2 (see page 26).

Example: The Party has entered the Grotto, successfully Resolving the Obstacle and Discovery cards in the Adventure Phase, and are now in the Exploration Phase. As there is a Barrier in the Location, they draw the top card of the Barrier deck which is the 'Bat Colony'. The Bat Colony displays the Animal icon, so an Animal token is added to the Location to show that there are bats in this Location. The Party now has the option of trying to Resolve the Bat Colony Barrier in order to get to the Search Zone. Egana chooses to attempt the bottom Test - Identify (Reason) - and succeeds! This means the Barrier is Resolved and the Party is now Alert for whatever is behind it. The Party draws the top card of the Adventure deck, revealing the Discovery card 'Runestone'. The Party can now attempt to Resolve the Runestone, or the Search Zone, or both, or neither.





Rest Phase

Once the Party has finished Exploring the Location, the players then Rest and each Hero Restores all Exhausted Talents and Exhausted Kit.

The Party may also decide to Camp, which allows them to spend Time to Heal Drained Talents. If there is no Time remaining (no cards in the Event deck or Event discard pile), the Party can no longer Camp. If at least one Hero is Unconscious during the Rest Phase, the Party must choose to Camp, and if they have no Time left the game is lost.

1. The Party decides how much Time they wish to Spend (at least 1 Time must be spent).
2. Resolve any Events caused by spending Time.
3. For each 2 Time spent (1 Time if there is an available Campsite in the location), each Hero may Heal 1 Drained Talent card.
Exception: If a Hero is Unconscious, they must use their first Healing to remove their Unconscious token from their Occupation card. Only when the Hero is conscious can they then Heal any of their Talent cards.
4. Remove the Poison Condition from all Heroes who have it.

At the end of the Rest Phase, reset the Party's Readiness to Bold and remove the Fear Condition from all Heroes who have it.



Example: There is 1 card left in the Event deck and 2 in the discard pile. You choose to Camp, spending 4 Time.

The first Time is spent, and the last card in the Event deck is revealed and placed to one side. The Event will be Resolved when you have finished spending Time. The 2 face-down cards then get shuffled and a new Event deck is formed. The second Time is spent, moving 1 card from the deck to the discard pile, and then the third Time is spent; this is the last card again, so it is revealed and placed to one side with the other face-up Event card; there are now 2 Events to Resolve.

Since the Event deck is empty again, a new deck is formed with the one remaining card from the discard pile.

Finally, the fourth Time is spent, revealing the final card, which is again placed with the other face-up Event cards. 4 Time has been spent, there are no cards left in the Event deck or discard pile, and all 3 Events are now Resolved in the order in which they were drawn.







GAME MECHANICS

Making Tests

During the game Heroes will be called upon to make various Tests. There are three types of Tests you can make: Basic, Table, and Staged. Tests are normally Resolved by rolling 3 six-sided dice (3D6), adding the rolled results together, and trying to equal or exceed the Difficulty for the Test.

Modifiers to Tests

-  If a Hero wants to use any Skill Talents that provide a modifier to the Test, they must be used before the roll is made unless the Ability shows the  icon, in which case it can be used after the dice are rolled.
-  If a card grants a bonus to a Test, the Hero keeps that bonus for all Tests against that card until it is Resolved, or until the end of the Turn.
-  Some cards have icons on them which give the Party a bonus or penalty depending on their current Readiness state, the presence of Light, or a bonus for Kit used. Any such bonus or penalty applies to all Tests on this card.



If the Party is Alert, they receive a +2 to any Test on this card.



If the Party is Careless, they receive a -2 to any Test on this card.



If the Party has Light, they receive a +1 to any Test on this card.



Any bonus gained from Kit used for Tests on this card is doubled.



The Party may choose to discard one Loot item to gain this bonus on the Test. They do not gain any of the effects on the Loot item itself.



Mastery and Weakness

For any Test a Hero makes, check to see if they have Mastery and/or Weakness before the dice are rolled.

A Hero has Mastery if they have at least one face up card (not Drained) with a Speciality icon in the top-right corner that matches an identical icon on the card that is calling for the Test to be made. Weakness is caused by various other game effects.

Example: Egana has the Herdsman Talent and is performing a Test shown on the Bat Colony card. Since she has a matching Speciality, Egana has Mastery for this Test.



- Mastery allows you to roll 4 dice and discard the lowest die.
- Weakness means you must roll 4 dice and discard the highest die.

Note: Mastery can only be gained once. Weakness can only be applied once. If they are both applied they cancel each other.



Basic Tests

To take a Basic Test, follow these steps:

1. Nominate one Hero to take the Test.
2. Choose one of the three options on the card to attempt.
3. Check which Attribute the Test uses. For example: Brute (Brawn) uses the Brawn Attribute to make a Brute Test.
4. Check to see if there are any Mastery / Weakness (see page 33) or modifiers on the card that the Hero can use.
5. The chosen Hero can use their Talents, Outfit, and/or Kit to grant bonuses to the Test.
6. Other Heroes can use any Talents if the Talent states that it can be used on others.
7. Roll 3D6, adding the respective Attribute and any other modifiers.
8. If the total equals or exceeds the Difficulty of the Test, the card is Resolved and the Hero gets the outcome from the green column on the card with the Test. Any Readiness icon means the Party's Readiness is changed accordingly. Then discard the card to the appropriate discard pile.
9. If the total is lower than the Difficulty, the Test is failed, the card is not Resolved, and the Hero suffers the outcome in the red column. The Party may then try again using the same or a different Test with either the same or a different Hero. Any Hero repeating a Test retains the bonuses and modifiers gained in steps 4, 5, and 6.

Example: The Party has found an old wooden door. Resolving it is a Basic Test. Laziah says that she will attempt to Resolve it, and of the three options available she chooses to attempt the Brute (Brawn) vs 15 Test. Her Brawn is 1 and she uses the 'Climber' Ability on her 'Caving' Talent, Exhausting the card to give her another +1 to the Test for a total of +2.

Rolling the dice, she gets a 7, adding her +2 to make a 9 - not enough! She takes 1 Damage as she hits the door hard (the result in the red column) she tries again and this time rolls a 13, with +2 that makes 15 and she breaks the door down, becoming Alert for what is on the other side (the result in the green column).





Table Tests

Table Tests are Resolved in a similar manner to Basic Tests, but the results are compared to a list of possible outcomes rather than there being just a single Difficulty to pass. Table Tests can only be attempted once, the Test is made and the result applied. Then the card is Resolved and placed on the discard pile.

Example: The Party has stumbled across an ancient Runestone on their travels. Egana decides that it can't possibly hurt if she stops and has a look. Her Reason is 3, and she has the Arcane Theory Talent that can add another +2. She takes the 3d6 and rolls... a 4! Even with the +5 that's the worst possible result.

Egana is confused by the Runestone and the Party now has a -2 to their next Scouting Test and has to spend 1 Time while she stares at this piece of rock.



Staged Tests

Each Staged Test has 4 possible results. To Resolve a Staged Test:

1. Nominate a Hero to make one of the Tests listed on the card immediately below the image and flavour text.
2. That Hero begins at the lowest Stage and makes their first roll as per the normal rules for a Basic Test. The initial Difficulty of the Test is shown on the left side of the card between the lowest stage and the next stage.
3. If the Hero rolls equal to or higher than the initial Difficulty, they progress up to the next stage and may choose to either stay at the current stage and apply that effect or Test again at the next Difficulty to improve the result.
4. If the Hero fails a Test, they must drop one Stage (if possible) and then apply the effect of the stage where they end. The Test cannot be attempted again.
5. After the effect of the card is applied, the card is Resolved and placed on the discard pile.

Note: Any bonuses that a Hero gets for the Test (including using Talents) apply to the entire Staged Test, not just one specific roll.



Example: Laziah encounters a Wisp deep within the cave. She has a Charm of 3, and uses the 'Manipulative' Ability on her 'Privileged' Talent for a further +1, a total of +4 bonus to the Persuade (Charm) roll.

She starts at the bottom stage and the first Difficulty is a 10. She rolls 3, 4 and 6, and adds the +4 bonus making 17! Even though she rolled enough for the next Difficulty up, she still only advances to the second stage.

She could choose to stop there, and apply the effect of the second stage, but she decides to push her luck and tries the next Test at Difficulty 13. She rolls a 1, 1, 5, 6, and making 12 and adds her +4 for a total of 16, another pass! Deciding not to push her luck further she stays at the third stage. The result is that the wisp will act as a Light source until the end of the next Turn.



Party Tests

Basic Tests and Table Tests can also be a Party Test. The following additional rules apply to Party Tests:

- Each Hero in the Party must make the Test individually. They can do this in any order (the Scout does not have to go first for example).
- In case of a Party Basic Test, each Hero can choose a different Test each time they attempt it.
- Each Hero uses their own Attributes, Outfit, and Talents for the Test, but all bonuses from any Kit applies to all Heroes as the Party works together.
- A Critical Success (exceeding the result by 2 or more) on a Party Basic Test means that another Hero who has not yet attempted the Test automatically succeeds without needing to roll, and without suffering any effects in the green column of the result. You cannot get a Critical Success on a Party Table Test.
- Critical successes cannot be used on Unconscious Heroes to allow them to succeed automatically.
- After a Party Test has been Resolved, the final Readiness of the Party is equal to the worst possible Readiness from all the results.
- If any Hero is knocked Unconscious during a Party Test without passing it, the card is not Resolved and the Party must Retreat to the previous Location (the Party must Spend Time ☒).



Example: The Party come across a Flooded Tunnel which requires a Party Basic Test. All Heroes must attempt the Test. Laziah chooses to go first and attempts to swim across using the Swim (Brawn) Test. She fails, takes 1 Damage and the Party loses 1 Time. Confident of success, she tries again, and this time succeeds! Egana chooses to go next and attempts the Move (Grace) Test. She gets a critical success (rolling 2 or more higher than the Difficulty). She applies the result in the green column (the Party spends 1 Time), but because of the critical success, Jeremiah also gets across without having to roll himself. Cailean then attempts the Swim (Brawn) Test and gets a critical success as well, but as everyone has already succeeded it has no further effect.



The Trial is Resolved and discarded, and the Party's Readiness is adjusted to Careless (the worst of the results gained during resolution of the card).



Combat

Combat occurs whenever you are faced with a Foe card. This could be when you are Resolving the Adventure icons of a Location during the Adventure Phase, or drawing a Foe after Resolving a Barrier, or even some other situation. If you move to a Location that is already on the map and has a Foe card on it, you must encounter that Foe and make a Surprise Test (see page 25).

Combat is fought over a series of Rounds, the first of which is an Engagement Round followed by a number of Combat Rounds until the Creatures are Defeated or Break, or the Party chooses to Retreat.

Before the Engagement Round, place a number of Health tokens near the Foe card to represent the Health of each of the Creatures. If a Creature has more than 1 Health, place a stack of tokens for each such Creature. For example, when fighting 2 Giant Spiders, place 2 stacks of 2 Health tokens. The number of Creatures that you meet is based on the number of Heroes as depicted on the Foe card. The first number represents the number of Creatures and the second number is their Breakpoint. When playing with more than 4 Heroes, use the values for 4 Heroes and then add on the values for the number of Heroes above 4.

Example: If a Party of 4 Heroes are fighting Giant Spiders, there are 3 Spiders and their Breakpoint is 1. If there are 6 Heroes, use the numbers for 4 Heroes (3 / 1) and then add on the numbers for 2 Heroes (2 / 1). This gives 5 Spiders with a Breakpoint of 2.





Engagement Round

The first Round of Combat is the Engagement Round.

- If the Party Surprises the Foe, all Heroes have Advantage for all rolls during the Engagement Round.
- If the Party is Surprised by the Foe, all Ranged Foes get Advantage during the Engagement Round, and all Melee Heroes have Disadvantage during the Engagement Round.
- Some Creatures have special rules if the Party is Surprised.

The Engagement Round consists of the following 4 steps:

1. Choose Attacks
2. Ranged Attacks
3. Melee Attacks
4. Check Morale

1. Choose Attacks

First, each Hero selects either a Weapon card, or an Ability on a Talent card which states 'Use as a Ranged / Melee Attack', or their default Knife. This is the Attack they will use this Round.

- If a Hero selects a Ranged Attack (Ranged Weapon, or a Talent card used as a Ranged Attack) then they are a Ranged Hero.
- If a Hero selects a Melee Weapon (or Knife, or a Talent card that is used as a Melee Attack) then they are a Melee Hero.

Check the Foe card to see if the Creatures are Ranged Creatures or Melee Creatures as depicted in the keywords at the top of the card.



Melee Foe



Ranged
Combat Track



Ranged Foe



Note: Once a Hero has chosen their attack, it cannot be changed for that Round. A declared Melee or Ranged Attack with a Weapon must be carried out as long as there is a valid target for the attack. In the case of Talents, a Hero can choose to skip their turn when it comes to their turn in the Combat to act.

2. Ranged Attacks

Alternating between Heroes and Creatures, with one of the Heroes going first, each Ranged Attacker chooses a target and Resolves an attack against it. Ranged Heroes can choose any Creature to target. Ranged Creatures use the following rules to determine their target.

Creatures will choose among the Heroes who have not been attacked this Round. If all Heroes have been attacked at least once, Creatures will choose among the Heroes who have only been attacked once, and so on. Then, in order of preference, they will choose:

1. A Ranged Hero who has not yet attacked this Round.
2. A Ranged Hero who has already attacked this Round.
3. A Melee Hero.

In all cases, if there is ever a choice of Hero, the Party chooses who gets attacked.



Example: A Party of 3 Heroes, Cailean, Jeremiah, and Egana are facing 5 Goblin Braves. Cailean chooses to use his Bow in the Engagement Round, and Egana chooses to throw her Spear. Egana and Cailean are Ranged Heroes. Jeremiah does not have a Ranged Weapon: He chooses his Axe and is therefore a Melee Hero. The Goblins are Ranged Creatures.

The Party decides that Cailean will attack first. He shoots a Goblin and manages to kill it. Next, one of the Goblins shoots back. They choose to shoot at Egana as she is a Ranged Hero who has not yet attacked. Then, Egana gets to throw a Spear (removing one Ammo token). She chooses to target one of the Goblins who has not yet attacked, but misses. There are 3 more Goblins to shoot their Bows. The first attacks Cailean as there are no more Ranged Heroes to make an attack, and Cailean has not been attacked yet. The next Goblin attacks Jeremiah. Finally, there is still one Goblin left to attack, but all Heroes have faced one attack already, so the sequence is started over, and the attack goes on either Cailean or Jeremiah (chosen by the Heroes).

For the rules on how Ranged Attacks are performed, see page 41.



3. Melee Attacks

After all Ranged Attacks have been performed, each Melee Hero must now attack. Note that when a Hero makes a Melee attack, the roll is used to determine the outcome of the fight between Hero and Creature. Melee Creatures do not make their own attack in this step. Each Melee Hero may attack any one Creature. See page 42 on Resolving the Attack.



4. Check morale


At the end of the Round, once all attacks are complete, check to see if the Foe Flees or is Defeated.

- If all Creatures have been killed, the Foe is Defeated and the card is Resolved. If the Foe is Unique, remove the Foe card from the game (place it back in the box). Non-Unique Foes are placed in the Discard pile.
- If the number of Creatures remaining is equal to, or less than, the Foe's Breakpoint (see page 37), the Foe Flees. If the Foe is not Unique, the Foe card is Resolved and placed in the Discard pile. If a Unique Foe reaches its Breakpoint, the Heroes may elect to attack it as it tries to Flee. Conduct one more Round of Combat, with each Hero gaining Advantage in this extra Round.
 - » If the Heroes kill all remaining Creatures, the Foe is Defeated, the card is Resolved, and the card is removed from the game (placed back in the box).
 - » If the Heroes do not kill all remaining Creatures then the Foe Flees successfully, and is placed in the discard pile.

Players can also elect to Retreat in the Morale step. If they do so, they spend 1 Time and the Party token is placed back in the middle of the previous Location. The Foe remains in its current Location and must be engaged if the Location is entered again. In this case the Foe will be reset to full Health regardless of how many Damage it previously sustained. Any Loot that the Foe had remains with the Foe until it is defeated, or it Flees.

Performing an Attack

An Attack is a Test, and dice are rolled to determine the outcome. When a Hero makes an Attack with a Weapon, they make a Test and look up the result on the table of the Weapon card being used (or the Knife table printed on their Occupation).

If a Hero wants to use the Ability of a Weapon Talent in the attack, it must be used before the dice are rolled, unless it has the  icon, in which case it can be used after the roll.








Ranged Attacks

When an attacker performs a Ranged Attack they roll 3D6 and apply any of the following modifiers:

- +2 If they have Advantage.
- 2 If they have Disadvantage.
- +/-X Depending on the Ranged modifier of the Foe (only applies to Hero Ranged Attacks).
- +/-X Other modifiers for certain card effects.

The final result is then looked up on the Combat Track for the Weapon or Ability being used:

-  **Critical** – Inflict Damage on the target (see below) and also gives Advantage to the next Hero.
-  **Strike** – Inflict Damage on the target.
-  **Advance** – The attacker drives back their enemy. This gives the next attacker either Advantage (if they are on the same side) or Disadvantage if they are an enemy.
-  **Miss** – No effect.
-  **Fail** – The Hero inflicts Damage on a Melee Hero in the Party of the Party's choice. If there are no Melee Heroes, then the Hero who made this attack takes the Damage.

Creature Ranged Attacks can only result in a Strike, Advance (from the perspective of the Creature), or Miss.

Example: Cailean is facing off against a Goblin Sentry with his Rough Bow. The Goblin Sentry has a Ranged modifier of -1 so Cailean chooses to use the 'Aimed Shot' Ability of his 'Accurate' Weapon Talent (Exhausting the card) to gain Advantage on his Roll. He rolls 5, 5, 1, for a total of 11, subtracts the -1 Ranged Modifier for the Foe and adds the +2 for Advantage giving him a final result of 12. Looking this up on the Rough Bow Weapon card shows an Advance result. If the next attacker in this Combat is a Hero, they will have Advantage. If the next attacker is a Creature, they will have Disadvantage.



Ranged modifier



Melee Attacks

When a Hero performs a Melee Attack they roll 3D6 and apply any of the following modifiers:

+2 if they have Advantage, -2 if they have Disadvantage.

+/-X depending on the Melee modifier of the Foe.

+/-X other modifiers for certain card effects.

-1 if there are more Melee Creatures than Melee Heroes.

The final result is then looked up on the Combat Track for the Weapon or Ability being used:



Critical – Inflict Damage on the target and also gives Advantage to the next Hero.



Strike – Inflict Damage on the target.



Advance – The Hero drives back the Creature. This gives the next attacker either Advantage (if they are a Hero) or Disadvantage (if they are a Ranged Creature).



Trade Blows – Both the Hero and the Creature inflict Damage on each other.



Pushed Back – The Hero has been pushed back. This gives the next attacker either Disadvantage (if they are a Hero), or Advantage if they are a Ranged Creature.



Fail – The Creature inflicts Damage on the Hero making the attack.



Melee modifier

Example: Egana is facing off against a Goblin Guard with her Rough Spear. The Goblin Guard has a Melee Modifier of -1. Egana rolls 3, 3, 2, for a total of 8. She subtracts the 1 for the Melee Modifier, making a final result of 7. Consulting the Rough Spear Weapon card, this yields a Pushed Back result. Egana can now play the 'Parry and Trip' Ability of her 'Guard Stance' Talent as it has the 'Play After Roll' icon. Egana Exhausts the Talent and changes the Pushed Back result into an Advance result.





Multiple Attacks

If, for any reason, a Hero gains multiple attacks then that Hero resolves all of these attacks before the next Hero or Creature resolves their attacks. If any of these attacks generates Advantage or Disadvantage then this is applied to the next attack, whether made by the same Hero or the next Hero or Creature to attack.

Advantage and Disadvantage

Heroes and Creatures may gain **Advantage** or **Disadvantage** to their rolls in Combat.

- Advantage grants +2 to the roll for their attack.
- Disadvantage grants -2 to the roll for their attack.

Use the Advantage/Disadvantage token to show if you have +2 or -2 to your combat roll.

You cannot gain Advantage or Disadvantage more than once on a roll. If you have both then they cancel out, no matter how many times either one was gained.

Various Combat results can give a bonus or penalty to whoever attacks next, depending on whether they are on the same side as the Hero or Creature who got the result.

Example: A Hero gets the 'Advance' result. This is good for the Heroes. If the next attacker is another Hero, that Hero gets Advantage on their next attack. If, however, the next attacker is a Foe, they would get Disadvantage instead.

Example: The last Ranged Creature to make a Ranged Attack in the current Round gets an Advance result. This is good for the Creatures. If the next attack is made by a Hero, that Hero gets Disadvantage. If the next attacker is a Creature, it gets Advantage.

Note that Advantage and Disadvantage carry over from one Combat Round to the next, but not beyond the end of Combat. Also note that the next attacker could even be the same Hero who generated the result.

Example: A Hero is making the last Melee Attack of the current Combat Round and gets the 'Pushed Back' result. At the start of the next Combat Round, the first attacker is a Ranged Hero - so they get Disadvantage. If the next attacker was a Ranged Foe, they would have gained Advantage.



Inflicting Damage

- Heroes inflict 1 Damage unless indicated otherwise by a card effect. For each Damage inflicted, remove one Health token from the Creature that was targeted. When a Creature has no Health tokens left in its stack, it is killed.
- The Damage dealt by a Creature's Ranged Attack (where applicable) is shown at the bottom of the lower Combat Track on the left side of the card, and the Damage dealt by a Creature's Melee Attack is shown at the top of the upper Combat Track.

Example: Egana is facing a Goblin Shaman, a Creature with 2 Health and a +0 Melee modifier. She decides to activate the Powerful Lunge Ability of her Weapon Talent. This grants her Advantage and increases the Damage she deals by 1, but Drains the Weapon Talent. She rolls an 11, normally a Trade Blows result, but due to the +2 she scores a 13. A Strike! With the Damage increased to 2, she kills the Goblin Shaman in a single blow.



Conditions

There are three Conditions which can be applied to Heroes.

- Fire** – The Hero gains a 🔥 token if they do not have one already. If the Party is not in Combat, then the Hero must immediately Exhaust one of their Talents to remove the 🔥 token. If they cannot Exhaust a Talent then they may either Drain one of their Exhausted Talents, or another Hero may Exhaust a Talent. If neither of these are possible, then the Hero becomes Unconscious and the 🔥 token is removed. If the Party is in Combat, the Hero with the 🔥 token is at Disadvantage for all Tests until the end of Combat, when the Hero must then remove the token as described above.
- Fear** – The Hero gains a 😬 token if they do not have one already. While the Hero has the 😬 token they gain Weakness for all Tests (see page 33). Remove the 😬 token at the end of the Rest Phase.
- Poison** – The Hero gains a ☠️ token if they do not have one already. While the Hero has the ☠️ token any action that causes a Talent to become Exhausted causes the Talent to be Drained instead. If the Party spends at least 1 Time to Camp then the Hero removes the ☠️ token.





The Combat Round

After the Engagement Round, if neither side has Retreated or the Foe has not been killed, there are a number of Combat Rounds.

Each Combat Round follows the same four steps as the Engagement Round with the following exception:

During Step 1 (Choose Attacks), there are additional restrictions:

-  If the Creatures are Melee Creatures, then the Party must choose at least one Hero to be a Melee Hero for each two Melee Creatures (rounded up). For example, if there are 3 Melee Creatures, two Heroes must be declared as Melee Heroes.
-  If the Party is fighting Ranged Creatures, the number of Ranged Creatures that can make Ranged Attacks this Round is reduced by 1 for each Melee Hero. This can reduce the number of Creature Ranged Attacks to 0.

A Hero can choose a different Weapon or Talent each Round of Combat.

Steps 2-4 are carried out in exactly the same way as for the Engagement Round.



Example: The Party faces a group of 6 Goblin Braves, who are Ranged Creatures. Neither side has Surprise in the Engagement Round. The Party consists of one Hero with a Bow and three Heroes with Melee Weapons only.

During the Engagement Round, the Hero with the Bow gets to shoot first, followed by all the Goblins. Then, the Melee Heroes all get to attack. Two Goblins die during the Engagement Round, leaving four Goblins remaining.

During the next Combat Round there are 4 Ranged Creatures, and 3 Melee Heroes so only 1 Goblin gets to make a Ranged Attack but not before the Hero with the Bow, who could choose to target the Goblin who is about to shoot. If they do, and manage to kill the Goblin, there are no Goblin Ranged Attacks this Round.



End of Combat

Combat can end in a number of ways.

If all the Creatures are killed, Combat ends immediately, the Foe card is Resolved and placed on the discard pile unless it was a Unique Foe, in which case it is removed from the game. The Party then gains any Loot that the Foe had.

If a Foe Flees (see page 40), the Party also gain any Loot that the Foe had.

The Party can also Retreat during the Morale step of any Round.

Finally, all Heroes could be knocked Unconscious as a result of Combat. If this happens, the Heroes immediately lose the game (See Page 49).

Once Combat is over, all Ranged Weapons are resupplied with Ammo, and any Advantage or Disadvantage that Heroes have is removed.







APPENDIX

Adjusting the Difficulty

Before playing an Episode or Scenario of Legends Untold you can set the degree of difficulty by selecting the play mode, and the outcome if all the Heroes are knocked unconscious.

Play mode

The game can be played in 3 modes, select which mode you feel is most appropriate prior to play.

Beginner

Recommended for those looking for an easier game experience. Each Hero starts with 1 additional Talent.

Heroic (Default difficulty)

Recommended for those looking for a challenging experience; the default mode for the majority of players. No adjustments to the rules are needed.

Legendary

Recommended for experienced players as the game is a lot harder. To play in Legendary mode, make the following adjustments:

1. When Resolving an Event, apply the standard Event as usual and then also apply the Legendary result.
2. If you fail a Test and roll the same result on all three dice, this is a critical failure which causes Weapons and Kit used for that Test to malfunction with the following rules:
 - Rotate the card 180 degrees and Resolve the critical failure effect. If the item becomes unusable, then place it under the Occupation card so that only the critical failure section is visible.
 - If you critically fail with a Ranged Weapon, apply the Fail result and then apply the critical failure effect.
3. Unless a Scenario states otherwise, you are required to have a clear route back to the Starting Location to succeed on a Scenario. For example, if an Event causes a Foe to appear behind you during an Adventure, you will need to go back and Resolve that Foe to succeed with the Scenario.



Example: Jeremiah swings his Worn Axe at a Giant Spider and rolls 2,2,2, for a total of 6. With the -2 from the Creature's Melee modifier, this is a 4 which is less than the Fail Value of ≤ 7 for the Worn Axe. Jeremiah breaks his Axe against the tough hide of the Spider and must now rotate the card to the critical failure effect showing the Axe is broken. Jeremiah draws his Knife anxiously knowing that things just got harder!



All Heroes being knocked unconscious

If all Heroes in the Party are knocked unconscious then what happens next depends on a setting agreed upon at the start of the Adventure or Campaign:

Softcore (Default setting)

The Heroes must restart their Adventure from the beginning. There are no long term effects.

Weakened

The Heroes have been demoralised by their failure. All Heroes must lose 1 Level and any Talents or Upgrades granted by that Level until the Adventure is successfully completed. After the Adventure is successful the Heroes regain their lost Levels and gain a Level as normal for completing the Adventure.

Heavily Weakened

This setting is the same as Weakened, except the Heroes lose 2 Levels instead of 1.

Hardcore

All Heroes have perished in their attempt. Players should create new Level 1 Heroes and begin their adventures again.



Playing Solo

You can play Legends Untold solo in one of two ways:

- Multi-handed, where you play multiple Heroes. In this case, you do not need to change the set up in any way and the only change you must make is to debate with yourself rather than other players what you think the Party should do!
- Lonewolf, where you play only one Hero.

When playing Lonewolf for the first time, we recommend you take one of the first three Hero builds shown on page 9 (not the Evicted Noble). In future games, you may choose to build your own Hero and choose your own starting Talents.

When playing Lonewolf, you should start with an additional Skill Talent (we suggest Tenacious), an extra Weapon Talent for your Weapon, and either a Kit or an Outfit. These additional Talents and items do not count towards your Level.

Creating your own Hero

To create your own Hero first carry out the following steps:

1. Select an Occupation card from the available cards.
2. Choose which side of the card you wish to use.
3. Use the table on page 52 to determine how many total Talents they should have, and select that many Talents. You can freely choose any Skill or Weapon Talent for your Hero. Note that Weapon Talents only work with the appropriate Weapon (one with a matching Weapon Family icon), so do not choose a Weapon Talent that requires an Axe unless you are using an Axe.
4. All Heroes start at Level 1 unless you are joining an existing Party, in which case your Hero's Level is equal to the lowest Level of Heroes in that Party.

Level 1 Heroes start with a Knife, 3 Talents, and a Weapon. A Hero can gain Upgrades or Talents as they complete adventures. The maximum number of items a Hero can carry is:

- Up to 2 Weapons (in addition to their Knife), and
- Up to 2 items of Equipment (Kits in the base game), and
- Up to 1 Outfit.



Example: Crawford decides he wishes to create his own Hero. He chooses the Farmhand Occupation and decides that he should take the Spear as his Weapon of choice. He decides that his Farmer is Dependable and is Tenacious from his time in the fields. He also chooses the Aggressive Stance Weapon Talent so he can fight well with his Spear. His Occupation grants him the Fey Speciality.

FARMHAND
Occupation

KNIFE
16 8
14 4
12 1
10 X
9 0
8 0
ATTRIBUTES
Brawn 3
Grace 2
Hunger 1
Reason 1
Will 1
Charm 2

ROUGH SPEAR
Weapon

15 0
13 1
12 1
9 X
6 0
5 0
The most basic of sticks, with a roughly cut head.

DEPENDABLE
Talent

PARTY WORKER
If you roll a Success at a Party Basic Test, you may upgrade your result to a Critical Success.
COMMON SENSE
If you fail a Test where you have Mastery, then reroll the Test with Mastery.
COMMITTED
Retell one of your Basic Tests or Party Basic Tests.

TENACIOUS
Talent

JUST A SCRATCH
Prevent all 0 you are about to take from any source.
SURVIVOR
Use during the Rest Phase to Restore all your Exhausted Talents and heal all your Unleashed Talents. You may only use this Ability once per Adventure.
FLASH WOUND
Reduce the 0 you take from a X result by +1.

AGGRESSIVE STANCE
Talent

PUSH FORWARD
Use if you get a X or 0 result to give the next Basic Advantage for their next attack this Combat.
POWERFUL LUNGE
Gain Advantage for your next attack this Combat. Your next attack inflicts +1 0 on a X, 0, or 0 result.





Levelling Up

A Hero starts at Level 1. After each successful Adventure, a Hero gains a Level. See below for what they gain at each Level.

Hero Level Benefits

Level	Benefit	Total # Item Upgrades	Total # Talents
1	None	(Base Weapon only)	3
2	Upgrade	1	3
3	New Talent	1	4
4	Upgrade	2	4
5	Upgrade	3	4
6	New Talent	3	5
7	Upgrade	4	5
8	Upgrade	5	5
9	Apprentice Occupation	See Apprentice Expansion	

For each Item Upgrade they gain, choose one of the following options:

- Select a Weapon, item of Equipment, or an Outfit if they have space for one.
- Upgrade a Weapon, item of Equipment, or Outfit they already have by flipping the card over to its upgraded version.

Each time you gain a new Talent, you can choose freely from those available.

When you gain a Level, you may also swap one Talent for a different Talent. You may also change your Equipment, Outfit or Weapon so long as you retain the same number of total Upgrades.



Other ways to play

Build your own Adventures

Rather than following the Episodes or Scenarios provided with the game, you can create your own adventures for your Party to go on, or simply attempt to explore as deeply into the caves or sewers before your time or life runs out. You can create your own special rules for your Adventure and determine how many of each type of card go into the different decks and how much time the Party has to survive the challenges they meet. Give your creations a unique feel and challenge your friends to play through them, or add them to the community online for Legends Untold.

Playing the game as an RPG

An RPG, or Role Playing Game, is similar to how Legends Untold plays, but with one player taking the role of Games Master. Instead of drawing from the decks randomly, the Games Master's role is to determine the path of the Adventure. They can set up the decks in advance, or play cards in a specific order, to create their own story.

If you decide to take on the role of Games Master, then you can play out the Encounters in more detail, taking on the roles of the individuals that the Party meets and acting out what happens. How well the Party does is up to the Games Master, who can determine the outcomes and rewards for dealing with any of the Barriers, Obstacles, Encounters, Curiosities, or Foes that the Party meets. The Games Master gets to reward the Heroes with Loot when they do well, and unleash Events when the time is right, rather than following the exact mechanics of the game.

The main role of the Games Master is to challenge all of the players, and ensure they have a fun time when playing Legends Untold without making the challenges too easy or too hard. Finding the right balance of difficulty for your Party is the challenge when running as an RPG, but it allows you endless creativity as you can mix and match cards from every environment as it is released.

We are constantly trying to find new and interesting ways to create new content and will be adding further ideas at www.inspiringgames.com

Pathways

There are icons marked on the Caves and Sewers sets that link the two sets (Caves and Sewers) together. If you are creating your own adventures or playing freeform exploration adventures then you can use these Pathway icons to link the two sets together. Simply set up both sets of environment decks (Barrier, Obstacle, Adventure, Locations, and Events) and then switch between them to move from one Environment to the other.



The Novice Rank Booster Packs

For your first few games, we recommend you do not add any content from the Booster packs (available separately). Once you are comfortable with the game, you may wish to use the content from one or more Booster packs.

The Druid Booster pack

'That's it! Remember that frogs are your friend, now what will you do?'

'I feel the energy within me, I feel like I could leap high like a frog, or climb like a snake.'

'Good, now we shall move on to the animals. I shall show you how to rage like a stag or to balance as gracefully as that cat of yours. Remember though, if the Druaich does not flow around you then you are vulnerable. You must always work in harmony with your surroundings.'

A Celti Druid teaching her young Neophyte in the forest.

Contents:

- 1 double-sided Scenario card which describes a single Adventure on each side.
- 1 Occupation card.
- 4 Skill Talents.
- 1 double-sided Weapon (the Club).
- 3 Weapon Talents, used with the Club.
- 1 double-sided Outfit.
- 2 double-sided Companions.

How to use the Druid Booster pack:

You may take the Druid Occupation card and build a Hero in the same way as you would build any new Hero. The Druid Talents are designed to work with the animal, reptile, and insect Environmental icons that are found throughout the game, so are reliant on finding the right Locations to utilise your powers.

Any Hero may take a Companion, but one is required for one of the Druid-specific adventures. Companions should be placed in the Equipment space next to your Occupation card, and count towards your Equipment limit.





The Alchemist Booster pack

'Let us begin your teaching. The principles of Alchemy are complex and multitudinous in number. The greatest Alchemists in all of Achea are capable of many wonders. With sufficient experience and the right ingredients these masters of their art can brew almost any potion they can think of.'
The teacher stopped for a moment, this was a well-rehearsed speech, given many times.

'Indeed a few of their number, the Master Alchemists, have access to recipes for the rarest of elixirs. These recipes are guarded well and shrouded in secrecy, for they guide the brewer on how to make ancient concoctions. If these potions are brewed correctly, they could grant the user immense power; if brewed incorrectly, they could spell disaster.'

'For these men and women the most important thing in this great world of ours is the collection of ingredients. They seek to harvest rare plants and other less savoury things, for with these base components they can change the world around them.'

'For now though, it is the garden for you. Here is your Herbalism Pack, you must learn to identify and harvest a number of simple herbs correctly. It is only when you can master these very basic ingredients that you will be ready to progress further, my young gardener.'

Contents:

- 1 double-sided Scenario card which describes a single Adventure on each side.
- 1 Occupation card.
- 6 Herb item cards.
- 1 Kit.
- 1 double-sided Outfit.
- 2 double-sided Potion cards, with a different Potion on each side.
- 1 Skill Talent.





How to use the Alchemist Booster pack:

Setup

Shuffle all the Herb item cards together to make the Resource deck and place it face down near the Adventure deck. Leave space next to it for a discard pile.

One Hero must have taken the Herbalism Pack Kit, as this is the way you gain Herbs and Potions.

The Occupation card, Outfit, Kit, and Skill Talent can be used by any player in accordance with the core rules.

Finding Ingredients and harvesting them

Herbs are gathered during the Rest Phase when a Hero with the Herbalism Pack Rests in a Location with Fungi (as stated on the Kit card).

There is no maximum number of Herbs you can carry, but you do not keep them between Adventures.

Consuming Ingredients

Herbs can be carried and consumed by any Hero, even during Combat. They work in a similar way to Loot items.

When consuming a Herb, you choose the dosage desired and make any Test that is required as stated on the Herb card.

Used or discarded Herbs are placed in the Resource discard pile.

Brewing Potions

Taking the Herbalism Pack grants you the Ability to take 1 Potion card (2 Potion cards if upgraded to the Alchemist Kit).

Place the Potions next to your character in the Equipment space until they are used. A Potion can be brewed during the Rest Phase, as per the instructions on the Potion card. Brewing one of the two Potions means you cannot brew another Potion of either type listed on the card until the Potion is used. Potions do not count against your Equipment limit.

The effects of some Potions last until the end of the Adventure, in which case you cannot use that Potion again.

You may choose to rotate a Potion back to its unused side during the Rest Phase. If you do so you lose all abilities stated on the effects side of the card.



The Novice Treasure pack

'They say that near the Great Diversion, that special place where the Weeping Caves meet the Great Sewer, there are odd and frightening creatures to be found. Some of these beings live off the environment around them whereas others remain more of a mystery. Years ago many used to visit the depths to find these creatures, indeed the Brethren built a well to provide a resting place for their surveyors. For years though nobody has visited that place as it is a known haven for Slavers.'

Contents:

- 1 double-sided Scenario card which describes a single Scenario on each side.
- 1 Location card.
- 1 Discovery card.
- 5 Foe cards.
- 5 Loot item cards.

How to use the Treasure pack

The cards contained in the booster pack can be substituted for any of the cards required during the Adventure setup. For example; if the Adventure asks for 9 Loot items, you may substitute any of the Loot items from the Treasure pack instead of the ones that come with that environment. Remember to still include any specific items that are noted in the Adventure setup.

The Scenarios that come with the Treasure pack require you to use more Foes and Loot than a normal Adventure, so you can include all of the Loot & Foes from the environment you use as well as the ones from the Treasure pack.

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**GAMING
RULES!**





Glossary

Ability - Each Talent is made up of Abilities a Hero can choose to use.

Advantage - The Hero gains +2 to their next roll. Advantage does not stack with itself and is cancelled by Disadvantage.

Adventure - The Scenario or Episode that the Party tries to complete in order to win the game.

Adventure deck - The Foe, Discovery, Loot, Booby Traps, and any Scenario specific cards.

Alertness - The Difficulty of the Surprise Test against a Foe.

Attribute - Each Hero has 6 Attributes (Brawn, Grace, Handle, Reason, Will, & Charm). These are used on some Tests.

Barrier - Barriers act as a block to the Party's access to a Search Zone, Exit or Campsite. They do not need to be attempted in order to Resolve a Location.

Booby Trap - Booby Traps are drawn from the Adventure deck, and trigger if the Party is Careless.

Breakpoint - If this number of Creatures or fewer remain at the end of a Combat Round, the Foe will try to Flee. If the Breakpoint is 0, the Foe will never attempt to Flee.

Brightness - Sets the Difficulty for all Scouting Tests into a Location.

Camp - During the Rest Phase the Party may choose to Camp, Healing Damage and removing some effects.

Combat - A series of Rounds through which the Party attempts to Resolve a Foe card by killing Creatures until they reach their Breakpoint.

Condition - An effect such as Fire, Poison, or Fear, that a Hero is affected by.

Creature - One of a number of individuals on a Foe card, each one can attack or be

attacked.

Difficulty - The number which you have to equal or beat to succeed at a Test.

Disadvantage - The Hero gains -2 to their next roll. Disadvantage does not stack with itself and is cancelled by Advantage.

Discovery - Encounters and Curiosities are both types of Discovery.

Drained - The card is turned face down. It cannot be used until Healed.

Engagement Round - The first Round of Combat against a Foe.

Equipment - Each Hero has space for 2 items of Equipment, such as Kit or Companions.

Event - Events are the natural hazards that the Party will encounter during an Adventure. They are triggered as the Party spends Time.

Exhausted - A card which has been rotated 90 degrees. An Exhausted card cannot be Exhausted again, but it can be Drained.

Exit - A marked area on the edge of a Location card which leads to another Location.

Flee - When a Creature runs away from a fight after reaching its Breakpoint.

Foe - The Creatures that the Party faces, normally resulting in a Combat.

Heal - Healing allows a Hero to return a Drained Talent to its normal side. That Talent is no longer Drained.

Hero - The character a Player plays in the game.

Location - The cards that make up the map.

Loot - Useful items that can be gained by the Party when they Search Locations or defeat Foes.



Marching Order - The order the Party moves in; Scout at the front, the Guard at the rear, and the rest of the Party in the Centre.

Melee - Melee is where a Hero is directly facing a Creature in hand to hand Combat.

Melee Attack - When a Hero or Creature attempts to hit an opponent in Melee Combat.

Obstacle - Trials and Traps are both types of Obstacle.

Occupation - The base card for each Hero that shows their Masteries and Attributes.

Outfit - An item of Equipment that a Hero wears. Each Hero can only have one Outfit.

Party - The group of Heroes that take part in the Adventure.

Pathway - An icon present on some Location cards used to swap from one Environment to another if you want to.

Phase - Each Turn is made up of 4 Phases: Scouting, Adventure, Explore, and Rest.

Ranged - The Weapon or Talent uses the Ranged rules in Combat and the character is a Ranged Hero for that Turn.

Ranged Attack - When a Hero or Creature attempts to Damage an opponent without them being able to attack back.

Readiness - The result of the Scouting Test when entering a Location; can be Alert, Bold, or Careless. It can also be changed due to the result of certain cards.

Resolved - A card is considered Resolved when all non-optional Tests against that card are successful.

Restore - Restoring an Exhausted card allows you to turn it upright to its unexhausted state.

Retreat - When the Party returns to the previous Location because they choose not to Resolve something.

Round - Combat is divided into Rounds where each Hero and Foe gets a chance to attack.

Scouting - The Test for the group, normally rolled by the Scout, to determine the Party's Readiness in a Location.

Sneak - The Party can choose to Sneak when Scouting, spending 1 Time but gaining a bonus to their Scouting Test.

Surprise - The Party gains Advantage for all Tests for the Engagement Round if they Surprise the Foe.

Surprised - The Foe gains Advantage for all Tests for the Engagement Round if the Party is Surprised.

Talents - These are both the Health of the character (Drained when taking Damage) and the Abilities a Hero has.

Turn - The Adventure is divided into a series of Turns in which the Party moves through a Location.

Unresolved - The card is left on the table and must be encountered if the Party enters the Location again.

Upgrade - Each Weapon, Outfit, or Kit can be upgraded once by flipping it over to the improved version.

Time - An indication of the time taken in the Adventure, it is a resource for the Party to use.

Weapon - An item that can be used in Combat and has associated Weapon Talents.



QUICK REFERENCE

Turn Sequence

1. Scouting Phase

- a. Stay in the same Location (skip to Phase 3), or change Location.
- b. Decide Marching Order (Scout, Guard, Centre).
- c. Choose an Exit and decide whether to Sneak or not.
- d. Add a new Location to the map.
- e. Make a Scouting Test to decide Readiness.
- f. Spend 1 ⚡ (or 2 ⚡ if Sneaking).

2. Adventure Phase

- a. Resolve Obstacles.
- b. Resolve Foes.
- c. Resolve Discoveries.

3. Exploration Phase

- a. Draw a Barrier card for each Barrier and place Search tokens on Search Zones.
- b. May attempt to Resolve Barriers and/or Search Zones.

4. Rest Phase

- a. All Heroes Restore all of their Exhausted Talents.
- b. The Party may choose to Camp to Heal (Time permitting).

Combat Sequence

An Engagement Round followed by Combat Rounds.

1. Choose Attacks

Each Hero chooses their attack depending on Weapons and Talents. Creatures are Ranged or Melee as printed on their card.

2. Ranged Attacks

Starting with a Ranged Hero and then alternating, all Ranged Attackers make an attack.

3. Melee Attacks

All Melee Heroes make attacks.

4. Check Morale

If the Foe reaches Breakpoint, it Flees. If the Foe is Unique then the Party may have 1 more Combat Round in order to eliminate the Foe.