

Provisions

Food – Heal 1. Also counters Hunger during Exploration.

Bandage – Remove all Bleed or Heal 1.

Potion – Remove all Blight or Stress -1.

Torch – Light +1 (move your Light Counter 1 space up on the Light Tracker). Alternatively, it removes all the negative effects of Curios.

Tool – This Provision is only used to counter Exploration Hazards (Traps and Rubble).

Wild – Flip it to a side of your choice.

Exploration

Scout: Heroes must suffer 1 Stress each. Then reveal all adjacent Rooms. In addition, during their next Exploration the Heroes will roll only one Exploration Die instead of two.

Rubble – Rubble blocks your path forward and must be cleared out with either your hands or a tool. Spend 1 or suffer 1 Wound per Dungeon Level and suffer +1 Stress.

Hunger – Hunger overwhelms you and you must eat. Spend 1 or suffer 2 Wounds per Hero Level.

Stressful Darkness – This Corridor is so dark you can hardly see what's around you. The Hero who resolves Stressful Darkness must spend 1 or reduce Light by 1 or suffer +2 Stress.

Curio – An object of interest lies before you, beckoning you to search it. Draw a Curio Card and see what you've found. Curios can have positive and negative effects. Usually both at the same time. You may spend 1 before you draw the card to ignore all negative effects of the Curio.

Trap – An old protective mechanism is set off when you trip it! Spend a or roll an attack of / Dungeon Level, / Dungeon Level against you (Attacks are explained in detail on page 19).

Rooms

Empty: This Room is empty and nothing happens. Remove its Token from the map; it is now cleared.

Trap: Each Hero suffers a total of Wounds and/or Stress equal to the Dungeon Level, dividing the amount between the two as they wish. Do not remove the Room Token after it is resolved; a Trap Room is never cleared and Heroes must face the Trap again the next time they pass through here.

Dark Room: Reduce the Light by 1 point. Do not remove this token after it is resolved. Like the Trap Room, Dark Rooms never clear and Heroes must face them every time they cross them.

Lair: This Room is a Lair of Monsters. Heroes must initiate Battle immediately. If the Heroes win the Battle, remove the Token from the Board; the Room is cleared.

Curio: A Curio lies in the center of the Room. Curio Rooms can be guarded by Monsters. Roll a ten-sided die; if you rolled 1-5, initiate Battle. If the Battle is won, the Room is cleared. Remove the Token from the Board.

If you roll 6-10 the Room is cleared; remove the Token from the Board. When the Room is cleared, draw a Curio Card and choose which Hero will interact with it (Torches can still be used to ignore negative effects as normal).

Treasure: This Room contains a Treasure that is guarded by Monsters and you must face them. Initiate Battle immediately. If the Battle is won, the Room is cleared. Remove the Token from the Board and gain 20 Gold.

Objective: Some Quests have Objective Rooms. Quest Cards indicate what happens in these Rooms. Usually the Objective Rooms are specific Dungeon Rooms. Set these Rooms aside as you begin your Quest so you won't encounter them in random Battles. Quest Rooms are always guarded by Monsters.

Hero Turns

1) Start of Turn Effects

Roll for any Affliction/Virtue the Hero might have. After this, remove one Token of each Condition Stack on your Hero and apply their effects, if any (See Stacking and Removing Tokens on page 20).

2) Actions

Heroes can perform two actions during their turn from the following list:

- a** Move
- b** Interact with the Environment
- c** Change Stance
- d** Use a Skill

A Hero can perform the same action twice if they like.

A Hero can also consume any amount of Provisions as a free action.

Chests

Roll for Provisions: Grab an unused Provision Die, roll it and add it to your Provision pool.

Choose a Provision: Grab an unused Provision Die, choose its side and add it to your Provision pool.

Roll for Either Gold or Provision: Choose whether you want to roll the ten-sided die and gain an equal amount of Gold or roll an unused Provision Die and add it to your pool.

Roll for Double Gold or Choose a Provision: Choose whether you want to roll the ten-sided die and gain double the amount of Gold or add an unused Provision Die with the side of your choice to the Provisions pool.



Tokens

Suffer or Recover Stress: Simply increase or decrease your Stress as indicated.

Shuffle (push X or pull X): Move the Target closer to (pull) or away from (push) the Skill user by X Areas. In addition, move the Target forwards (pull) or backwards (push) in the Stance Tracker an equal number of spaces.

Bleed (x /xt): This shows how many Wounds per round this character will take from Bleed (x Wounds / x Rounds). Take a number of tokens equal to the rounds the character Bleeds and form a stack on its character card. So, if a character suffers 1 3t, take three 1 tokens and form a single stack. When a token is removed from a stack, the character suffers Wounds equal to the number indicated on the token.

Blight (x /xt): Similar to Bleed, but you use the Blight tokens instead.

Stun xt: Make a stack of x Stun tokens. At the start of their turn, remove one Stun token per stack from the Stunned character. If you remove 1 or more Stun tokens: Heroes lose one action for that turn / Monsters lose their whole turn.

Buff xt: Make a stack of x Buff tokens. Buffed characters have +1 per stack.

Debuff xt: Make a stack of x Debuff tokens. Characters targeting a debuffed enemy gain +1 against them per stack.

Riposte xt: Make a stack of x Riposte tokens. When a character with one or more Riposte stacks takes Damage from an enemy, they deal half of it (rounded up) back to the attacker.

Guard xt: Make a stack of X Guard tokens. Characters must always target Guard enemies when using Skills that don't target allies.

Mark xt: Make a stack of X Mark tokens. Enemies attacking the marked character gain +1 per stack.

Protection xt: Make a stack of X Protection tokens. As long as the character has one or more Protection stacks, they take only half Damage (rounded up) from attacks.

The Hamlet

The Hamlet is your hub where you rest, shop, train and help the Heir to slowly restore it back to its former glory. Heroes return to the Hamlet after each Dungeon delve and they must take the following steps:

- 1 Draw a Hamlet Event Card and mark your preparation days.
Then each day:
- 2 Roll for the Caretaker.
- 3 Spend your day.

Heroes can swap Skills from their roster of seven, change Stances and upgrade buildings freely at any time.

• Hamlet Buildings and Upgrades

Any time during their stay in the Hamlet, players can spend money to upgrade any buildings of their choice. This will make the locations more effective. This is a group choice, however, so everyone should agree on which building should be upgraded. The cost to upgrade a building one Level is **20 Gold** except for the Blacksmith and the Nomad Wagon which are **10 Gold**. Also note that the Guild and the Graveyard cannot be upgraded.

Stagecoach



The Stagecoach is not a building Heroes can visit. Instead, the first time you set up the Hamlet, place two Waiting Hero Tokens here. When a Hero dies and a player picks a new one, remove a Token from here. If there are no Tokens to be removed, you've failed the Campaign. Additionally, when Heroes return to Hamlet and gain **Xp**, add the same amount here.

When a player must choose a new Hero, this Hero will start with the **Xp** the party has accumulated here. **Do not remove any Xp from the Stagecoach! They'll keep piling up until the end of the Campaign.**

Level 1

Place two Waiting Hero Tokens.

Level 2

Add a Waiting Hero Token.

Level 3

Add a Waiting Hero Token.



Abbey

Level 1

Remove 1 Quirk for **2** OR remove 2 Quirks for **5**.

Level 2

Remove 1 Quirk for **2** OR remove 2 Quirks for **5** OR gain a Positive Quirk for **3**.

Level 3

Remove 1 Quirk for **1** OR remove 2 Quirks for **4** OR gain a Positive Quirk for **3** OR recover 3 for **1** OR recover 6 for **3**.



Blacksmith

Level 1

Pay **1** and use one of the Hero's Skills as its Level 2 form for the next Quest only.

Level 2

Pay **1** and use one of the Hero's Skills as its Level 3 form for the next Quest only.

Level 3

Pay **1** to gain **1** and use one the Hero's Skills as its Level 3 form for the next Quest only. When you use the Blacksmith's services, keep the old card to the side as it will replace the temporarily upgraded one once the next Quest is over.



The Graveyard

The Graveyard cannot be upgraded. Pray for the losses of your fallen comrades and swear vengeance to bolster the Hero's will and gain a Virtue. Be careful, though, for this means the next time the Hero's Stress reaches 10 they're dead!



The Guild

The Guild cannot be upgraded. During your visit you can make up to two of the following upgrades to your Hero.

- Spend **4 Xp** and **2** to Level Up the Hero by 1.
- Spend **2 Xp** and **1** to Level Up one of the Hero's Skills by 1. Remove the old version permanently from the game.



Nomad Wagon

Level 1

The first day a Hero visits the Nomad Wagon, draw and reveal three Level 1 Trinkets. Leave them here until the Hamlet phase ends, then reshuffle them back into the deck when the Heroes leave for the next Quest. A Hero visiting the Nomad Wagon can sell one of their equipped Trinkets and buy one from the available Trinkets at the following prices: Buy a Level 1 Trinket for **4**; sell a Level 1 Trinket for **2**, a Level 2 Trinket for **3** and a Level 3 Trinket for **4**. **Selling prices are the same for all Nomad Wagon Levels.**

Level 2

Place two Level 1 and one Level 2 Trinkets. Level 2 Trinkets cost **6** to buy.

Level 3

Place one Trinket of each Level. Level 3 Trinkets cost **8** to buy.



Sanitarium

Level 1

Heal 5 for **1** OR Heal 10 for **3** OR remove a for **2**.

Level 2

Heal 7 for **1** OR Heal 14 for **3** OR remove a for **2**.

Level 3

Heal 9 for **1** OR Heal 18 for **3** OR remove a for **2**.



Survivalist

Level 1

Gain a Provision Die for **1**.

Level 2

Gain a for **1** OR gain 2 for **3**.

Level 3

Gain a OR for **2** gain 2 OR for **4** gain 3.



Tavern

Level 1

Recover 3 for **1** OR recover 6 for **3**.

Level 2

Recover 3 for **1** OR recover 6 for **3** OR recover 9 for **9**.

Level 3

Recover 3 for **1** OR recover 6 for **3** OR recover 9 for **9** OR Heal 5 for **1** OR Heal 10 for **3** OR remove a for **2**.