

How to Play

ver 1.2

TRAVELERS OF TRYPHOSA

By Rob Seib

With artwork by Amy Longo and 張李衡



Introduction

Prepare yourself to embark on an adventure! Complete strange Quests and Encounter absurd Creatures, collect Items and advance skills along the way! Work with your Party to get more Quest Points 🌟 than competing Parties.

Play the game by completing Quests and Creature Encounters and placing them in your Victory Stack. Each one awards Quest Points 🌟 and Gold 🟡. After a Party has 8 cards in their Victory Stack, the game ends and the Party with the most Quest Points 🌟 wins the game!

Getting Started

Gameplay examples, clarifications, and tips appear in this red font. Refer to them for extra help.

Game Mode

Choose to play a standard game or select a special play mode below. Then go to "Setup". All text refers to the standard rules except where you see the corresponding icon for Tutorial or Cooperative mode.

🎮 **Tutorial:** A step-by-step quick-start with simplified rules for learning for 2 to 4 players.

❤️ **Cooperative:** All players work together to survive.

Glossary

- ◆ Entity: Any Character or Creature in play.
- ◆ Party: Players in a team along with all of the Entities in their control.
- ◆ Party Size: Number of Characters in a Party.
- ◆ Quest Points 🌟: Victory points.

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Setup

- 1) **Board and Cards:** Set out all pieces. Separate out the Secondary Quest cards (pink headings) into their own face-up deck. Shuffle the remaining Quest, Creature, Item, and Ability cards to form 4 decks.
❤️ **Coop:** Mark spaces on the Quest Point Track with +1 tokens 🟦: 1, 3, 5, 8, 11, 15, 19, 24.
- 2) **Camp Tokens:** Shuffle all 20 Camp tokens with their Camp side up, place 1 on each of the 20 Camps on the World Map, and flip them all to their Creature/Quest side.
- 3) **Form Parties:** Form 2 to 3 Parties (teams) of 1 to 3 players each. They do not need to have an equal number of players.
🎮 **Tutorial:** Form Parties of 1 or 2 players.
❤️ **Coop:** All players are in the same Party.
- 4) **Characters:** See the Character Guide (p3) to help you select characters. For new players, start with the "beginner" options. Each Party needs the same number of Characters, regardless of player count. To accomplish this, each player may control 1 or 2 Characters, ensuring the total in each Party is the same. Each Character includes a large reference card and matching small card.
🎮 **Tutorial:** Use specific Characters (p16).
❤️ **Coop:** Each player selects 1 Character. If playing single-player, play 2 Characters.
- 5) **Party Setup:** Each player takes their Character's starting Gold 🟡, listed on its reference card. Each Party selects 1 of their Character's Starting Quests (listed on the back of the small Character cards). Select a colour (blue, red, or green) and place the matching Traveler 🏠 on the World Map, on the Town listed on your Starting Quest. Place your matching Quest Point pawn 🏠 at the beginning of the Quest Point Track.
🎮 **Tutorial:** Use specific Starting Quests (p16).
- 6) **Turn Order:** All Parties roll dice to determine turn order. Highest roll takes the orange Turn Order pawn 🏠 to indicate their Party goes first. Play proceeds clockwise for the remainder of the game.
- 7) **Read special Game Mode rules:**
🎮 **Tutorial** (p16).
❤️ **Coop:** Place a pawn on the Fate Track (p19) and read Cooperative Mode (p17).



Tokens



Counters



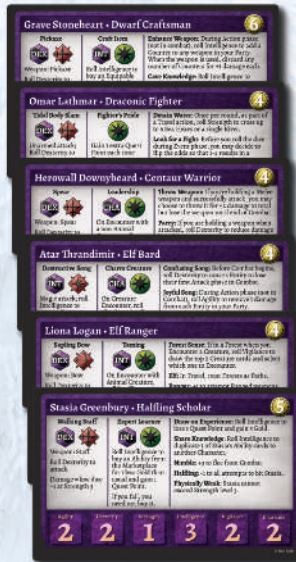
Travelers



Dice



Turn Order Pawn



Character Guide

beginner moderate advanced

good option for combat-free play initial attack type



Tame at least 1 Creature by the end of the game. Look for a good bow Item.

Use Liona's Starting Quest and partner with Omar.



Use "Confusing Song" before every Combat. Use "Joyful Song" when you have damage.

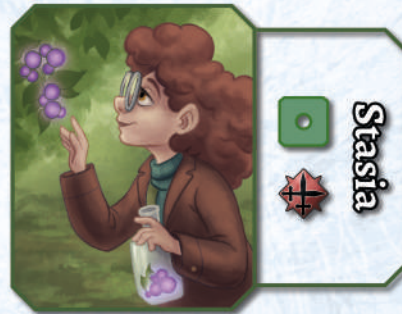
Use Atar's Starting Quest and partner with Stasia.



Look for good weapon Items like a sword or bow. Use "Leadership" to gain at least 1 Ally (p7) by the end of the game.



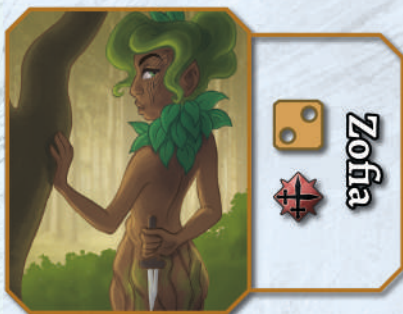
Attempt "Detain Water" to help with travel. Level up a couple times before using "Look for a Fight". Buy Abilities rather than Items, so you can earn points from "Fighters Pride".



Use "Expert Learner" to gain Abilities, and use "Share Knowledge" to teach them to your Party. Give her better attacks or other ways of being useful in Combat.



Attempt "Enhance Weapon" each round, to boost your Pickaxe or Herowall's Spear. Use "Cave Knowledge" for efficient travel. Use "Craft Item" and see if you can sell the Item to other players.



Attempt "Assassinate" on every Encounter – if you fail it, you may still try something else because of "You Didn't See That". You may choose to begin the game with the "Ceremonial Dagger" Item.



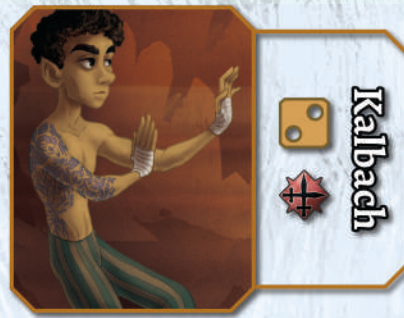
Look for magic Abilities and the "Wizard's Staff" Item. Attempt "Control" every round if possible. Note that "Discourage" should use Intelligence, not Dexterity (see triphosa.ca/clarifications).



Visit lots of Camps, and look for travel Abilities such as "Survival Skills", "Climbing", and "Swimming".



Krista cannot deal damage. If you plan to get into Combats, acquire defensive and healing cards. Otherwise, use “Help a Stranger” often and invest in travel and Quests.



Kalbach is the most balanced. Focus on areas the rest of your Party is weak. Consider acquiring “Kung Fu” or “Boxing” Abilities, or switch directions entirely.



Acquire magic Abilities and any weapon. Use “Cosmic” to control events, and use “Convert” on Encounters to avoid a fight.

⚠️ These Characters are a bit more powerful, so we recommend using them in games against each other.



Use “Seek Justice” to fight hostile Creatures and earn Gold ☀️; then boost your Warhammer with “Divine Favour”. You may want some armour so you can protect your Party with “Challenge”.



“Warp” is expensive but extremely useful for travel. Use “Knowledge Stone” every round to change fate. Use “Shift” in Combat to lock in on one opponent at a time.



The longer she waits to attack in Combat, the more powerful she becomes through “Charge Meteor”. Use “Cook Special Dish” every round, and choose Quests near the Volcano (to use “Volcano Friend”).



Acquire Items early on using “Bargaining” in order to sell them either to players or to Encounters using “Sell for Profit”. “Trader” gives you access to an additional Item card per Town visit.



Don't invest in attacks or weapons – just use “Mind Control”. She is powerful in and out of Combat, and may substitute Intelligence for Charisma rolls (“Psychic”).



Use “Researcher” in Setup. Use “Tame Flying Beast” on Creature Encounters to take them as Allies. He is slow but powerful in Combat – take the first round to “Load Bolt” two times.

Card Overviews

Characters Cards

Each Character has a Large Reference card and small illustrated Character card.

- 1) Maximum Health, how much damage you can take before getting knocked out.
- 2) Starting Quest on the flip side (you will choose 1 of your Party's Starting Quests).
- 3) Starting Gold 🟡.

Liona Logan • Elf Ranger **6**

4 **Sapling Bow** **DEX** **4**
 Weapon: Bow
 Roll Dexterity to attack.
 Damage = low dice +1 at Vigilance 4

5 **Taming** **INT** **5**
 On Encounter with Animal Creature, roll Intelligence (-1 if hostile) to take it as an Ally and gain its Quest Point reward, plus 1 extra Quest Point.

Forest Sense: If in a Forest when you Encounter a Creature, roll Vigilance to draw the top 2 Creature cards and select which one to Encounter.
Elf: In Travel, treat Forests as Paths.
Ranger: +1 to attempt Ranged weapons, including your Sapling Bow.
Caretaker: Party cannot initiate Combat against non-hostile Animals.

Agility **2** Dexterity **3** Strength **1** Intelligence **3** Vigilance **2** Charisma **1**

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- 4) Primary attack, use in Combat.
- 5) Score ability, earn bonus Quest Points 🌟.
- 6) Various abilities you may attempt with a dice roll, passive abilities that provide a bonus, and a weakness that limits your Character.
- 7) Attributes for Attempt Rolls. Each round you may level up an Attribute using Counter tokens.

Quest Cards

Obtain Quest cards from Camps and in Event phase.

- 1) Complete a Quest to gain its reward (p9). Each Character gains the Gold 🟡 shown, and the Party gains the amount listed in Quest Points 🌟.
- 2) If there are numbered steps, complete them in order.
- 3) Some Quests have a forfeit condition. If you forfeit a Quest, discard it from the game.
- 4) The mini-map helps you find locations in the world.

Liona **1** **8**

Critical Cure **2**

familiar with than you. One an wanders d says, "My ase help me o cure her."

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Bridal Escort **1** **2**

A nobleman of Farblen says to you, "My daughter is to be wed to a prince across the sea. I have prepared everything, but I need guardian escorts to bring her safely. Can I count on you?"

...

2 To complete:
(1) Travel to **Farblen** to retrieve the bridal party; then
(2) Travel to **Port Jeramin**.

3 Forfeit if you lose any Combats during this Quest.

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- 5) Some Quests give you a choice how to complete them, indicated by letters. You only have to do one of them.
- 6) Chain Quests form an ongoing story. When you gain a new Quest, you may take the next part in the Chain. You must complete these in order.
- 7) Multi Quests have no value on their own, but reveal other smaller Quests for all Parties to acquire and complete.

Garden Slugs

2

You meet a farmer. "Giant monster slugs are eating our crops! Would you help out us poor folks?"

...

To complete, choose:

(A) Travel to **Dusledge** to collect salt; then travel to **Greendown** to pour it on the slugs.

(B) Travel to **Greendown** and use Taming or Capture Ability.

(C) Travel to **Greendown** and fight! Roll your attacks until each Character succeeds; take 2 damage for each roll.



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Sea Dragon's Gem Part 1

1

A bard tells you a story. "Legend goes that a formidable dragon once ruled the seas using the power of a magical gem. One day the gem was stolen and the dragon disappeared."

...

To complete, travel to **Dragonest** and roll Charisma to gain information. You find an old woman who gives you the legendary gem. It allow you to treat sea hexes as land hexes!

Chain Quest! When you gain a Quest, you may take Part 2 instead.



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Dragon's Gem Part 2

3

An old woman tells you, "The light to discover its secrets is too old for such eyes now and have no more. I will leave it to you. I hope you remember me."

...

To complete, follow the Gem's trail. Travel to each of the locations in any order: **the Sea, Frigid Sea, and**



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5

To complete, choose:

(A) Travel to **Dusledge** to collect salt; then travel to **Greendown** to pour it on the slugs.

(B) Travel to **Greendown** and use Taming or Capture Ability.

(C) Travel to **Greendown** and fight! Roll your attacks until each Character succeeds; take 2 damage for each roll.

Remove Quests with pink headings from the main Quest deck. These are called Secondary Quests and only come into play when triggered by a Chain or Multi Quest.

Postal Service

0

A man approaches you, "You look agile! I'm tired of trekking around like a pack animal. Here you go!" With that, he tosses a bundle of letters at your feet. "These letters need to be delivered; just read the instructions," he says as he stomps away.

...

Multi Quest! Upon receiving this, reveal the 4 "Letter to" Secondary Quests to the Marketplace and take any 1 of them.

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Letter to Jandon

2

You need to deliver a letter. You shouldn't read people's mail but you should stop you... Dear Jandon, I hope all is well in the land of the dragon people. Are you working hard? Eating well? I know money is good but please come to visit soon. Janson is already going on all four legs and Jendon is doing quite good at acrobatic stunts. Write and let us know what you've been up to. With Love, P.S. I've included a weird swamp stuff you may like.

...

To complete, travel to



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Letter to Jandon

2

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ail but

© Rob Seib

Letter to Jandon

2

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© Rob Seib

Letter to Jandon

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ail but

© Rob Seib

Letter to Jandon

2

r. You
ail but

© Rob Seib

6

Creature Cards

Encounter Creature cards at Camps and in Event phase.

- 1) Complete an Encounter with a Creature to gain its rewards in Gold 🟡 and/or Quest Points 🟢.
- 2) The subtitle indicates if its an animal or a sentient race.
- 3) Some have a Special Response. You may initiate Combat instead, but may not do both.
- 4) Combat values describe its attack in Combat. Some also have special Combat mechanics (e.g. the Ice Serpent can freeze your Response).
- 5) Some Encounter Abilities let you take Creatures into your Party. See Allies and Mounts below.

Allies (Taming and Leadership)

- ◆ Taming lets you take Animal Allies, and Leadership lets you take non-animal Allies.
- ◆ Allies remain in your Party until knocked out in Combat.
- ◆ Allies count toward your Victory Stack.
- ◆ Allies aid you in Combat. Each Character with Taming or Leadership may include 1 Ally alongside them in Combat. Each Ally may attack in the Attack phase, using the Creature's normal Combat rules. If it gets knocked out, put it in your Victory Stack.
- ◆ If you have Taming or Leadership and your Party has a Mount (see below), you may freely use it as an Ally instead.

Mounts (Riding)

- ◆ You may only take Animals as Mounts.
- ◆ Mounts remains in your Party until knocked out in Combat.
- ◆ Mounts count towards your Victory Stack.
- ◆ Mounts help you travel. If your Party has at least 1 Mount, add +1 to travel each round.
- ◆ Mounts aid you in Combat. Each Character in your Party with Riding may ride a Mount into Combat. If the Creature has Flying, you also gain Flying while riding it. The Creature absorbs half of all damage you receive, rounded down. Calculate this first, before considering armour. If the Mount gets knocked out, put it in your Victory Stack.
- ◆ If you have Riding and your Party has an Ally (see above), you may use it as a Mount instead.



Item Cards

Obtain Item cards by using a Marketplace action.

- 1) Each Item has a cost to purchase. You may also sell it back for half its cost.
- 2) Consumable Items may be used once and then immediately discarded into a discard pile.
- 3) Equipable Items may be used repeatedly and you may own any amount. For combat-based Items, each Character may only equip 1 of each type: weapon, shield, armour.
- 4) Weapons like this one have a red damage icon and optionally replace your Character's primary attack.
- 5) Collect Items in a Set to save some Gold 🟡.

1
4

Dark Brown Beverage
Consumable



Healing 8: Discard to restore 8 health, distributed as desired. +1 to land travel this (or upcoming) round.

8

A mysterious potion of roasted beans; it energizes and livens the senses

Illustration by 張李衛
twistedgoatcoffee.co

1
8

Black Locust Bow
Equipable



DEX +2 +1 at Vigilance 4
Pierce Armour

4

Piercing: all damage goes straight through armour.

Ranger's Set: pay -1 Gold if you have an Item from the same Set.

Illustration by 張李衛
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Ability Cards

Obtain Ability cards by using a Marketplace action.

- 1) Each Ability has a cost to purchase. Immediately assign to a Character; it may not be removed afterwards.
- 2) Each Ability requires an Attempt Roll to use its unique power.
- 3) An **attack** is a special Ability that is used during Combat. It requires an Attempt Roll and then deals damage equal to the lower of the 2 dice plus bonuses as shown.
- 4) Some cards have flavour text in italics which does not affect gameplay.

1
3

Climbing
Travel



STR Use with travel action to cross mountains.

Before Traveling, roll Strength to cross any Mountain ranges this round.

Only the Character with this Ability must succeed and the whole Party gains its benefit.

Once you are an experienced climber, tasks no longer seem insurmountable. A skill requiring great strength and special knowledge, climbing can get you to the places you need to be.

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4

1
3

Magic Arrow
Magic Attack



INT +2 +1 damage when a bow equipped.

Roll Intelligence to attack.

Damage = low dice +2 +1 if a bow Item equipped.

Summon an arrow out of thin air and fire it with the force of your mind. Improve effectiveness by using the technique with a bow.

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Gameplay Basics

Overview

Play the game in rounds, each with 3 phases:

- 1) **Action Phase (p10):** Each Party resolves actions like Travel, Marketplace, Card, etc.
- 2) **Event Phase (p12):** Each Party resolves 1 event, like Encounter a Creature, gain a Quest, etc.
- 3) **Level Up Phase (p12):** Each Character levels up 1 of their 6 Attributes.
 - ♥ Coop: Do not level up. Advance the Fate Track (p19).

If the game has not ended, start a new round.

End of Game

Once a Party has completed 8 combined Quests and Creature Encounters, you are in the final round. Allow all parties to finish their Action phase but skip the Event and Level Up phases.

- 🎮 Tutorial: The game ends after 4 full rounds.
- ♥ Coop: The game ends either when your entire Party gets knocked out or if you reach the end of the Fate Track.

Scoring and Winning

Gain 1 Quest Point 🌿 for every 4 remaining Gold 🟡 your Party holds. Any extra sets of 3 or less are not worth anything.

The Party with the most Points 🌿 wins!

Break ties with leftover Gold 🟡. If a tie persists, parties share the victory.

Gaining Rewards

Move your Quest Point pawn 🏠 along the Quest Point Track around the World Map to record your score throughout the game.

Whenever you complete a Quest or Encounter, gain a reward of both Quest Points 🌿 and Gold 🟡. Each Character in your Party gains the amount shown in Gold 🟡, and the Party gains the amount shown in Quest Points 🌿.

If the reward is 🏠, the Party gains 2 Quest Points 🌿, and each Character gains 2 Gold 🟡.

Attempt Rolls

Get a 10 or greater! 🎲 + 🎲 + Attribute + Modifiers

Most Abilities require an Attempt Roll to see if your Character succeeds. These are indicated by the word "Roll" and 1 of your Character's 6 Attributes (e.g. "Roll



Dexterity"). You may attempt each Ability up to once per round. When making an Attempt Roll for a Quest card, each Character in your Party may attempt.

How to make an Attempt Roll: Roll 2 dice, add the total value shown, add the stated Attribute from your Character reference card, and any modifiers that may apply.

Success: 10 is the magic number! If the result is 10 or greater, proceed with the action.

Critical Success: If you are rolling for an attack or healing Ability and both dice land on 6 (🎲🎲), it's a critical success; double the total damage dealt or Health restored.

Failure: If the result is 9 or less, you fail the action and may reattempt on a subsequent round. If both dice land on 1 (🎲🎲), you always fail despite any bonuses. On any failure, you may earn or spend Tenacity.

Tenacity: A hero is defined by how they respond to failure! After you fail a roll, choose 1 response:



- ♦ Earn 1 Tenacity token.
- ♦ Spend 1 or more Tenacity; for each token add +1 to the result.
- ♦ Spend 2 Tenacity to re-roll both dice.
- ♦ Spend 4 Tenacity to re-roll both dice and level-up the relevant Attribute.

Modifiers: Some Abilities or Items apply a plus (+) or minus (-) modifier to the Attempt Roll. Simply modify the total sum of the roll.

Example Attempt

To use "Climbing", roll 2 dice and add your Strength Attribute. Let's say your Strength is 4.

If you roll and your dice add up to 6 or greater, you succeed because $6 + 4 = 10$, the magic number of success. Your Party may then travel over Mountains this round. If you roll a 5 or less, you fail, and may earn or spend Tenacity.



Action Phase

Starting with the Party with the Turn Order pawn and proceeding clockwise, each Party takes their turn, performing as many or few actions as they like, in any order. Once every Party takes a turn, move on to Event phase.

Actions include:

- ◆ **Travel:** Move throughout the world.
- ◆ **Marketplace:** Buy and sell Items and Abilities.
- ◆ **Card:** Use Abilities and Items, fulfill Quests.
- ◆ **Trade:** Strike a deal with another Party.

Your only limits are:

- ◆ A number of travel Moves per round;
- ◆ A number of card purchases per Town visit;
- ◆ Up to 1 attempt of each Ability per round.

Travel Action

Your Party travels together, using the Traveler 🏠 to mark your position on the World Map. Your Party may travel as long as you have remaining Moves this round. You always get 3 Moves plus bonuses from Agility, Paths and cards.

(3) + (best Agility) + (3 Path Moves) + (cards)

Move your Traveler 🏠 from hex to adjacent hex, using up your Moves for the round. You do not need to take all your Moves and may stop and take other actions along the way.

E.g. you may take some Moves to get to a Town, use a Marketplace action, and then travel again and use up the rest of your Moves. You may track remaining Moves using counter tokens.

Agility

Note the Character in your Party with the highest Agility Attribute, and gain extra Moves equal to that.

Eg. If your Characters have 2 and 4 Agility, take an extra 4 Moves this round.

Paths

Paths are dashed white lines on land. Take up to 3 extra Moves from or to a Path or Town.



Cards

Various cards add Moves and Travel bonuses. If you acquire one during your turn, you may use its benefits immediately

Biomes and Obstacles

Some Characters gain advantages in specific Biomes: Plains, Rock, Desert, Forest, Marsh.

You may not cross Mountains, may only cross Rivers at Bridges, and may not enter Sea Hexes except by using Sea Routes.

Sea Travel

To traverse Sea Hexes, you must use a Sea Route or a card that allows otherwise.

To use a Sea Route, pay the cost for each Character in your Party. Cost is indicated on the World Map at the Port Town you are leaving. Move your Traveler 🏠 the total length of the route, using 1 of your remaining Moves. Some Port Towns are free to leave (indicated by a zero). If you have a card that enables Sea Travel, you may take a number of Sea Moves separate from and in addition to normal travel Moves. A “Sea Move” is any movement to a Sea Hex.

Moving from a Sea Hex to a Land Hex uses a normal travel Move. The type of Move is defined by where you end up.


Camps

Up to once per round, when you land on a hex with a Camp token, remove it immediately. If it shows a Quest symbol, draw the top Quest card. If it shows a Creature symbol, Encounter the top Creature card. Then continue your turn. See Event phase (p12) for details on Encounters.

If you land on a second camp this round, nothing happens. But you may end your turn there and take it the following round on your turn.




Travel Example: below shows 2 possible routes if you have an Agility of 4. Total Move is 10 (3 plus Agility 4 plus 3 Path Moves if used). The total Possible Path Moves shown in yellow.

Leaving Centralia Port Town, each Character would pay 1 Gold  to cross the Sea Route.




Marketplace Action

You may take a Marketplace action only while your Traveler  is in a Town.



Buy Item or Ability

Every time you visit a Town, you may select from a new set of cards. For each Character in your Party, draw 1 Item and 1 Ability. You may purchase any or all of them, taking the card and paying the listed Gold  into the general supply. Discard any you did not purchase. You may not draw new




cards to purchase until you enter a different Town or return to this one later.

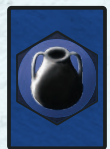
You may choose to spend 2 travel Moves to leave and return, and refresh the selection.

If either deck runs out of cards, reshuffle the discards to form a new deck.



Layaway: If you did not purchase all the cards above, you may choose to place up to 1 at a time on layaway for later purchase. Place the card face-up nearby, tucked under the game board. Your Party may only have 1 card on layaway – if you want to place a new card on layaway, discard the existing one. Any time you use a Marketplace action at a Town, you may buy your layaway card.

Sell Item

Place 1 of your Item cards in the Marketplace and take half its Gold  value from the general supply. You may not sell Ability cards.



Exchange Quest



Discard 1 of your Quests to the Marketplace, pay 1 Gold  and either draw 1 card from the Quest deck, or select the next part of a Multi or Chain Quest from the Secondary Quest. You may do this any number of times if you have the Gold .

Card Action

Various types of cards include actions:

- ♦ **Characters/Abilities:** Use any relevant Ability listed on a Character or Ability card. You may attempt each Ability once per round. If you fail a roll, you may try again next round.
- ♦ **Items:** Use any Consumable Item or move Equipable Items between your Characters.
- ♦ **Quests:** Complete any tasks on Quest cards. If you complete a Quest, gain rewards (p9), and place the card in your Victory Stack. Starting Quests and zero-point Quests do not count towards your Victory Stack.

Trade Action

Trade with any Party in the same or adjacent hex. Or while in any Town, trade with any Party in any other Town. You may trade Gold , Quest Points , Item cards, uncompleted Quest cards, but not Ability cards. You may even trade Creature Allies and Mounts if the recipient has a relevant Ability such as Taming or Riding.

Event Phase

Starting with the Party with the Turn Order pawn and proceeding clockwise, each Party resolves an event. Check your current position on the World Map and find the corresponding entry in the Event Table (p19). Roll a single dice and apply the results shown.

Results include Gain Quest, Encounter Creature, or a Special Event.

Gain Quest

Whenever you gain a Quest, you may choose to draw from the deck or take a relevant card from the Secondary Quests (pink headings).

Chain Quests: You must have the original Chain Quest in your possession in order to take the next part of a Chain, but you do not need to have completed earlier parts to take it. You must still complete Chain Quests in correct order.

Multi Quests: Whenever you draw a Multi Quest from the deck, it directs you to reveal the other parts to the Marketplace – this just means to put them out for ease of access. As long as someone has drawn a Multi Quest and revealed these, you may take one of them.

Encounter Creature

Draw the top Creature card from the deck. You may respond 3 ways (choose only 1):

- a) **Encounter Ability:** Attempt an Encounter Ability from a card. If you fail your roll and the Creature is hostile, it attacks and you enter Combat. If not hostile, discard the Creature and gain nothing. Most (but not all) encounter Abilities give you the Creature's reward in Quest Points 🌟, but not Gold 🟡.
- b) **Special Response:** Use a special action listed on the Creature itself.
- c) **Combat:** Initiate Combat (p12). If you defeat it, gain its rewards (p9).

If you gain any Quest Points 🌟, you have completed the Encounter! The Creature card counts towards your Victory Stack!

See Creature Cards (p7) for Mounts and Allies.

Special Event

The details and instructions for special events are listed in the Event Table.

Level Up Phase

Each Character levels up! Select 1 of the 6 Attributes on each Character and increase it by 1 level. Track these levels by placing and adjusting double-sided Counter tokens on your Character reference card.

🔴 Coop: Do not level up. Advance the Fate Track.



Combat

Combat occurs by default when you Encounter a Hostile Creature, or if you initiate Combat against any Creature. Read “Setup of Combat” and “Order of Combat” to get started, referring to the examples and special rules as needed.

Setup of Combat

See Example Combat (p12).

- 1) Place tokens within easy reach.
- 2) Draw more Creatures face-down to match the number of Characters in your Party.*
- 3) Select 1 opposing player to control Creatures. 🔴 Coop: You control the Creatures.
- 4) Place Characters and Creatures on the Combat Field in one of the 3 positions.
- 5) If the Creature is hostile, Creatures go first. Otherwise, players go first.

*Experienced players may like to fight multiple different Creatures. See Optional Rules (p18).

Some players may enjoy using the simplified side of the Combat Field.



Attack Types



Melee Attack: Target Entities in the Frontline position. You may not use Melee attacks from the Support position.



Ranged Attack: Target Entities in the Frontline or Airborne positions. You may use Ranged attacks from any position.



Magic Attack: Target entities in any position and bypass any armour they have equipped. Use from any position.

Combat Positions



- ◆ **Frontline:** Most vulnerable position.
- ◆ **Support:** Highly defensible. This position becomes the new Frontline if all Entities are removed from the Frontline.
- ◆ **Airborne:** You must have Flying to be here. If using a Ranged or Magic attack, the usual rules apply; if using a Melee attack, you may only target Flying Entities.



Order of Combat

Each round of Combat is played in 3 phases:

1) Attack phase

Each Entity may perform 1 attack or an Ability that explicitly states "use in Attack phase".
Basic steps of an attack:

- 1) Select a target (entity to attack).
- 2) Roll 2 dice to attempt.
- 3) Deal damage based on lower dice. Use damage tokens to keep track.

Just like any Attempt Roll (p9) roll 2 dice and add the listed Attribute. If the total is 10 or greater, you hit your target! Damage equals the lowest of the 2 dice plus the listed bonus. Some attacks list special rules for damage.

Creature attacks are slightly simpler. To use their attack, roll 2 dice and check the sum is equal to or greater than the required amount shown. See "Creature Combat Stats" (next page).

Example Melee Attack

This attack is based on Dexterity, and gets a boost from Strength. Since it is a Melee attack, you must occupy the Frontline and may target any entity in the opposing Frontline.



Let's say your Character has Dexterity 3 and Strength 5. To attack, make an Attempt Roll (roll 2 dice and add Dexterity in this case). You always need a 10 or greater so if you rolled a 4 and a 3, you successfully hit the opponent because $3 + 4 + 3 = 10$.

Damage always equals the lower dice plus any listed bonuses. This attack adds 2 and then an additional 1 if your Strength is at least 4. So you deal $3 + 2 + 1 = 6$ damage!

Critical Hits

If both dice in your Attempt Roll land on 6 (66), double the total damage! If your attack adds +2 to the low dice, the total damage would be 16 because $6 + 2 = 8$, doubled is 16.

2) Response phase

Each Character may perform 1 response action. These include:

- ◆ **Ability:** Use any relevant Ability that does not deal damage.
- ◆ **Item:** Use a Consumable Item or swap out an Equipable Item. You may pass Equipable Items between Characters (even knocked-out ones).
- ◆ **Move:** Shift into a different Combat position.
- ◆ **Flee:** Roll Agility (+2 if you have "flying") to remove your Character from Combat so it cannot be knocked out.

Items consume the Response phase for each Character that benefits. For example, if multiple Characters receive healing from 1 Item, they have all used their Response, but if you swap Equipable Items, only the recipient has used their Response. Abilities only consume the Response of the Character using the Ability.

3) Cleanup phase


Check damage and remove Entities that have received damage greater than or equal to their Health. Your Characters, Allies and Mounts retain all damages even after Combat. If there are still opponents, begin a new round.

Entities aren't removed until Cleanup phase – you always get your actions within the round. Most Characters are knocked out with 8 or more damage.

End of Combat

When one or zero Parties remain in the field, Combat is over. Clean it up as follows:

1) Determine Results

- ◆ You win if you defeat all Creatures (even if your Characters get knocked out in the same round). Gain rewards (p9) and place 1 of the Creatures in your Victory Stack!
- ◆ You lose if at least 1 Creature remains and all your Characters are knocked out (Allies may still be standing). For each Character in your Party, you lose 1 Item or 2 Gold , your choice.
- **Coop:** Losing a Combat means game over!

2) Clear Excess Damage

All Entities retain damages after Combat (do not clear all damage). If any of your Characters were knocked out, remove any damage that exceeds the Character's Max Health, and retain the rest.

For most Characters, this means retaining 8 damage. They function normally for traveling and questing, but you should heal them up to avoid getting quickly knocked out in the next Combat.

Special Rules for Combat

- ◆ **Allies (p7):** Each Character with a relevant Ability may bring up to 1 Ally into Combat. It has its own attack and Health and may be healed or move positions in the Response phase. It may not use Equipable Items or Ability cards.
- ◆ **Mounts (p7):** Each Character with a Riding Ability may bring up to 1 Mount into Combat. It does not attack - its only function here is to protect you from damage. Every time your Character receives damage, apply half to your Mount (rounded down). If you heal your Character, you may distribute some or all of the healing to your Mount.
- ◆ **Locking:** If your Character "locks" to an opponent in Combat, move your Character card on top of the target Entity in the Combat Field. The 2 Entities are now locked to each other. While locked, the 2 Entities may not target anything but each other with attacks or Abilities. If any other Entities target either locked Entity, it damages or heals both locked Entities simultaneously.

Creature Combat Stats

Creature stats are represented by 3 icons:

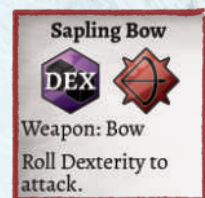
- ◆ When attacking, it rolls 2 dice. To hit, the sum must be the amount shown or higher.
- ◆ Damage is the same as Characters (low dice from the Attempt plus listed bonuses).
- ◆ Health is the same as Characters (the amount of damage it takes to knock it out).

Example Combat



Liona and Herowall are fighting 2 Warfrogs:



Liona has Dexterity 3 and using a Ranged attack called "Sapling Bow":



Herowall has Dexterity 2 and Strength 4, and uses a Melee attack. He is also wearing Leather Armour (reduces damage by 1) and has a few special Combat Abilities:

Spear   DEX	Throw Weapon: If you're holding a Melee weapon and successfully attack, you may choose to throw it for +2 damage to total but lose the weapon until end of Combat.
Weapon: Spear Roll Dexterity to attack. Damage = low dice +1 at Strength 4 +1 at Strength 6	Parry: If you are holding a weapon when attacked, roll Dexterity to reduce damage by 1; this uses your next Response phase.
	Warrior: +1 to attempt attacks using any weapon, including your Spear.

Warfrog:

- 1) Has a weakness against Characters wearing armour.
- 2) Must roll 2 dice and achieve a 6 or greater.
- 3) Uses a Ranged attack, and adds 2 damage to the lower dice.
- 4) Has 5 Health, and is knocked out after receiving 5 or more damage.



Round 1

Attack phase: Both Creatures must target Herowall because Liona is protected in the Support position. They screech and advance!

Warfrog A rolls: $\text{d6} + \text{d2} = 5$ (miss! it needs 6+)

Warfrog B rolls: $\text{d6} + \text{d2} = 7$ (hit!)

Damage = lower dice (6) + 2 = 5

Herowall responds with "Parry"!

Rolls: $\text{d6} + \text{d2} + \text{Dexterity (2)} = 10$ (success!)

Parry and Leather Armour (which is twice as effective against Warfrog) reduce damage by 3, so Herowall only receives 2 damage.

Liona targets Warfrog A with "Bowfire"!

Rolls: $\text{d6} + \text{d6} = \text{critical hit!!}$

Damage = lower dice (6) x 2 = 12

Herowall targets Warfrog B with "Thrust Spear"!

Rolls: $\text{d6} + \text{d2} + \text{Dexterity (2)} = 10$ (hit!)

Damage = lower dice (6) + 1 = 4

(+1 bonus because he has Strength level 4)

Response phase: Liona currently has no Response Abilities or Items and doesn't wish to flee or move. Herowall used "Parry" already which consumes his Response phase.

Cleanup phase: Check damages

Warfrog A has 12 damage so gets knocked out!

Warfrog B has 4 damage so remains in Combat.

Liona has no damage so remains. Herowall has 2 damage, so he remains.

Round 2

Attack phase: The remaining Warfrog screams with vengeance and attacks Herowall!

Warfrog B rolls: $\text{d6} + \text{d6} = \text{critical hit!!}$

Damage = low dice (6) x 2 = 12

Herowall's armour reduces that to 10. He'll be in trouble come Cleanup phase with a total of 12 damage (remember the 2 from last round) but he still gets his attack this round.

Liona targets Warfrog B with "Bowfire" !

Rolls: $\text{d6} + \text{d6} + \text{Dexterity (3)} = 5$ (real bad miss!)

She grits her teeth and takes 1 Tenacity token.

Herowall targets Warfrog B with "Thrust Spear"!

Rolls: $\text{d6} + \text{d2} + \text{Dexterity (2)} = 10$ (hit!)

He chooses to use "Throw Weapon" for +2

Damage = lower dice (6) + 1 + 2 = 5

Response phase: Nobody responds.



Cleanup phase: Check damages

Warfrog B has 9 damage so is knocked out!

Liona has no damage so remains in Combat.

Herowall has 12 damage so is knocked out!

End of Combat







No opponents remain so Combat ends! Since the Creatures were knocked out and Liona still stands, the players win and gain the reward (2 Gold  each, 2 Quest Points  for the Party)! Clear Herowall's excess damage so that he only has 8 (set to his max Health level).

Tutorial Mode

The Tutorial is a simplified 4-round game for 2 to 4 players to help you learn the game. Follow this guide from start to finish, only referring to the listed pages where needed or desired.

The Basics


Before you begin, complete the regular game setup, then read these few main rules:

- ◆ **Characters:** Use the following Character combos and Starting Quests:
 - ★ Green: Liona & Omar (Liona's Quest)
 - ★ Blue: Atar & Stasia (Atar's Quest)Read your Character's recommendations on the Character Guide (p3).
- ◆ **Goal:** Gain as many Quest Points  as possible by completing green Quest cards and encountering brown Creature cards. When you complete one, your Party gains the Quest Points  shown, and each Character gains the Gold  shown.
- ◆ **Rolling Dice:** Using an Ability involves rolling 2 dice and adding an Attribute (e.g. Dexterity). Achieve a 10 or greater to succeed. If you fail a roll, take 1 Tenacity token , or spend the ones you have to boost your roll (+1 per  or 2  for a reroll).
- ◆ **Ability Limit:** You may attempt each Ability only once per game round.

Round 1

Action Phase (p10)

Each Party – in turn order – takes a turn, performing as many actions as they can on their turn. Here is what you should do on your turn.

- 1) Since you start in a Town, you should check out the Marketplace. You have 2 Characters in your Party, so draw 2 blue Item cards and 2 red Ability cards from the decks. If you want to buy any of them, pay the listed Gold  amount and take the cards. Otherwise, discard the cards.
- 2) Read your Starting Quest (on the back of Liona or Atar's small card). It gives you an idea where to move next.
- 3) You always get 3 basic Moves, plus a bonus from your Agility Attribute, and up to 3 extras on Paths, which look like white dashed lines. Travel as far as you can, according to the following example:

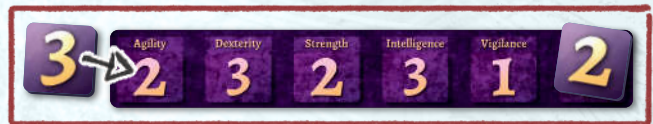


- 4) You completed your Starting Quests, take the reward! Party gains 2 Quest Points , and each Character 2 Gold .

Event Phase (p12)

Each Party – in turn order – resolves an event. Normally you would refer to the Event Table to see what happens, but this is the Tutorial, so do this instead: each Party draws 2 Quest cards, selects 1 to keep, and discards the other.

Level Up Phase (p12)



You can all do this at the same time. Each Character increases any Attribute by 1, using the counter tokens. Recommendations:

- ◆ Liona: Dexterity or Intelligence
- ◆ Omar: Strength or Dexterity
- ◆ Atar: Intelligence or Agility
- ◆ Stasia: Intelligence or Dexterity

Round 2

Action Phase (p10)

Read your Quest(s) to determine what to do next. If you complete one, take its reward.


Event Phase (p12)

This time, each Party draws 1 Creature card from the top of the deck and Encounter it. Read the card aloud. When you Encounter, you may choose only 1 of the following responses:

- a) Encounter Ability
- b) Response listed on the Creature
- c) Combat (p12)

It is your choice, but this early in the game we recommend you choose (a) Encounter Ability. Liona uses "Tame", Atar uses "Charm".

If you fail the roll:

The Character that attempted the Encounter Ability takes 1 Tenacity  and discards the Creature. If Creature was Hostile, it attacks you and you must enter Combat.

Level Up Phase (p12)

Each Character now levels up as before – choose an Attribute you think will help you most.

Round 3 – 4

Play 2 more rounds given what you have learned.

Action Phase (p10)

Follow the pattern set in the other rounds to perform any actions you want. If you increased Agility or bought any travel Items, you may be able to go farther. Let your Quests guide you on your Adventure!

Event Phase (p12)

For this Tutorial only, each Party may choose:



- Draw 2 Quest cards and select 1 to keep.
- Encounter the top Creature card.


Level Up Phase (p12)

Same as before.

End of Game


The game normally ends when a Party completes 8 Quests and Encounters, but this Tutorial is only 4 rounds.



Gain 1 Quest Point  for every 4 Gold  you have.



The Party with the most Quest Points  wins!

Cooperative Mode

Also works as a solo (single-player) mode.

Cooperative mode follows the same rules as the standard game with some exceptions. These rules are marked in this guide with the  icon.

- ◆ Win the game if you reach the end of the Fate Track (p19). Advance the Fate Track by 1 step at the end of each Round.
- ◆ Lose the game if all Characters in your Party are knocked out in Combat. If at least 1 survives, your Party has not lost.
- ◆ You do not level up in the Level Up phase. Instead, you level up only when your Party gains Quest Points . The requirements are marked by the +1 tokens  placed during setup.

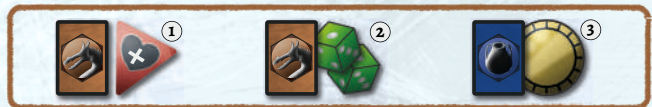
- ◆ To set up Combat, place Creatures in the following positions: Melee in Frontline, Flying in Airborne, all else in Support.
- ◆ Enemy Creatures select targets at random. Use dice to determine target for each attack.
- ◆ Do not convert Gold  into Quest Points  at the end of the game. Check your score in “Game Results” to see how you did.

We recommend using the optional rule “Creature Variety” for more interesting Combat. When you enter Combat against more than 1 Creature, draw Creatures face-up and fight a variety of them. Even if they are non-hostile, they still fight you once Combat begins.


Fate Track






At the end of each round, advance the Fate Track (p19) one step. There are 3 effects from the track:

- 1) Add damage to each Creature attack. They get more dangerous as time passes.
- 2) Modify attempt rolls when you roll Encounter Abilities. You gain an advantage at first.
- 3) Modify the market value of Items. It starts cheaper and gets more expensive later. It affects the cost and the price you sell it for.



Coop Mode Results

Based on the number of Quest Points  you got, you receive a congratulatory gift:

-  1 – 12: King Grock Grimrod of the Goblins sends a roughly-made leather pouch and invitation to watch him eat stuff.
-  13 – 16: The Council of Centaurs sends a decorative package containing a fine bow and several gold-encrusted arrows.
-  17 – 20: Queen Gormata of the Dwarven Empire sends you several ornate golden bracelets encrusted with gemstones.
-  21 – 24: The Royal Family of the Avians give you a magical spell granting the power of flight! All you must do is utter the words "I could fly if I wanted to!"
-  25+: You receive a gift from each tribe leader of the Draconic peoples: a bottle of pure healing water, a rod that produces fire, a horn made of shells that produces pure musical tones, a mirror that collects light from all angles, and a book of delicious recipes.

Optional Rules

Here are some ways to adjust the play style. Decide which ones to use before playing.

Adjustable Game Length

To vary game length, adjust the number of cards needed in the Victory Stack.

Creature Variety

When you enter Combat against more than 1 Creature, draw Creatures face-up and fight a variety of them. Even if they are non-hostile, they still fight you once Combat begins. The reward is based on the Creature with the higher reward value.

Battle Royale

At the end of a game, you may compete in a player-vs-player Combat to put your Characters to the test and earn a few extra Quest Points 🌟. Rules are as normal Combat with these exceptions:

- ◆ Remove all damage from your Party first.
- ◆ Randomly determine turn order.
- ◆ No one loses Gold 🟡 or Items.
- ◆ Limit 1 Consumable Item per Character.

Pacifist Run (Zero Combat)

You may attempt to play the game without dealing any damage. Avoid fights, and if you end up in Combat, attempt to flee each round without rolling any attacks.

Basic Events

Instead of using the Event Table, you may simply roll 1 dice. On a 1 – 4, gain a Quest. On a 5 – 6, Encounter a Creature.

Open Market

Instead of drawing cards each time you take a Marketplace action, you may have an open Marketplace with a 3 Items and 3 Abilities available. All players draw from this when they buy cards, and then replenish cards taken.

Change Log

Version 1.2 (2023 Nov.)

- ◆ Simplified and clarified language.
- ◆ Moved Character Guide to front of guide.
- ◆ Moved Battle Royale to Optional Rules.
- ◆ Simplified Tutorial.

Version 1.1 (2022 Oct.)

- ◆ Action phase: Each Party now takes all their actions at once.
- ◆ Event phase: Event Table, events based on locations in the world.
- ◆ Wrap-Up phase: Do not pass Turn Order pawn or increase the Marketplace. Renamed to "Level Up phase".
- ◆ Quest Points Rewards from Quests and Encounters are now the same for any Party Size and are not multiplied.
- ◆ Resolve Camp tokens immediately, up to once per round.
- ◆ Marketplace: Draw cards to buy when you enter a new Town. Players may layaway 1 card at a time for later optional purchase.
- ◆ Clear excess damage after Combat.
- ◆ Reduced consequences of knock-out: When your Party loses a Combat, discard 1 Item or 2 Gold for each Character.
- ◆ Quests: There is no active Quest limit. There is no limit to exchanging Quests at Marketplace, as long as you can afford it. If you forfeit a Quest, discard it from the game.

Reference



Attempt Roll (p9)
2 dice + Attribute, need a 10 or greater. Critical success:

Tenacity (p9)
Earn on failure, spend 1 for +1 to total, 2 to reroll, 4 to level up & reroll

Gameplay Phases

- 1) Action Phase (Travel/Market/Card/Trade)
- 2) Event Phase
- 3) Level Up Phase

Melee Attack: Target Entities in Frontline position. May not use in Support position.

Ranged Attack: Target Entities in Frontline or Airborne positions. Use in any position.

Magic Attack: Target Entities in any position and bypass any armour they have equipped. Use in any position.

Creature



Item



Ability



(Coop: p17) Fate Track

Round			
1		+1	-2
2			
3	+1		
4	+1		
5	+2		
6	+2	-1	
7	+3	-2	+2

Event Table

- : **Gain Quest!** (Draw 2, select 1, discard the other)
: **Encounter Creature!**

- : **Gain Quest!** (Draw 1)
 - : **Encounter Creature!**

- : **Treasure!** Roll 2 dice, gain Gold equal to the total shown.

: **Pirates!** Choose to take max damage or lose all your Gold .

: **Sea Monster!** You fight valiantly. Take maximum damage, lose all your Gold , and gain 3 Points .

- : **Gain Quest!** (Draw 1)
 - : **Encounter Creature!**

- : **Special Event** (see below)

Plains: You discover a patch with loose earth and dig it up! Each Character gains 1 Gold .

Marsh: If the Party has more than 4 Gold , Encounter ! Otherwise, each Character gains 1 Gold .

Forest: Encounter ! If it is hostile, enter Combat (no Encounter Ability) and lose your first Attack phase.

Rock: Draw 's until you find a hostile one, and Encounter it. Shuffle the other cards back in.

Desert: Each Character takes 4 damage from heatstroke.

Oasis: Refreshing! Your Party heals all damages and gains 1 Point .

Volcano: Roll Charisma to make friends with a Magma Friend and immediately travel anywhere. You may keep rolling, but take 1 damage for each fail. Give up any time.

Camp: Gain 1 Quest Point .