LEGENDS UNTOLD ®

CORE RULEBOOK

INSPIRING GAMES

CONTENTS

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. The heroes must plot a course, one adventure at a time. By completing these adventures, the heroes will improve their talents and their equipment as they explore the world and write their own legends!

THIS RULEBOOK IS COMMON TO THE THREE CORE SETS OF LEGENDS UNTOLD: The Weeping Caves, The Great Sewers, and The Illumination of Deepsorrow. We use cards from all three sets in this book to illustrate examples. Do not panic if you do not have the card shown in an example, it will be from another Set.
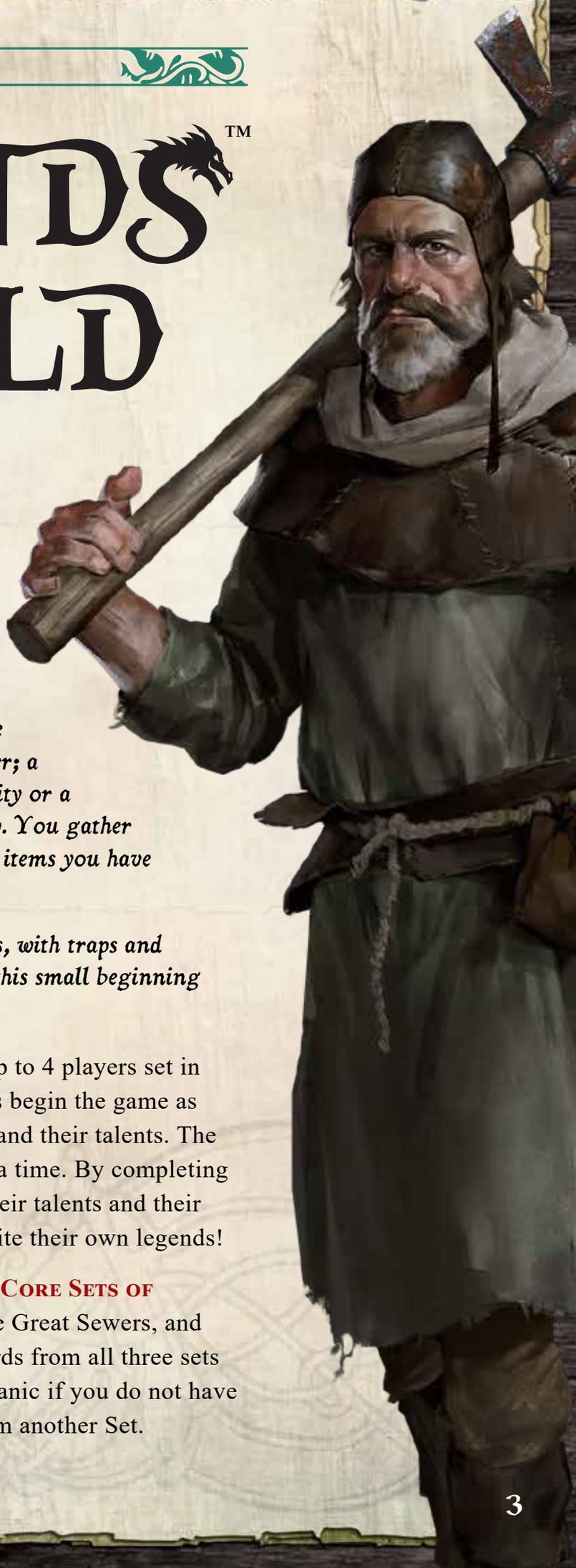
SETTING UP THE GAME

1. **Choose Scenario:** Select the Scenario you'd like to play from the Campaign Guide for your set. Read the GOAL section on the Scenario you've selected; this is your objective for this Adventure.

2. **Starting Location:** Place the starting Location (as specified in the Scenario) face up in the middle of the play area. Place the Party token in the middle of the starting Location, showing the side without the lit torch.

   Note: Leave plenty of room around this card as you will be placing new Locations around it as you explore!

3. **Location Deck:** Randomly select the number of Locations as stated on the Scenario. Shuffle and place them face down to form the Location deck, adding any named Locations as required.

   Note: When starting an Adventure in a Location that contains the footprints icon that represents the Entrance to the Location, cover the footprints icon with the Ambient icon token. This changes the footprints into an Ambient Exit for that Adventure only.

4. **Event Deck:** Randomly select the number of Event cards as noted on the Scenario. Shuffle and place them face down to form the Event deck. Leave space next to this deck for the Event discard pile.

5. **Barrier deck:** Shuffle the Barriers cards and place them face down in a pile to form the Barrier deck. Leave space next to it for the Barrier discard pile.

6. **Obstacle deck:** Shuffle the Obstacle cards and place them face down in a pile to form the Obstacle deck. Leave space next to it for the Obstacles discard pile.

7. **Treasure Deck:** Create the Treasure deck using 8 non-Heavy Loot cards and 2 Booby Trap cards (or 4 if you're playing on Legendary difficulty). Shuffle them together and place them face-down beneath the Treasure topper.

8. **Adventure deck:** Create the Adventure deck by shuffling together the required number of Foe, Discovery, Loot, Booby Trap cards and any other cards as indicated on the Scenario. Place the Adventure deck face down in the play area. Leave space next to it for the Adventure discard pile.

   Note: if you're playing only with the Weeping Caves and/or Great Sewers sets, skip steps 7 and 9.

9. **Shock Deck:** Shuffle the Shock cards and place them face down to form the Shock deck. Leave space next to it for the Shock discard pile.

10. **Ammo:** If you have a Weapon with limited Ammo, take ⚔ Ammo tokens equal to the number written at the top of its Combat Results Table.

11. **Readiness Tracker:** Place the Readiness Tracker with the Brightness, Pace, Alertness and Surprise tokens nearby.

12. **Battlefield:** Place the Battlefield nearby.

Cave Mouth
WC-LO01

READINESS

At the start of each turn:

Choose Marching Order. Assign Scout and Guard.

Check Brightness of the exit you chose.

The Scout chooses the Pace.

Draw the next Location card and add it to the map.

Determine Alertness: The Scout makes a Scouting Test vs the location's Brightness Difficulty that matches your exit's Brightness.

If you found a Foe, determine Surprise by making a Surprise Test vs its Alertness.

AMBIENT	Our exit was
No modifiers.	
MARCH	Our pace is
Spend ⌛ on entry.	
BOLD	We passed by less than 4, we are
No modifiers.	
NO SURPRISE	We passed by less than 4
No modifiers.	

Our exit was
DARK
+2 to Surprise Tests, Harder Scouting Tests difficulty.

Our pace is
RUSH
Don't spend any ⌛ on entry.

We passed by 4 or more, we are
CARELESS
Traps and Booby Traps are auto...

We passed by 4 or more, we are
FOES SURPRISED
Ranged Foes gain Disadvantage and Heroes gain Advantage in the Engagement Round.

12

RANGED FOE

2B
1. Ranged Heroes who haven't attacked this turn.
2. Then other Ranged Heroes
3. Then any other Heroes

Ranged Attack test resolves Creature's attack. Creatures prefer to attack.

In the Engagement Round, Ranged Foes don't pin Creatures and may attack any target.

1 — Melee Heroes each Pin 1 different Creature, bringing them into melee. Creatures pinned by Melee Heroes can't use Ranged attacks.

3 — Melee Heroes may attack any Creature in melee, not just those they've pinned.

Melee Attack rolls resolve both Creatures and Heroes. (Creatures in melee don't get a separate attack roll)

If there are more Melee Creatures than Melee Heroes, the party is Outnumbered, and vice versa.

2A — Ranged Attack test resolves Hero's attack.

RANGED FOES

MELEE

RANGED HEROES

MELEE FOE

In the Engagement Round, Melee Heroes don't pin Creatures.

1 — Melee Heroes each Pin 1 or 2 different Creatures. All Creatures must be pinned if able!

3 — Melee Heroes may attack any Creature in melee, not just those they're pinned.

Melee Attack rolls resolve both Creatures and Heroes. (Creatures in melee don't get a separate attack roll)

If there are more Melee Creatures than Melee Heroes, the party is Outnumbered, and vice versa.

2 — Ranged Attack test resolves Hero's attack.

FORGEHAND

WORN AXE
Weapon

Knife

16	☀
14	☀
12	♠
10	✕
9	⊕
8	⚔

⚒

15	☀
13	☀
11	♠
9	✕
8	⊕
≤ 7	⚔

An old felling axe, worn and tarnished.

ATTRIBUTES

BRAWN	2
GRACE	2
HANDLE	3
REASON	1
WILL	1
CHARM	1

Worn Axe
Openers
Smithing
Caving

GF-BC01

SMITHING
Skill Talent - Making

FIX

: Gain +1 to your Handle for your current Test , or +2 if it is a **Mend (Handle)** Test.

SOLID CONSTRUCTION

: Double the bonus from one Loot item that you use in a **Test**.

BLADESINGER

: Turn a ☀ into a ☀.

WC-ST09

CAVING
Skill Talent - Underground

CLIMBER

: Gain +1 to your Brawn for your current **Test** , or +2 if it is a **Climb (Brawn)** Test.

LISTEN TO THE ROCK

: If the **Party** Sneaks then gain an additional +1 for each 🐾 to any **Surprise** Test this Turn.

CAVE BROTHER

: Gain +2 to your current **Test** on any Event that requires ♦ or 🗻, or grant +2 for all Heroes on a **Party Test** on any Event that requires ♦ or 🗻.

WC-ST07

OPENERS
Weapon Talent - Axe

CHARGE

: Gain **Advantage** on your next attack this Combat.

MIGHTY THROW

: Use as a Ranged Attack. Perform a Ranged Attack with the Axe, gaining +1 🔶 on a ☀ or ☀. The Axe cannot be used again until the end of the Combat.

WC-WT10

1

SETUP USING CODES
ID • GS

📖 **LOCATIONS** 6/8

Start in:
Collapsed Street
(GS-LO22)

Shuffle into the bottom half of the deck:
Wheel Room
(GS-LO25)

🔺 **FOES** 6/7

Create the deck from a random selection of these:
2x Corpse Bee
(GS-FO16)
2x Cultist
(GS-FO19)
2x Gull Warrior
(WC-FO14)
1x Gyaags
(WC-FO16)
1x Beast Warden
(WC-FO18)

📕 **DISCOVERIES** 8/8

🔻 **BOOBY TRAPS** 3/4

---◇ EPISODE I ◇---

TAKING CONTROL

Your journey across the Wrathlands has been long and difficult, but you have arrived at the ruined city of Deepsorrow. The bright desert stands illuminated by the lightning strikes from the swirling never-ending Wrathstorm overhead. Searching the deserted city was difficult, but as the Wrathstorm descended you were fortunate enough to find a place where the sewers had broken open due to the slow collapse of the city itself.

The visions of the Nabti that led to this place showed that the Illumolith exists somewhere deep beneath the sewers, most likely in the aquifers that slaked this city's thirst at one time. You learned from a trader in the Khenani port of Agadir that the sewers had a central control room, known as the Wheel Room, where maps and controls for the sewer system would be kept. If you can find a way to this Wheel Room, you might

MISSION RESULTS

Episode I

SUCCESS

You have found the Wheel Room, but the sewers have fallen into disrepair in the many centuries since Deepsorrow was swallowed by the Wrathsands. The Wheel Room shows that the way beneath the sewers is via the cable cars in the Cable Room.

Whilst exploring the Wheel Room you come across the body of a Gnimshka, their body damaged by the slash and bite marks of goblin weapons and beasts. They died curled around a large tome, something the goblins must have ignored as it couldn't be eaten or made into armour. Pulling the book free you see that it's still clear, "Investigations of Deepsorrow; by artificer Perka Tebalmane", but the inside is filled with scrawled notes, encoded for privacy.

FAILURE

Your route to find the Wheel Room was especially arduous and took far longer than you'd have imagined. The Wheel Room shows that the way beneath the sewers is via the cable cars in the Cable Room.

Whilst exploring the Wheel Room you come across the body of a Gnimshka, their body damaged by the slash and bite marks of goblin weapons and beasts. They died curled around a large tome, something the goblins must have ignored as it couldn't be eaten or made into armour. Pulling the book free you see that it's written in the Gnimshka tongue. Its title is still clear, "Investigations of Deepsorrow; by artificer Perka Tebalmane", but the inside is filled with scrawled notes, encoded for privacy.

If this Gnimshka had been down here a while

5

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 Adventure.

Normally each Hero starts with **1 OCCUPATION** card, **3 TALENT** cards, and **1 WEAPON** card. For your first games, we recommend you choose an Occupation and take the Weapon and Talents listed on that card. Once you're comfortable with the game, feel free to pick whichever Weapon and Talents suit you to make your own characters!

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

1. **Occupation:** Your Occupation card shows your Attributes on the bottom left and the Combat Results Table for your default Weapon (a Knife) on the right.

2. **Weapon:** 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. If your Weapon has limited Ammo, Place Ammo tokens on it equal to the number on the Ammo icon.

3. **Talents:** Your Talents are your character's Abilities, and also double as their Health. Your character can have **WEAPON TALENTS** (a), which govern your combat Abilities with your Weapon, and **SKILL TALENTS** (b), which govern all your other Abilities. Each of them lists a number of Abilities, indicating when they can be used and what they do.
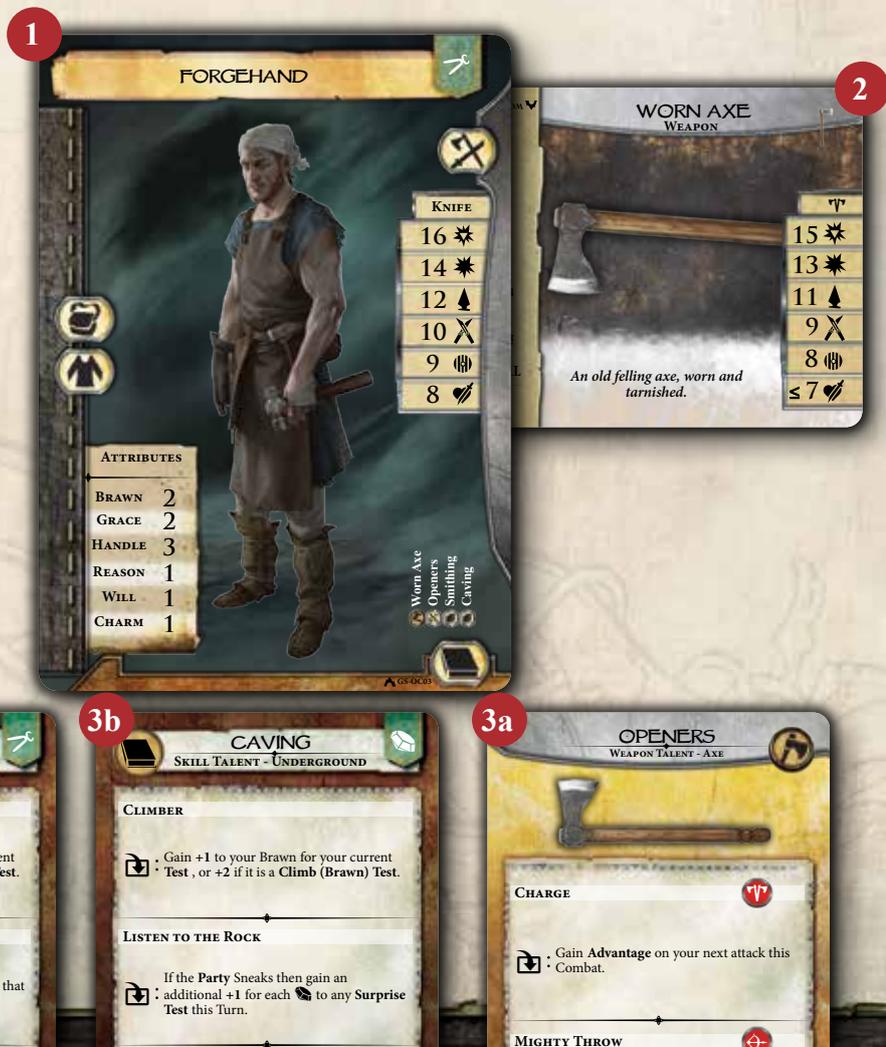
GAME CONCEPTS

Winning and Losing

When playing a Scenario, the players win as a group if the Party ACHIEVES THE GOAL of the Scenario. Successfully completing a Scenario means each Hero gains a Level, and can attempt more difficult Scenarios. See the Levelling up section on page 31 for how Heroes gain Levels.

The players lose the game if ALL HEROES IN THE PARTY ARE RENDERED UNCONSCIOUS, or if ANY HEROES REMAIN UNCONSCIOUS AT THE END OF THE REST PHASE. 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 32).

Dice

We refer to the six-sided dice in the game as D6. For example, if you're instructed to roll 3D6, you'll roll 3 six-sided dice. Your result will be the sum of those dice's results.

Making Tests

During the game, Heroes will be called upon to make various Tests. Tests represent a challenge with a chance of failure.

To Resolve a Test, ROLL 3 SIX-SIDED DICE (3D6), add the rolled results together, compare them to the Difficulty for the Test. If your result MATCHED OR EXCEEDED the Difficulty, you passed the Test; if not, you failed.

MASTERY

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

If a Hero has Mastery for a Test, they ROLL 4 DICE instead of 3, then DISCARD THE LOWEST rolled die.

WEAKNESS

Some effects apply Weakness to Heroes. If a Hero has Weakness for a Test, they ROLL 4 DICE instead of 3, then DISCARD THE HIGHEST rolled die.

Mastery and Weakness can only be applied once. If they are both applied they cancel each other.

MODIFYING TESTS

Many things can modify a Hero's roll for a Test. If a Hero wants to use any Abilities that modify the Test, they must be used BEFORE THE ROLL is made, unless the Ability shows the ❗ PLAY AFTER ROLL (PAR) ICON (in which case it can be used after the dice are rolled).

If an effect 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.

PATCHED UP DOOR
Barrier

A rotting door blocks this entranceway. It looks like it has been reassembled from old parts.

BASIC TEST: One Hero May **Test** either:

MEND (HANDLE) vs 12
"If someone put it together, I can take it apart."

PROBE (HANDLE) vs 13
"A bit of leverage and this should pry open."

BRUTE (BRAWN) vs 16
"I reckon we can break right through that."

GS-BA12

SECRET WAY
Trial

You have reached a dead end. Water drips from above irritatingly. Is this a storage area perhaps?

TABLE TEST: One Hero must **Test** either:
Spot (Reason) +0 or **Probe (Handle) -1**

16	*You find a way past and something shiny.*
13	*With a bit of effort you find your way through.*
10	*Eventually you find the way through.*
9	*Trapped for an age, eventually find the way.* ⧗. Draw and resolve an unused Event.

GS-OB14

Basic Tests

To take a Basic Test, follow these steps:

» Nominate one Hero to take the Test.

» Choose one of the three options on the card to attempt.

» Check if Mastery or Weakness applies.

» Check which Attribute the Test uses (in parentheses). Add the Hero's Attribute to your roll.

» Use Talents and other items to grant bonuses to the Test.

» Roll dice and calculate the total (Dice + Attribute + Bonuses and Penalties).

» If you passed the Test, gain the result in the green column of the option you attempted. The Test is Resolved; discard its card.

» If you failed the Test, suffer the result in the red column of the option you attempted. The Test is not yet Resolved; the card remains in play.

Table Tests

To take a Table Test, follow these steps:

» Nominate one Hero to take the Test.

» Check if Mastery or Weakness applies.

» Choose which option you want to use and add the Attribute (in parentheses) for that option to your roll.

» Use Talents and other items to grant bonuses to the Test.

» Roll dice and calculate the total (Dice + Attribute + Bonuses and Penalties).

» Compare your result to the table on the card, and gain the result that corresponds to your total roll.

» The Test is Resolved; discard its card.

ATTRIBUTES
Your Hero's Attributes govern nearly all of the Tests you'll make. Your Attributes can be found in the lower left corner of your Occupation card.

ATTRIBUTES	
BRAWN	2
GRACE	2
HANDLE	3
REASON	1
WILL	1
CHARM	1

MONSTER CRANE
Trial – Monster

A beast is chained to a machine. There is no way past other than to move the crane or convince the creature to.

Staged Test: One Hero must **Test** either:
Coerce (Will) +0 or **Brute (Brawn) -2**

16 *The beast moves the crane into an ideal position. The* **Party** *gains +2 on the next* **Surprise Test**.

13 *You use the crane to descend letting you pass.*

After much effort you get the crane to work. ⧖

10 *Your attempt enrages the creature as you pass.*
The Hero taking the **Test** *takes* 👀.

GS-OB17

Staged Tests

To take a Staged Test, follow these steps:

» Nominate one Hero to take the Test.

» Start at the bottom stage of the Test.

» Check if Mastery or Weakness applies.

» Choose which option you want to use and add the Attribute (in parentheses) for that option to your roll.

» Use Talents and other items to grant bonuses to the Test.

» Roll dice and calculate the total (Dice + Attribute + Bonuses and Penalties).

» Compare your result to the Difficulty in the chevron circle pointing up from your row.

» If you passed the Test, move up to the next stage. You may repeat this process, or choose to stop and Resolve the Test.

» If you failed the Test, move down one row (if you can) and Resolve the Test.

» When you Resolve the Test, gain the result for the stage you were on, then discard the card.

Party Tests

Party Table Test: Each Hero must **Test** :
Climb (Brawn) +0 or **Swim (Brawn) -1**

Some Tests can also be a Party Test. The following additional rules apply to Party Tests:

» Each Hero in the Party must Resolve the Test individually. They can do this in any order. Each Hero can choose a different option each time they attempt a Test.

» Bonuses from Kits apply to all Heroes attempting the Test (as the Party works together).

» A **Critical success** (exceeding the result by 2 or more) **on a Party Basic Test** allows another Hero who has not yet attempted the Test to automatically Resolve it for themself (without rolling, and without gaining any results).

» If the Test caused the Party's Readiness to change, the final Readiness of the Party becomes the worst possible Readiness from all the results.

» If a Hero is knocked Unconscious during a Party Test without passing it, the card cannot be Resolved. The Party must spend ⧖ and Retreat to the previous Location. Critical successes cannot be used on Unconscious Heroes to allow them to succeed automatically.

Keep Your Bonuses!

Any bonuses that a Hero gets for the Test (including using Talents) apply to all attempts that Hero makes on the Test until it is Resolved. This is useful if you need to roll again because you failed the Test or you're trying to reach a higher Stage.

Using Talents

Your Talents are both your skills and your health. Turning or flipping your Talent cards indicates their state: whether they're ready to use or Exhausted, and whether you're healthy or injured.

Exhaust ⤵

When an effect tells you to **Exhaust** ⤵ a card, rotate it 90 degrees. An Exhausted card cannot be used for any Ability until it is Restored. However, you may still use the Speciality on Exhausted cards. Exhausted cards can't be Exhausted again.

Note: When the ⤵ icon is part of a card's effect, the affected Hero Exhausts one Talent of their choice.

Drain ⤑

When 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 Exhausted card; in this case, rotate the card back to its vertical position after it is flipped over. Drained cards can't be Drained again, or become Exhausted.

Restore

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

Heal

When you **Heal** a Drained card, flip it face up. It can now be used again.

If an Unconscious Hero is Healed, instead of flipping a card, they remove their Unconscious token. They are no longer Unconscious.

Damage

Adventures can be dangerous, and the Heroes may take **Damage** (🩸). Each 🩸 a Hero takes **Drains a Talent** of their choice.

Unconsciousness

If a Hero takes 🩸 when all their Talents are Drained, they are **Unconscious** 〰. Place an Unconscious token on the Occupaton card. Unconscious Heroes can't use Talents, engage in Combat, or attempt Tests; treat them as if **they don't exist**. However, the party can still use Loot and Kits that were held by that Hero.

To remove Unconsciousness, Heal one of that Hero's Talents; this removes the Unconscious token instead of Healing the Talent. The most common way to do this is by **Camping** (see page 31). A Party with at least one Unconscious Hero in it must choose to Camp as soon as they are able.

You can not complete a Scenario with an Unconcscious Hero. If you end the Rest Phase with an Unconscious Hero, **you lose the game!**

Damage to Foes

The Heroes can also cause 🩸 to their Foes. For each 🩸 dealt to a Foe, reduce its Heath (🖤) by 1. A Foe with 0 Health is killed.

Time and the Event Deck

The number of cards in the Event deck represents how much Time the Party has to complete the Scenario. If you run out of Time, your Adventure will become much more difficult!

Spending Time ⧗

When 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 discard the **LAST CARD** in the Event deck, set it aside face-up, then shuffle the Event discard pile and put it back face down as a new Event deck. Continue spending ⧗ if you still need to by discarding from the new deck.

Once you have finished spending ⧗, Resolve the Event cards you set aside by following the instructions on the card. If you revealed multiple Events, resolve them in the order in which they were revealed.

Once an Event's effects are completely Resolved, return its card to the box.

Legendary Effects

If you are playing on Legendary mode, many Events have additional effects that can make your journey more challenging. Resolve these effects along with the rest of the card if you're playing on Legendary. Otherwise, ignore them.

> **LEGENDARY EFFECT:**
> If at least one Hero failed the **Test** then the **Party** becomes Careless.

ID-EV03

Example: In this Adventure, you started with 6 Event cards in the Event Deck. You have spent ⧗ four times so far, so there are 2 cards left in the Event deck, and 4 face down next to it in the discard pile.

The Party decides to Sneak, which causes them to spend ⧗⧗. They spend the first ⧗ by discarding the top card of the Event deck. Then they spend the next ⧗, which discards the final card of the Event deck.

Since it's the final card, they flip it face up and set it aside. Then they shuffle the Event discard pile into a new Event deck. The new Event deck will have only 5 cards in it, since they set one aside. That means the next Event will come sooner than the last!

Now that they're done spending ⧗, they Resolve the Event they flipped. They follow the instructions written on its card, then return it to the box when those instructions are complete and proceed with their Adventure.

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.

Running Out of 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.

» You may no longer choose to perform any action that causes you to spend ⧖ as part of its cost.

» If an effect you didn't choose causes you to spend ⧖ (such as the result of a Test), instead one Hero must Exhaust a Talent for each ⧖ you would have spent. If they can't, they Drain a Talent instead.

» You no longer Restore Talents during the Rest Phase.

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.

Cards discarded from the **Treasure** deck are placed in the Adventure discard pile. If the Treasure deck runs out, build a new one using the Setup rules.

Turn Sequence

To successfully complete the Adventure 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, Search Zones, and Treasure Zones

» **Rest Phase** - Restore cards and optionally set up Camp

Golden Rules

» 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.

THE SCOUTING PHASE

The Scouting Phase is when the Party chooses which direction to explore.

In this Phase, the Party has three options:

» You can move to a **NEW LOCATION**.

» You can move to a **PREVIOUSLY EXPLORED LOCATION** that's directly connected to your current Location.

» You can remain in the **CURRENT LOCATION.**

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

The Readiness Tracker

As you move through the Scouting Phase, record your decisions and results using the Readiness Tracker and its four tokens. This tool will help you remember what you did during the Scouting Phase, and what effects your actions had.

READINESS

At the start of each turn:

Choose Marching Order. Assign Scout and Guard.

Check Brightness of the exit you chose.

The Scout chooses the Pace.

Draw the next Location card and add it to the map.

Determine Alertness: The Scout makes a Scouting Test vs the location's Brightness Difficulty that matches your exit's Brightness.

If you found a Foe

Our exit was
~~BRIGHT~~
Our exit was
BRIGHT
-2 to Surprise Tests. Easier Scouting difficulty.

Our pace is
MARCH
Spend ⊠ on entry.

We passed by less than 4; we are
⇧ **BOLD**
No modifiers.

We passed by less than 4.
NO SURPRISE

Move to a New Location

1. DECIDE MARCHING ORDER

During the Scouting Phase, the Heroes in the Party take up positions called the Marching Order.

» Choose one Hero to be the **SCOUT**. They are at the front of the Party. Give the Scout the Scout token.

» Choose a different Hero to be the **GUARD**. They are at the back of the Party. Give the Guard the Guard token.

» All other Heroes make up the **CENTRE** of the Party. The Centre does not get any tokens.

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 Flail affects the Centre and the Guard. When playing with only one Hero there is only the Scout, so the effect is ignored.

CEILING FLAIL
TRAP

A massive flail has been set in the ceiling, can you spot the trigger or leap aside to avoid it?

TABLE TEST: One Hero must **Test** either:
Spot (Reason) +0 or Leap (Grace) -2

16	*"Ah its easy to avoid!"* You make your way around the trap.
13	*"Hmmm, with a bit of effort we can avoid it."* ⊠
11	*"Lets move really carefully here. I like my face."* ⊠⊠
	"OW! MY FACE!" The Scout takes 👊👊.

GS-OB21

2. Choose an Exit

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. This determines the Difficulty of the Scouting Test later in this phase.

Move the Party token to the chosen Exit, and mark its Brightness on the Readiness Tracker.

> *Our exit was*
> ○ **BRIGHT**
> -2 to Surprise Tests.
> Easier Scouting difficulty.

○ 6 ◐ 8 ● 10

Which Exit to Choose?

Exits offer different amounts of danger and concealment. Choosing a darker Exit will hide you from the monsters... but can also hide deadly traps from you!

○ Bright Exits give you have more chance of being Alert and avoiding Traps, but any Foes in the new Location have a greater chance of seeing you coming and ambushing you.

◐ Ambient Exits have no special properties.

● Dark Exits have a greater risk of becoming Careless, thus triggering any Traps you find, but there is also a better chance that you will Surprise any Foes waiting for you in the next Location.

Light

If the Party has Light (⚲), the Brightness of their chosen Exit is treated as one stage higher. Update the Brightness Token on the Readiness Tracker to show this. While the Party has ⚲, flip the Party token to the side with the burning torch, and flip it back when the Party loses ⚲.

3. Choose your Pace

The Scout chooses whether to March, Sneak, or Rush. Your Pace determines how much ⌛ you will spend at the end of the Scouting Phase.

» **Marching** costs ⌛.

» **Sneaking** costs costs ⌛⌛. It also gives the Party a +2 bonus on Scouting Tests and Surprise Tests made this Turn.

» **Rushing** costs no Time. However, it gives the Party a -2 penalty on Scouting and Surprise Tests made this Turn.

Mark your Pace on the Readiness tracker.

> *Our pace is*
> **SNEAK**
> Spend ⌛⌛ on entry.
> +2 to Scouting & Surprise Tests.

Barriers Blocking Exits

In some Locations a Barrier blocks access to Exits in that Location. Those Exits cannot be used to leave the Location until the Barrier blocking them is Resolved.

A Barrier that blocks an Exit can be Resolved either during the Exploration Phase of the Turn that the Party enters the Location, or at the start of the Scouting Phase when the Party wishes to use the Exit that the Barrier blocks. If you choose to Resolve a Barrier in the Scouting Phase, Resolve it as if you were in the Exploration Phase, then return to the normal Scouting Phase when you're done.

A Party can choose to Resolve a Barrier and then not use the Exit that it was blocking.

4. Add the Location

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

» Look at the Exits on the new Location. Usually, 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.

» 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 choose a different Exit from the previous Location.

5. 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, make a Basic Test against the Brightness Difficulty. Your result determines the Party's **Readiness**:, which among other things affects how you may respond to Traps you find this Turn:

» ⬣ Alert (succeed by 4 or more): The Party can retreat from Traps by spending ⧖.

» ⬣ Bold (succeed): No modifiers.

» ⬡ Careless (fail the Test): The Party automatically triggers Trap and Booby Trap cards.

Mark your result on the Readiness tracker.

We failed; we are
CARELESS
Traps and Booby Traps are automatically Triggered.

Spend Time

The Party now spends the Time that was needed for Scouting. Resolve any Events that are triggered before proceeding to the Adventure Phase.

Environment icons

Environment icons on a Location indicate animal life, plant life, or other potential hazards in the Location. They have no direct impact on the game by themselves, but they can change how some Events and Talents work in that Location.

Below is an example Scouting Phase:

1. *The Party is moving from their current Location, the Sewer Sump. They elect Cailean the Farmhand to be the Scout, and Trahern the Labourer to be the Guard.*
2. *The Party agrees that they should take the Ambient Exit. They place the Party token next to that Exit, and mark the Brightness on the Readiness Tracker by leaving the Brightness slot without a token.*
3. *Since Cailean is the Scout, he gets to choose the Pace. He decides that Sneaking would take too much Time, so he chooses to March. They mark this on the Readiness Tracker by leaving the Pace slot without a token.*
4. *Cailean then draws the top card from the Location deck, revealing the 'Pony Stables' Location. He finds the footprints on it and slides the new Location underneath the old Location, so the map joins up and the footprints are covered.*
5. *Cailean now needs to make a Scouting Test. The Brightness Difficulty for Ambient light in the Pony Stables is 9. Cailean rolls his three dice and gets a total of 6. Oh no! The Scouting test is failed, and the party marks the result on the Readiness Tracker by placing the Alertness token 'Careless' side up on the Alertness slot.*
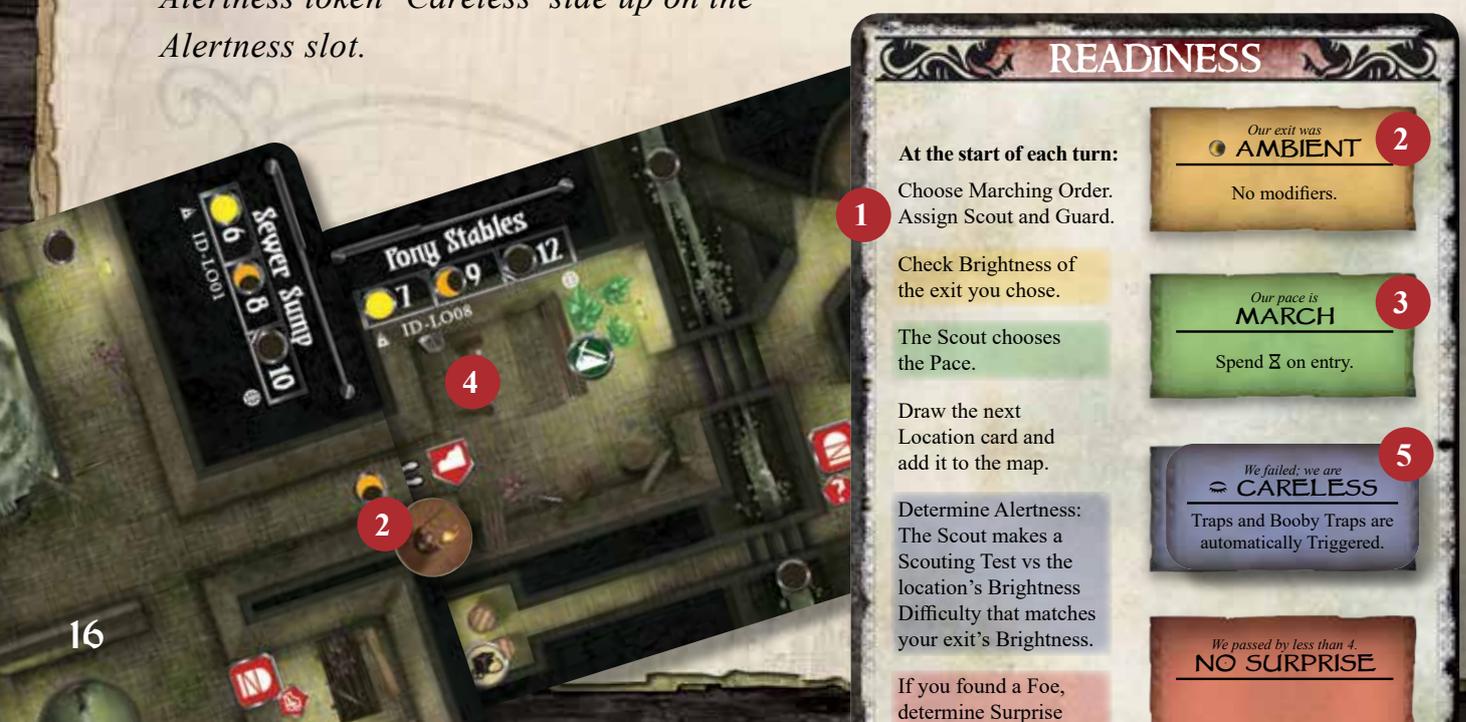
Move to a Previous Location

You can move to any previously explored Location that is directly connected to your current Location, so long as there are no unresolved Foes or Obstacles between the Party and the previous Location. Follow the steps below:

» Set your Pace to March (moving costs ⧗).

» Do not make a Scouting Test. Your Readiness is set to ⬦ Bold.

» If the Location has no Unresolved Foes, Obstacles or Discoveries in it, skip straight to the Exploration Phase.

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

Remain in the Current Location

If you choose to remain in the current Location, spend Time ⧗ and then skip straight to the Exploration Phase.

READINESS

At the start of each turn:

1. Choose Marching Order. Assign Scout and Guard.

Check Brightness of the exit you chose.

The Scout chooses the Pace.

Draw the next Location card and add it to the map.

Determine Alertness: The Scout makes a Scouting Test vs the location's Brightness Difficulty that matches your exit's Brightness.

If you found a Foe, determine Surprise

Our exit was
2. ● **AMBIENT**
No modifiers.

Our pace is
3. **MARCH**
Spend ⧗ on entry.

We failed; we are
5. ⬦ **CARELESS**
Traps and Booby Traps are automatically Triggered.

We passed by less than 4.
NO SURPRISE

THE 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.

When entering a new Location, follow these steps:

» Resolve **Obstacles**

» Resolve **Foes**

» 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, detailed on the following page: **Trials** and **Traps**.

Modifier Icons

Some cards in the Adventure Deck have icons on them which give the Party a bonus or penalty, or affect the Location:

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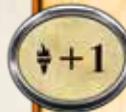
If the Party has Light, they receive a +1 to any Test on this card.

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.

When this card is drawn, an Environment token of the type shown is added to the current Location.

This is a reminder for Party Basic Tests. On a Critical Success (+2 or more), another Hero who has not yet attempted the Test automatically Resolves it for themselves (without rolling, and without gaining any results).

BROKEN PISTON
Trial

A massive bronze piston has siezed flooding this place with water and blocking progress.

Basic Test: One Hero must **Test** either:

Swim (Brawn) vs 12 *"I'll swim down and open the drain."* The water is icy cold.		
Move (Grace) vs 15 *"I'll edge round and open the way."* You move slowly around the water.		
Mend (Handle) vs 15 *"I think I know how this works."* You try to free the piston.		

GS-OB18

CHAOTIC WHISPERS
Trap – Undead

'Listen! Don't you hear that?' Whispers in the dark hide something grim.

Party Table Test: Each Hero must **Test** either: **Grit (Will) +0** or

15	*You ignore the whispers and lead others past.* One other Hero Automatically succeeds.
13	*You push onwards past the apparations.* The next Hero to **Test** gains **+1** on this roll.
11	*The whispers fill your mind as you push past.* The Hero must Exhaust a talent or take 💀.
	Whispers in the darkness lead onto the spikes. The Hero takes 💧💧💀

WC-OB15

Trials

Trials are impediments that **prevent the Party from entering a Location** until their Tests are Resolved.

However, Trials are **optional**; the Party may choose not to face it and instead Retreat to their previous Location.

If the Party Retreats, spend ⧖ and return to the previous Location. The Trial is not Resolved, and instead stays face up near the new Location. Mark the Trial card with one of the Numbered Marker 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 may attempt to Resolve the Trial again; do not draw a new Obstacle card for that Obstacle icon.

Traps

Traps punish Careless parties with damage and disaster.

When a Trap is drawn:

» 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** attempt one of the Tests printed on the card.

» If the Party is Alert 👁, they can **either** attempt one of the Tests printed on the card, or they can Retreat to the previous Location by spending ⧖.

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.

2. Resolve Foes

If there is a Foe icon on a Location then draw cards from the Adventure deck until a **Foe card** is revealed.

For all other cards revealed:

» **Discard Discovery cards** to the Adventure discard pile.

» **Resolve Booby Traps immediately**; these take effect before the Foe is Resolved.

» **Set Loot cards aside**; these will be gained if the Party successfully defeats the Foe.

The Party must then make a **Surprise Test**. Make a Basic Test against the Foe's Alertness (in the upper left corner of its card) and add:

» +2 if Sneaking

» -2 if Rushing

» +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.

The Surprise Test has three possibile outcomes, depending on your roll:

» If you **failed** the Test, the Party are Surprised. Proceed straight to Combat (see page 37), with the Foe having Surprise in the Engagement Round.

» If you **passed** the Test with a result up to 3 higher than the Alertness value, proceed to Combat with neither side having Surprise in the Engagement Round.

» If you passed the Test with a result **4 or more higher** than the Alertness value, the Party has 2 choices:

» Retreat to the previous Location by spending ⧖. 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 is automatically Bold for the Engagement Round.

» Proceed to Combat with the Party having Surprise in the Engagement Round.

GOBLIN BARBCATCHER
Booby Trap   Brute

Who knows which Goblin first came up these traps but now they leave them everywhere.

👁 **TRIGGERED**

Goblin Barb-be-you

Each Hero in the Centre takes 🩸.

Each Hero that took 🩸 must make a **Brute (Brawn)** vs 12 **Basic Test** or also gain the 🩹 Condition.

Discard this card once all **Tests** have been attempted.

ID-BT04

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.

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 FOES**.

» **SET ASIDE LOOT**: 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.

BOOKS & CRANNIES
CURIOSITY

Hidden away in a corner lies a treasure trove of books. Maybe there is something of value hidden here?

TABLE TEST: One Hero may **Test**
Spot (Reason) +0 or **Probe (Handle) -1**

17	*"Oh look, a map!"* **Divine** 3 Location Cards
14	*"This shows a short cut."*
11	*"This book tells of what we may find here."* **Divine** 2 Adventure Cards
10	*"Bah nothing but musty tomes."*

WC-DI15

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. You may also 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.

DREAM STALKERS
ENCOUNTER

"Our Dreams have brought us here. What has brought you?"

STAGED TEST: One Hero must **Test** either:
Intrigue (Charm) +0 or **Bluff (Charm) -1**

17	*"Our dreams have warned us of the way ahead."* Divine 3 Location cards.
14	*"Calm your mind and you will find your way."* All Heroes remove.
12	*"Your way is not our way. Follow your dreams."*
	"Your dreams sound like nightmares to us."

WC-DI16

ENCOUNTERS

Encounters are generally chance meetings with intelligent beings.

When you draw an Encounter card, you cannot progress until its Test is Resolved.

DIVINE

To **Divine,** look at that many cards in the named deck. Then return them back to the top of that deck in any order.

Example: The Party succeeds on a Test that allows them to Divine 2 Location cards. This means they can draw the top 2 Location cards from the Location deck, look at them and return them in any order to the top of the Location deck.

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, and there is no limit to the amount of Loot that the Party can have during the Adventure.

Some Loot items have special keywords associated with them:

Heavy Items

Heavy Loot items are difficult to move from one Location to another. They cannot be moved from the Location they are found in, unless another card specifies otherwise. Heavy Items cannot be in the Treasure deck.

Locked & Sealed Items

Some items have the Locked or Sealed keywords. This normally means they contain other items inside them, which are obtained from the Treasure Deck. Some items, such as Keys, allow you to try to open Locked items without Testing.

BARRELS
Loot

Container, Sealed, Heavy
This Item cannot be moved from its current Location.

During the Exploration Phase any Hero may make a **Probe (Handle)** vs 12 **Basic Test** or a **Brute (Brawn)** vs 15 **Basic Test** to open this Container. If failed Exhaust a Talent.

If the **Test** is successful, draw 2 cards from the Treasure deck and discard this card.

Large and heavy wooden barrels, sealed for a long time. Maybe there's treasure inside, maybe its filled with dead rats.

Treasure

The Treasure deck is used when searching Treasure Zones or when specified on a card by the icon.

If a card instructs you to "Draw Items from the Treasure Deck" or simply shows some number of icons, then draw that many cards.

If you discard a card from the Treasure deck, discard it into the Adventure deck's discard pile.

Example: As a reward for resolving a Discovery you are told to draw 2 Items from the Treasure Deck. You draw the Old Frying Pan Loot item and then the Shock Plates Booby Trap from the Treasure Deck. You discard the Shock Plates booby Trap and draw the "Metal Hoops" Loot item to replace it. As you have now drawn two Treasure items you stop drawing from the Treasure deck.

Treasure can aslo be gained from Treasure Zones; see page 22 for more details

Reroll

Some effects may instruct you to Reroll. A Reroll means that you may choose to reroll all dice when undertaking a Test of the stated type.

When you make a reroll you must reroll all the dice and use the rerolled result. You retain all modifiers you had on the original roll for the reroll and if you had **Mastery** or **Weakness** for the roll then you retain that for the reroll as well.

THE 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 and Treasure Zone icon in the Location, place the corresponding token over the icon showing with its Closed side showing.

2. Draw a Barrier card for each Barrier on the Location card. Place the Barrier card face up near the Location. If there are multiple Barriers, 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.

Search and Treasure Zones

If the Location card has a **Search Zone** 🛢 or **Treasure Zone** 🧳 that has not been Searched, then the Party may choose to Search the area to try to find Loot items. A Search Zone or Treasure 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 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:

» If you're searching a **SEARCH ZONE**, draw 2 cards from the Adventure deck. If you're searching a **TREASURE ZONE**, instead draw 2 cards from the Treasure deck.

» If you draw any Booby Traps, discard them with no effect if you were doing a Careful Search. Otherwise, Resolve them as if you were Careless.

» If you draw any Curiosities, Resolve them.

» If you draw any Loot cards, gain them after Resolving all other cards.

» Discard all other cards drawn this way.

After the Search has been done, turn the token to the gray open side to show the Zone 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 of the type indicated behind the barrier icon. If this is the Adventure icon then:

» 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 17).

» 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 the Adventure phase (see page 20).

CHAPTER VI
THE REST PHASE

REST

Once the Party has finished Exploring the Location, the players then **REST**. Each Hero Restores all of their Exhausted cards and removes all 🐾, and 🗡 tokens.

CAMP

The Party may choose to **CAMP** during the Rest Phase. If at least one Hero is Unconscious during the Rest Phase, the Party must choose to Camp.

To Camp, spend ⧖⧖, or spend ⧖ if there is a 🔥 in the Party's Location. Then each Hero (including Unconscious Heroes) may either:

» If Unconscious remove their Unconscious token.

» Heal for one Talent and remove their 🧪.

» Take one action with a 🔥 icon preceding it on any of their cards.

You may repeat this process any number of times.

Remember: Resolve spent ⧖ after completing the action you spent it for. You can't spend ⧖ if there's not enough in the deck.

RESET

Once the party has finished Resting and Camping, they **RESET** their status to prepare for the next Scouting phase.

» Remove the 🔦, Scout, and Guard tokens from the party.

» Reset the Readiness tracker (the party is now ◈ Bold).

COMBAT

Whenever the party is instructed to Resolve a Foe card, Combat begins!

Combat pits the Heroes against one or more dangerous **FOES**. Each **ROUND**, the Heroes choose their **POSITION** and make Attacks, trying to cause **DAMAGE** to their enemies while avoiding Damage themselves.

Setting Up Combat

Please refer to the diagrams on the following pages to aid comprehension.

When you draw a Foe card, set up for Combat by following the steps below:

1. Place the Battlefield on the table, and follow the side that corresponds to the Foe's Position (Melee or Ranged).

2. Place the Foe card in the relevant slot on the upper section of the Battlefield.

3. Place each Hero's token on the Battlefield.

4. Find the Population slot (see page 26) that matches the number of Heroes in your Party. Place a number of Creature tokens on the Battlefield equal to its Population in that slot (the number on the left).

5. If a Creature has more than 1 Health, place additional ♥ tokens on top of each Creature, such that the number of tokens in the stack equals that Creature's Health. Each Foe token has its own Health.

Combat Rounds

The first Round of Combat is the **ENGAGEMENT ROUND**, which changes some of the regular Combat Round rules. Anything specific to the Engagement Round is written in a brown box like this one.

Each Combat Round consists of the following 4 steps:

» Choose Attacks

» Ranged Attacks

» Melee Attacks

» Check Morale

If one group surprised the other during your Surprise Test (see page 19), give that group Advantage, and the other group Disadvantage, during this Round.

Continue to **REPEAT THESE FOUR STEPS** until Combat ends, either because the Foe is Defeated or Flees, or the Heroes choose to Retreat.

ALLIES AND ENEMIES

Each Hero and Creature participating in a Combat is a **COMBATANT**. Everyone else in a Combatant's party is an **ALLY**, and everyone in the opposing party is an **ENEMY**. Combatants are not their own Allies; if an Ability targets an Ally, it can't target the user unless it specifically says so.

THE BATTLEFIELD

The Battlefield has rules on both the left and right sides, each corresponding to a Foe's Starting Position (Melee or Ranged). As the Heroes and their enemies change Positions during the fight, move their tokens to the appropriate Position zone on the Battlefield.

PITRAGER
GOBLIN

9

-2 -1

1/0 2/0 /0 4/0 2

Kept hungry and ... for pit fighting, these Deep Goblins ... stop once they get going. Each time a Creature takes damage it gains ...

WC-FO15

(Place Card Here)
RANGED FOE

2B
Ranged Attack test resolves Creature's attack. Creatures prefer to attack:
1. Ranged Heroes who haven't attacked this turn
2. Then other Ranged Heroes
3. Then any other Heroes

In the Engagement Round, Melee Heroes don't pin Creatures and may attack any target.

1
Melee Heroes each Pin 1 different Creature, bringing them into melee. Creatures pinned by Melee Heroes can't use Ranged attacks.

3
Melee Heroes may attack any Creature in melee, not just those they've pinned.

Melee Attack rolls resolve both Creatures and Heroes. *(Creatures in melee don't get a separate attack roll!)*

If there are more Melee Creatures than Melee Heroes, the party is Outnumbered, and vice versa.

2A
Ranged Attack test resolves Hero's attack.

RANGED FOES

MELEE

HEROES

(Place Card Here)
MELEE FOE

In the Engagement Round, Melee Heroes don't pin Creatures.

1
Melee Heroes each pin 1 or 2 different Creatures. All Creatures must be pinned if able!

3
Melee Heroes may attack any Creature in melee, not just those they've pinned.

Melee Attack rolls resolve both Creatures and Heroes. *(Creatures in melee don't get a separate attack roll!)*

If there are more Melee Creatures than Melee Heroes, the party is Outnumbered, and vice versa.

2
Ranged Attack test resolves Hero's attack.

Example: Lance and Felix encounter the Pitrager Foe. Its Starting Position is Melee, so they use the right Melee Foe side of the Battlefield and place the card in the top right slot (1). They place their Heroes' tokens on the Battlefield (2). They look at the second Population slot at the bottom of the Foe card (3), since they have two Heroes. The Population in that slot is 2, so they put two Pitrager tokens on the board in the Melee section (4). The Pitrager's Health is 2, so they add an additional ♥ token to each Pitrager, such that the stack of tokens is 2 high (5).

Foe Cards

1. **Name.**

2. **Keywords.** Some effects only happen with Foes that have specific Keywords.

3. **Alertness** (see page 19).

4. **Starting Position.** Either ⌖ Ranged or 〝Ⅴ〞Melee.

5. **Defense Modifiers.** Modify Attack Tests of that type made against this Foe by the listed amount.

6. **Melee Damage Line.** The effects of a Strike made by this Foe in a Melee Attack.

7. **Ranged Damage Line.** The effects of a Strike made by this Foe with a Ranged Attack.

8. **Ranged Attack Table.** Use this to determine the outcome of the Foe's Ranged Attack Tests.

9. **Population slot.** Use the values in the slot that matches the number of Heroes.

10. **Population.** How many of this Foe's tokens are placed during setup.

11. **Breakpoint.** The Foes will flee if only this many of them are left alive.

12. **Health.** (♥)

13. **Abilities** and/or descriptive text.

14. **Environment.** Which kind of environment the Foe is found in. Used during Adventure setup.

BEAST WARDEN
GOBLIN

11

−1 −1

14 ✵
12 ⬥
≤11 ⋀

☠2/1 ☠3/1 ☠5/2 ☠6/2   1

*Armed with guard beasts and poisoned arrows, the Beast Warden will often flee to warn its kin. If this Foe Flees then the Heroes get -2 on their next **Scouting Test**.*

WC-FO18

Minions

Creatures with the **Summoner** Keyword summon a number of Minions to protect themselves and attack the Heroes.

Unless noted otherwise, Minions are identical to the Foe that summoned them, with the following exceptions:

» They deal 1 ⬦.

» They have 1 ♥.

» They have no Abilities.

» They do not make Ranged Attacks.

» Their Summoner may not be Pinned or targeted by Ranged Attacks while any of their living Minions are not Pinned.

Use generic creature tokens (the silhouettes) for Minions in combat.

MAKING ATTACKS

AN ATTACK IS A TABLE TEST. When a combatant makes an Attack with a Weapon, they choose a target, make their Test, and look up the result on the table of the Weapon being used.

15	✺
13	✹
11	◖
9	✗
8	⦀
≤ 7	✦

STRIKES

Combatants try to Strike each other with their Attacks to deal Damage (◖).

When a **HERO STRIKES A FOE**, they deal 1 ◖ unless otherwise noted. Each ◖ dealt to a Creature reduces its Health by 1. If its Health becomes 0, it is killed; remove it from the Battlefield and treat it as if it doesn't exist.

When a **FOE STRIKES A HERO**, it deals the ◖ and Conditions written on the Damage line that matches that Foe's Position.

TALENTS AND ATTACKS

Talents and other effects that modify an Attack must be used before the dice are rolled, unless that effect has a 🛑 **PLAY AFTER ROLL icon**, in which case it can be used after the roll is made.

MULTIPLE ATTACKS

If a combatant gains multiple attacks, it makes all of these attacks at once, before the next Hero or Creature resolves their attacks.

THE KNIFE

All Heroes have a trusty Knife. The Knife is a Melee Weapon with no Weapon type. Its table is on your Occupation card.

COMBAT RESULTS

- » ✺ **Critical** – Strikes the target and gives Advantage to the next Hero.

- » ✹ **Strike** – Strikes the target.

- » ◖ **Advance** – The next combatant to Attack gains Advantage if they are an Ally, or Disadvantage if they are an Enemy.

- » ✗ **Trade Blows** – The Hero and the Creature strike each other. **MELEE ONLY.**

- » ⦀ **Pushed Back** – The next combatant to Attack gains Disadvantage if they are an Ally, or Advantage if they are an Enemy. **MELEE ONLY.**

- » ⟍ **Miss** – No effect. **RANGED ONLY.**

- » ✦ **Fail** – **MELEE:** The target strikes the attacker. **RANGED:** Strikes a Melee Ally of the attacker's choice. If there are no Melee allies, the attacker strikes themself.

ADVANTAGE AND DISADVANTAGE

Heroes and Ranged Creatures may gain **ADVANTAGE** or **DISADVANTAGE** to their rolls in Combat. Use the Advantage and Disadvantage tokens to track them.

- » **ADVANTAGE** grants +2 to the roll for their attack.
- » **DISADVANTAGE** grants -2 to the roll for their attack.

Advantage and Disadvantage last for the entire Combat until used on a roll. Combatants can only have one instance of Advantage or Disadvantage at a time. If a combatant has both Advantage and Disadvantage, remove them both.

Choose Attacks

Start by moving all Hero tokens to the Ranged area of the Combat Aid, and all Creatures to the area that corresponds to their Starting Position.

Position

Each combatant occupies one of two Positions on the battlefield: **Ranged** (⟨♢⟩) or. **Melee** (ᚹ). Foes always try to occupy the Starting Position on their card, but Heroes can choose either Position each round. Ranged Heroes have safer attacks, while Melee Heroes **Pin** enemies.

Pinning

Pinning a Foe moves it to the Melee Position.

» **Against Ranged Foes**, each Melee Hero can Pin up to one Ranged Creature.

» **Against Melee Foes**, each Melee Hero can Pin up to two Creatures. **All Melee Foes must be pinned if able.**

In the Engagement Round, you may choose not to pin all Melee Foes.

Action Selection

Once Pinning is complete, each Hero **must select** an action that matches their Position (Melee or Ranged):

» A **Weapon** with either the Melee or Ranged type.

» A **Talent's Ability** with either a Melee or Ranged restriction mark.

» Any **Other** effect that states that it should be used "as a Melee Attack" or "as a Ranged Attack."

This choice cannot be changed this Round; **the Hero must attempt to perform that action if possible.**

Ranged Attacks

Combatants in the Ranged Position attack first, starting with a Hero of your choice and then alternating between the Foe and Hero until all Ranged combatants have acted.

Ranged Attacks and Abilities may target **any combatant**. Ranged Creatures will choose their targets in the following order of preference:

» A Ranged Hero who has not yet attacked this Round.

» A Ranged Hero who has already attacked this Round.

» A Melee Hero.

If multiple Heroes are equally preferred, the Party chooses who gets attacked. Each Hero must be attacked at least once before they may be attacked again.

Melee Attacks

After all Ranged Attacks have been performed, the Melee Heroes attack. The results of a Melee Attack determine the outcome of the fight between Hero and Creature; **Melee Creatures do not make their own attack.** Their actions are represented by the outcome of the Heroes' Melee Attacks.

Melee Attacks and abilities may target **any combatant in melee**, regardless of which Hero Pinned that Creature.

Outnumbered

Melee Attacks gain -1 if Melee Creatures outnumber Melee Heroes, or +1 if Melee Heroes outnumber Melee Creatures. Use the **Outnumbered** token on the Combat Tracker to remind you who outnumbers whom.
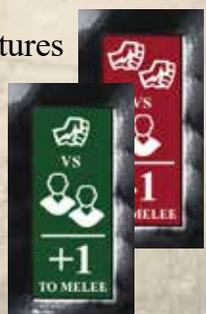
Check Morale

At the end of the Round, once all attacks are complete, check to see if the Foe can be resolved:

» If all Creatures have been killed, the Foe is **Defeated**.

» If the number of Creatures left alive is at or below the Foe's Breakpoint, the Foe **Flees**.

In both cases the Foe is Resolved. The Party gains any Loot it was holding. If the Foe is unique, discard it if it Flees or remove it from the game if it is Defeated. Non-unique Foes are always discarded.

Attacking Fleeing Foes

The Party may choose to attack a Fleeing Foe. If they do, play one more Round of Combat, and all Heroes gain Advantage. If the Foe survives to Flee again after that Round, the Party can't choose to attack it again.

Retreating from Combat

The Party can also choose to Retreat in the Morale step. Retreating leaves the battle, but the Foe will remain.

To Retreat spend ⧖, then move the Party token back to the middle of the previous Location. Set the Foe and its Loot aside, and place matching numbered markers on the Foe and the Location in which it was encountered.

When the Heroes move back into that Location, they must fight the Foe again. Treat it as if it had just been drawn; any Damage or Conditions that had been inflicted on it don't carry into the new fight.
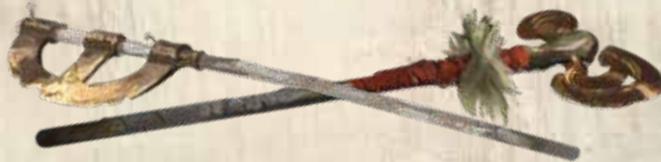
End of Combat

Combat can end in a number of ways:

» **Creatures are Defeated.** If all of the Creatures are killed, Combat ends immediately. Resolve the Foe card and gain its Loot.

» **Creatures flee.** If the number of Creatures left alive is at or below their Breakpoint, they flee. Resolve the Foe card and gain its Loot.

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

» **All Heroes Unconscious.** If all Heroes are Unconscious, immediately lose the game (See Page 32).

Once Combat is over, supply all Ranged Weapons with Ammo tokens up to their maximum, and remove Advantage and Disadvantage from all Heroes.

Conditions

Attacks and effects can inflict a variety of adverse Conditions on the Heroes and their enemies. Conditions are dealt like 🔹. When a Condition icon appears in an effect, take the steps below:

FIRE 🔥

When a Hero receives 🔥, they must immediately Exhaust a Talent. If the Hero cannot Exhaust a Talent, they must Drain a Talent instead.

Attacks that deal 🔥 ignore any Defence Modifiers on the Creature they target.

Note: Some Creatures are especially vulnerable to Fire and take even more Damage from it!

POISON 🧪

When a Hero or Creature receives 🧪, put a 🧪 token on them.

While a Hero has a 🧪 token, any action that causes a Talent to become Exhausted causes that Talent to be Drained instead.

While a Creature has a 🧪 token, it loses any Special Ability it might have and cannot use that Ability for the rest of the Combat. Any effects that Ability might already have had are not affected.

🧪 tokens may be removed from Heroes when they Camp; see page 23 for details on how to remove your 🧪.

FEAR 💀

When a Hero or Creature receives 💀, put a 💀 token on them.

While a Hero or Creature has a 💀 token, all Tests they make have Weakness, and all Tests against them gain Mastery.

💀 tokens are removed from Heroes during the Rest Phase.

SHOCK ⚡

When a Hero or Creature receives ⚡, put a ⚡ token on them. A subject can have up to 2 Shocks at once; use the ⚡⚡ side of the token to represent multiple Shocks. Ignore any additional Shocks beyond two on the same subject.

The next time the subject makes a Test (including non-combat and combat Tests for Heroes, and combat Tests for Ranged Creatures), or a Test is made against the subject, Resolve each Shock on the subject before rolling for the Test.

To Resolve a Shock:

» Draw a card from the Shock deck.

» If the subject was making a Test, apply the effects on the left side of the card to that Test.

» If a Test was being made against the subject, apply the effects on the right side of the card to that Test.

After the Test is Resolved, discard the card and the ⚡ token.

Note: Some effects change depending on whether the subject was a Hero or a Foe.

COMPLETING AN ADVENTURE

Completing the goal of the Scenario means you have successfully completed the Adventure. Congratulations!

The Scenario will normally tell you which Scenario to play next. Otherwise it will be the next Episode numerically.

At the end of each successful Adventure follow any end of Adventure instructions in the campaign guide, and then each character will LEVEL UP ONCE and will get to KEEP 1 ITEM OF LOOT for the next Adventure.

LEVELING UP

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

UPGRADES

For each 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.

You may freely change your Equipment, Outfit or Weapon when you gain a Level, so long as you retain the same number of total Upgrades. Each Hero can have a maximum of **2 WEAPONS**, **2 PIECES OF EQUIPMENT** and **1 OUTFIT** at the same time.

LEVEL BENEFITS

LVL	NEW	TOTAL TALENTS/UPGRADES
1	-	3/0
2	+Upgrade	3/1
3	+Talent	4/1
4	+Upgrade	4/2
5	+Upgrade	4/3
6	+Talent	5/3
7	+Upgrade	5/4
8	+Upgrade	5/5

NEW TALENTS

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

You may also swap one Talent for a different Talent each time you gain a Level.

CUSTOMIZING THE GAME

Game Difficulty

Before playing an Adventure 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.

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:

» When Resolving an Event, apply the standard Event as usual and then also apply the Legendary result.

» Some cards have additional instructions in Legendary mode. These will be written on the card.

All Heroes 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)

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

As above, 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.

Optional Rule: Breaking Equipment

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.

Optional Rule: Clear Exit

Unless an Adventure states otherwise, you are required to have a clear route back to the Starting Location to succeed on a Adventure. 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 Adventure.

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.

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; 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 recommended Hero builds. 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, Solid, or Loner), 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.

Custom 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.

Creating your own Hero

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

» Select an Occupation card from the available cards.

» Choose which side of the card you wish to use.

» Use the table on page 31 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.

» 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, Kit or an Outfit. 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.

Playing 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

The Novice Rank Booster Sets

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

Novice Booster Set 1

The Druid, Alchemist, and Novice Treasure Boosters were originally sold separately. We reprinted them alongside a UKGE promo Adventure to create Novice Booster Set 1.

Using the Druid Booster cards:

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 instead of a Kit as an Item of Equipment. A Companion 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 of 2 pieces of Equipment.

Using the Alchemist Booster cards:

Setup

If you also have the Potions & Preparations Set use the rules for the Alchemist cards from there instead. Otherwise, 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 and Harvesting Ingredients

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.

How to use the Treasure cards

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.

Novice Booster Set 2 A Trove of Treasures

This set contains several card types. The hero cards (Kits, Outfits, Weapons, and Talents) can be used to add further options to your Character builds.

The Adventure cards (Events, Items, and Discovery) can be used with any Adventure as additional card resources to create the relevant decks.

Novice Booster Set 3 Cryptic Collection

Most of the cards in this set are Loot, and can be added to any Legends Untold adventure in the same way you'd add any other Loot. If you're using certain cards, create and set aside the following decks:

Unusual Flask:
All Potion Recipe cards.

Mysterious Device:
All Preparation Recipe cards.

Any **Tome:**
All Knowledge cards.

Knowledge Cards

Knowledge can be unlocked from Tomes, giving you an edge in tricky situations. Knowledge cards can be Drained like Talents, but not Healed; effectively, they may only be used once per Adventure. You may keep them between Adventures.

What Are Recipes?

Recipes are instructions for creating alchemical and glyptographical wonders. In this set, they're only used to create effects for the Unusual Flask and Strange Device. If you want to learn how to find Ingredients and craft them for yourself, check out the Potions and Preparations expansion. Please note we have deliberately not included rules for the Potions and Preparations expansion in this book as not everyone will choose to use the new crafting rules which are introduced there.

GLOSSARY

Ability - A special rule or action written on a card. Nearly every card has one!

Advance ♠ – A Combat result. The next combatant to Attack gains Advantage if they are an ally, or Disadvantage if they are an enemy.

Advantage (26) - This combatant gains +2 to their next roll. Does not stack with itself, and is cancelled by Disadvantage.

Adventure (7) - A single game of Legends Untold, from the start of the first Location to the completion of the Goal.

Adventure Deck (12) - The main deck in Legends Untold, comprising Foe, Discovery, Loot, and Booby Traps cards, plus any Scenario-specific cards.

Alert ◎ () - A level of Alertness. Being Alert allows the Party to Retreat from Trials and Booby Traps by spending ⧖.

Alertness () - The result of the Scouting Test when entering a Location; can be Alert ◎, Bold ◉, or Careless ◠.

Readiness (15) - How well the Party is able to avoid Booby Traps, determined by a Scouting Test. The Party can be Alert ◎, Bold ◉, or Careless ◠.

Ally (24) - A combatant in the same Party as the user of an attack or ability. Combatants are not their own allies; abilities that target allies must target someone else.

Ambient 🌒(14) - A level of Brightness. Ambient Exits are of moderate difficulty and give a moderate chance for Surprise.

Ammo ✖(4) - The ammunition for a Ranged Weapon. Each Attack spends 1 Ammo. A weapon with no Ammo can't be used. All Ammo is recovered after Combat. Some cards have infinite Ammo

Attack (25) - A kind of Table Test made in Combat, intended to cause Damage. Attacks can be Melee (26) or Ranged (27).

Attribute (6) - Each Hero has 6 Attributes (Brawn, Grace, Handle, Reason, Will, & Charm) written on their Occupation. Attributes are added to most Tests. For instance, a Brawn Test adds your Brawn to your total roll.

Barrier ▤ (23) - Barriers block the Party's access to a Search or Treasure Zone, Exit, or Campsite until they are Resolved. Barriers are optional; if you choose not to attempt one now, leave it in that Location, and you may choose to attempt it later.

Battlefield () - A visual aid for Combat.

Bold ◉ () - A level of Alertness. Being Bold confers no benefit or penalty.

Booby Trap ⩗ (19) - Booby Traps are drawn from the Adventure and Treasure decks, and trigger if the Party is Careless ◠ or performing a Quick Search.

Break (33) - An optional rule. Weapons and Kits break if all three of the dice they roll for a Test are equal when a Fail result is rolled. Each card has its own rules for how breaking affects it.

Breakpoint (28) - If this number of Creatures or fewer remain during the Morale step, the Foe will try to Flee.

Bright ⬤ **(14) -** A level of Brightness. Bright Exits make Scouting easier, but Surprising Foes is unlikely.

Brightness (14) - Either Bright, Ambient, or Dark. The Brightness of an Exit sets the Difficulty for all Scouting Tests when moving into a Location.

Camp ⛺ **(23) -** During the Rest Phase the Party may choose to Camp. Camping, removes Poison (⚱), and allows each hero to either Heal one of their Talents (including Unconscious Heroes), or use an Ability with ⛺ in its cost by speding Time. You must choose to Camp if any Heroes are Unconscious.

Careful Search () - To search a Search Zone or Treasure Zone after spending ⧗. Discard any Booby Traps you draw.

Careless 👁 **() -** A level of Alertness. A Careless Party automatically triggers Traps and Booby Traps when they are drawn.

Centre () - The Heroes in Marching Order who are neither the Scout nor the Guard.

Clear Exit (33) - An optional rule. The Party can't finish their Adventure until there are no unresolved Foes between them and the Entrance.

Combat (24) - A series of Rounds through which the Party attempts to Resolve a Foe. Combat ends when the Foe is Defeated or Flees, or when the Heroes choose to Retreat.

Combat Results Table () - Attacking is a Table Test. The possible outcomes of an Attack with a Weapon are listed in a table on the right side of its card. Foes' tables for their Ranged Attacks are on the left of their card.

Combatant (24) - A Hero or Creature participating in Combat.

Companion 🍀 **() -** A type of Equipment introduced in expansion content. Companions work like Kits.

Condition (29) - An effect such as Fire 🔥, Poison ⚱, Fear 💀, or Shock ⚡ that a Combatant is persistently affected by until removed. Conditions have different effects on Heroes and Foes.

Creature (24) - One of a number of individual combatants created by an ability of a Foe card.

Critical ✴ **–** A Combat Result. Strikes the target and gives Advantage to the next Hero.

Critical Success () - A Critical Success is a roll that exceeds a Party Test's difficulty by 2 or more. Each Critical Success allows another Hero to pass that Test automatically.

Curiosity () - A type of Discovery, found in the Adventure deck. Curiosities are optional; if you choose not to attempt one now, you may either discard it, or leave it in that Location and you may choose to attempt it later.

Damage ⬤ **() -** Each ⬤ a Hero is dealt Drains one of their Talents. If none are left, that Hero is Unconscious. Each ⬤ dealt to a Creature reduces its ♥ by 1. If none are left, that Creature is killed.

Dark ⬤ **(14) -** A level of Brightness. Dark Exits make Scouting more difficult, but Surprising Foes is more likely.

Defeated () - A Foe is Defeated if all of the Creatures are killed. When it is, end Combat, Resolve the Foe, and gain its Loot.

Difficulty (7) - The number that you must equal or exceed on your roll to pass a Test.

Disadvantage (26) - This Combatant gains -2 to their next roll. Does not stack with itself and is cancelled by Advantage.

Discard () - To get rid of a card, usually after it has been Resolved or otherwise used. Place discarded cards in discard piles, separated by deck.

Discovery 🗺 **(20)** - Discoveries include two types of card: Curiosities (which are optional) and Encounters (which are not).

Divine () - To Divine from a deck, look at that many cards from the top of that deck, then put them back in any order.

Drain 🔁 **(10)** - A Drained card is turned face-down, and cannot be used until Healed. If a Hero takes Damage while all of their Talents are Drained, they become Unconscious.

Encounter () - A type of Discovery, found in the Adventure deck. You must immediately resolve its Test before you can proceed with the game.

Enemy (24) - A combatant not in the same party as the user of an attack or ability.

Engagement Round (24) - The first Round of Combat against a Foe. The effects of Surprise apply here, and the Heroes do not need to Pin all Melee Foes.

Entrance () - The footprints on a Location that connect to the previous Location's Exit. If there is no Entrance on a card, you may choose any Exit as its Entrance.

Environment Icons (15) - Indicates something useful or hazardous in this Location. Needed for some Talents and Equipment to work. They can be printed on the Location or added by other cards.

Episode () - One of a sequence of Scenarios, meant to be played together in order to create a complete story.

Equipment (31) - A Level 1 Hero has space for 2 items of Equipment, such as Kit or Companions.

Event (10) - When the last Time in the deck is spent, resolve that Event card. Then remove it from the game, and shuffle the remaining Event cards into a new deck. Resolve Events after resolving whatever you spent ⧖ on.

Exhaust 🔃 **(10)** - An Exhausted card is turned sideways. Exhausted cards cannot be Exhausted again. Exhausted cards are Restored during the Rest Phase.

Exit () - A marked area on the edge of a Location card which leads to another Location. Exits have Brightness, which affects the difficulty of Scouting Tests.

Fail 🏹 **()** – Melee: The target strikes the attacker. Ranged: Strikes a Melee ally of the attacker's choice. If there are no Melee allies, the attacker strikes themself.

Fear 💀 **()** - A type of Condition. Tests made by a combatant with Fear have Weakness, and Tests made against them have Mastery. Fear is removed during the Rest Phase.

Fire 🔥 () - A type of Condition. Against Heroes, each 🔥 forces them to either Exhaust a Talent or take 💧. Against Foes, 🔥 allows the attacker to ignore that Foe's Defense Modifiers.

Flee (30) - A Foe will Flee if the remaining Creatures number less than or equal to its Breakpoint in the check Morale step.

Foe ✊ (19) - Hostile Creatures that the Party faces in Combat, found in the Adventure deck. Foes initiate Combat when drawn.

Game Difficulty () - How difficult you choose to make your game. Can be Beginner, Heroic (default), or Legendary.

Goal () - Do this to win the Adventure!

Guard () - The rearmost hero in Marching Order.

Heal (10) - Healing a Hero flips one of their Drained Talents to its face, allowing it to be used again, or removes an Unconscious token from them.

Health ♥ () - The amount of Damage a Creature can take before being killed.

Heavy () - A Loot Keyword. Heavy Loot can't be moved from its Location.

Hero - The character a Player plays in the game. Heroes have an Occupation, Talents, and Equipment.

Keyword - A word used to identify specific types of objects, like "Undead" or "Metal." Most keywords don't have any special rules you have to remember.

Kit 🛍 () - A type of Equipment. Bonuses from Kits can be shared with any Hero during Party Tests.

Legendary () - A level of Game Difficulty. Legendary difficulty adds additional effects to some cards and changes setup in most Scenarios.

Level () - Heroes gain a Level after each successful Adventure, allowing them to improve their Talents or Equipment.

Light ⚑ () - If the Party has Light, the Brightness of their Exit is considered to be one stage brighter.

Location (4) - The cards that make up the map.

Loot - Useful items that can be gained by the Party. When Loot is drawn while searching for another card type, set it aside, and gain it when the card you were looking for is Resolved. Each Hero can hold any number of Loot during the Adventure, and may keep 1 piece of Loot between Adventures.

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.

Mastery () - A Hero with Mastery rolls 4 dice on their Tests, and removes the lowest die rolled. Mastery and Weakness cancel each other out.

Melee ⚔ () - Combatants in the Melee Position engage each other in hand-to-hand combat.

Melee Attack (26) - When a Hero or Creature attempts to hit an opponent in Melee Combat. Heroes' Melee Attacks can target any Melee Foe. Melee Creatures don't make separate Attacks; the outcome of their actions are part of the Melee Heroes' Attack results.

Minion - A 1♥, Melee-only copy of its Summoner.

Miss ⚔ – No effect. Ranged only.

Obstacle ◼ - An impediment to progress that prevents the Party from moving past it. 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.

Outnumbered () - If there are more Melee Creatures than Melee Heroes, the Party is outnumbered and gains -1 on their Melee Attacks. If there are more Melee Heroes than Melee Creatures, the Foe is outnumbered, and the Party gains +1 on their Melee Attacks.

Party () - All of the Heroes currently playing in this game.

Pathway () - An optional rule. Pathways allow Caves content to connect to the Sewers, and vice versa.

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

Pin () - Melee Heroes Pin enemy Creatures to bring them into the Melee position. Heroes can pin two Melee Creatures or one Ranged Creature. After the Engagement Round, all Melee Creatures must be Pinned if able!

Poison ☠ () - A type of Condition. Against Heroes, Poison causes Talents they would Exhaust to be Drained instead. Against Foes, Poison removes their Abilities. Poison can be removed by Camping.

Population () - The number of Creatures that appear in combat, based on the number of Heroes in the party.

Position () - Either Melee (⚔) or Ranged (⤙). Combatants occupy one of these two Positions, affecting which actions they can take in Combat.

Pushed Back ⧉ – The next Combatant to Attack gains Disadvantage if they are an Ally, or Advantage if they are an Enemy.. Melee only.

Quick Search () - To search a Search Zone or Treasure Zone without spending ⧗. Resolve any Booby Traps you draw.

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

Ranged Attack (26) - When a Hero or Creature attempts to Damage an opponent without them being able to attack back.

Reset () - To return all components to the state they were in at the start of the Adventure.

Resolved () - Resolved cards are discarded. Most cards are Resolved when all non-optional Tests against them are successful.

Restore (10) - 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 a Foe or Booby Trap card.

Round () - Combat is divided into Rounds, in which each Hero and Foe gets a chance to act. Effects that last 'this Round' expire when the next round begins.

Rush () - A Pace the Party can choose to move at during the Scouting Phase. Rushing does not spend Time, but gives the Party -2 to Scouting and Surprise Tests.

Scenario () - A goal and setup instructions for an Adventure.

Scout () - The frontmost Hero in Marching Order, who makes most of the decisions and Tests during the Scouting Phase.

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

Search Zone 🪙 **()** - A cache of plunder or peril. The Party may choose to perform a Careful Search by spending ⧗, or a Quick Search for free. To search, draw two Adventure cards: gain the Loot and resolve the Curiosities and Booby Traps, then discard the rest. If you did a Careful Search, discard the Booby Traps as well.

Shock ⚶ **()** - A type of Condition. When a Shocked Combatant is involved in a Test (including Attacks), remove a Shock token from them, draw a Shock card, and resolve the side that matches the situation. A Combatant may have up to 2 Shock tokens. Shock is removed during the Rest Phase.

Skill Talent () - A type of Talent that adds new noncombat and support abilities to your Hero.

Sneak () - A Pace the Party can choose to move at during the Scouting Phase. Sneaking costs ⧗⧗ and gives the Party +2 to Scouting and Surprise Tests.

Speciality () - An icon in the top-right corner flag of an Occupation or Talent card. If the icon matches an identical icon on the card that is calling for the Test to be made it grants Mastery.

Stat () - Any of the numbers written on a card that define how it behaves.

Summoner () - Creatures with the Summoner keyword Summon a number of Minions to protect themselves and attack the Heroes.

Surprise () - The Party makes a Surprise Test against a Foe's Alertness when they encounter it. If the Heroes passed by 4 or more, they Surprise the Foe; if they failed, the Foe Surprises them. The group that Surprises gains Advantage and the group that is Surprised gains Disadvantage during the Engagement Round.

Talent () - Each Hero has several Talents, each of which imparts a handful of Abilities. Taking damage Drains a Talent of that Hero's choice; if all are Drained when damage is taken, that Hero is Unconscious.

Target () - The Target or an Attack or Ability is the thing you want that attack or ability to affect.

Test () - A die roll to determine whether a Hero succeeds at a challenging task. To make a Test, roll three dice and add them together along with any modifiers, then compare your result to that Test's Difficulty. Tests can be Basic, Table, or Staged.

Time ⧗ () - The deck of Event cards limits how long you can remain in the Adventure. Whenever you spend ⧗, place the top card of the Event deck face-down in a separate pile. When the last one is placed, reveal it and do what it says, remove it from the game, then shuffle the remaining cards into a new deck. Running out of Time (page XX) makes the game much harder!

Trade Blows ⚔ – The Hero and the Creature strike each other. Melee only.

Treasure 📦 () - A separate deck of Loot cards with hardly any Booby Traps in it! It can be accessed via Treasure Zones.

Treasure Zone 🔘 () - A type of Search Zone that draws from the Treasure deck instead of the Adventure deck.

Turn () - The Adventure is divided into a series of Turns in which the Party moves through a Location. Each Turn has four Phases: Scout, Adventure, Exploration, and Rest.

Unconscious 💤 () - A Hero becomes Unconscious if they take Damage while all their Talents are Drained. Unconscious Heroes can't attempt Tests or participate in Combat. Unconsciousness is removed when they are Healed instead of Healing a Talent.

Unique () - A Foe Keyword. Unique Foes are important to the events of the story. When Resolving them, remove them from the game instead of putting them in the discard pile.

Unresolved - A card that wasn't Resolved, like a Barrier or Foe, remains in that Location, and must be attempted again if the Heroes return there.

Upgrade - Weapons, Outfits, and Kits have Basic and Upgraded sides. Upgrading a card when you gain a Level permanently flips it to the Upgraded side.

Weakness () - A Hero with Weakness rolls 4 dice on their Tests, and removes the highest die rolled. Weakness and Mastery cancel each other out.

Weapon - An implement for dealing Damage. Each Weapon has a Combat Results Table and one or more Weapon types that activate specific Weapon Talents.

Weapon Talent () - A type of Talent that adds new combat abilities to your Hero.

Win () - To accomplish the Goal of the Scenario you're playing.

Druid Booster Cards

» 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

Novice Treasure Cards

» 1 double-sided Scenario card which describes a single Adventure on each side.

» 1 Location card.

» 1 Discovery card.

» 5 Foe cards.

» 5 Loot item cards..

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Turn Sequence

Scouting Phase

» Stay in the same Location (skip to Exploration Phase), or change Location.

» Decide Marching Order (Scout, Guard, Centre).

» Choose an Exit

» Choose Pace (Sneak, March, or Rush).

» Add a new Location to the map.

» Make a Scouting Test to determine Readiness.

» Spend Time.

Adventure Phase

» Resolve Obstacles.

» Resolve Foes.

» Resolve Discoveries.

Exploration Phase

» Draw a Barrier card for each Barrier and place Search tokens on Search Zones.

» May attempt to Resolve Barriers and/or Search Zones.

Rest Phase

» All Heroes Restore all of their Exhausted Talents.

» The Party may choose to Camp to Heal (Time permitting).

Combat Sequence

An Engagement Round followed by Combat Rounds.

Choose Attacks

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

Ranged Attacks

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

Melee Attacks

All Melee Heroes make attacks.

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.