Artisans of SPLENDENT VALE
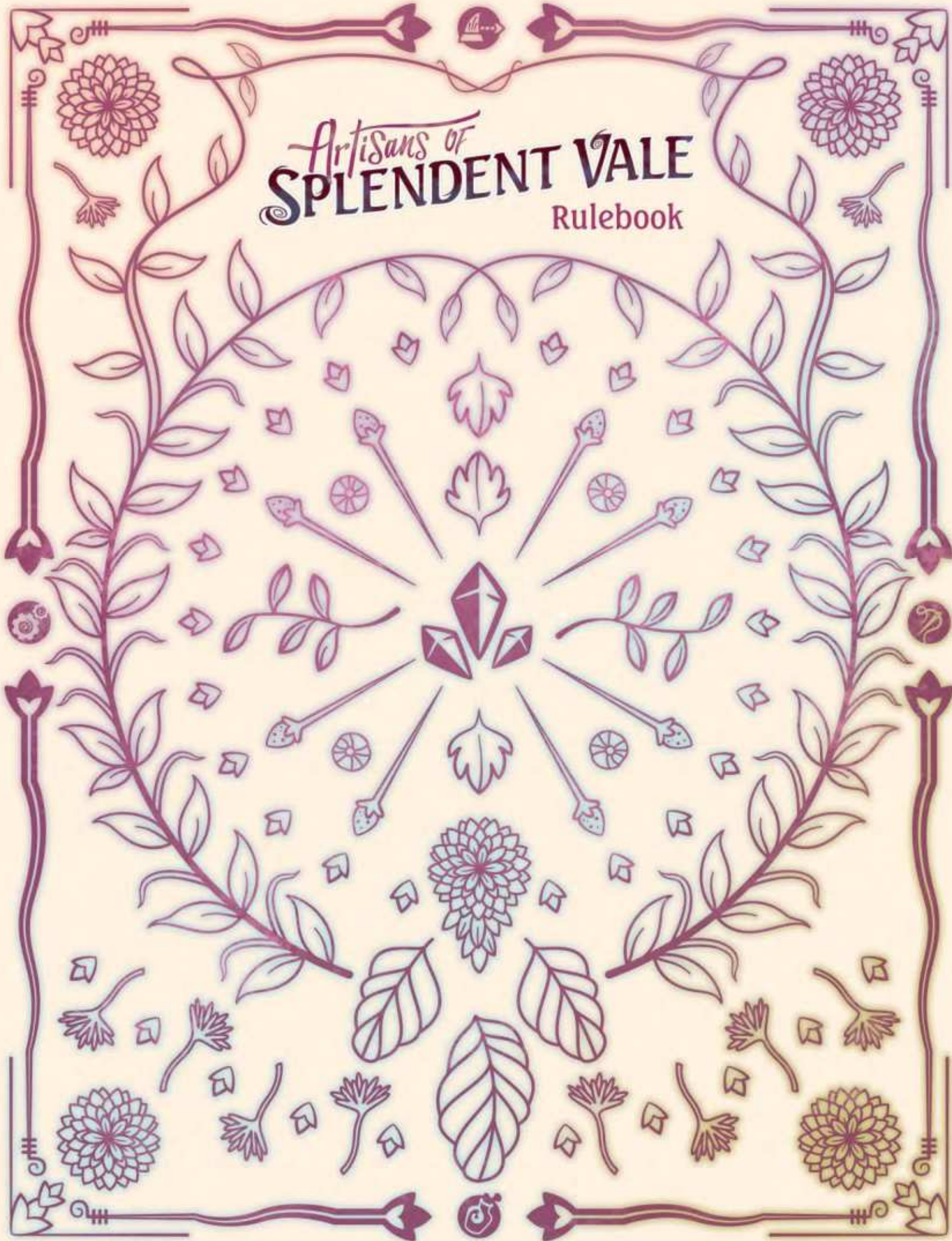
Rulebook

The Splendent Vale

Long ago, a splendid streak of crimson fell from the sky and carved the valley from the earth. Foliage grew wild and fierce anywhere the light touched, and the wildlife grew larger and more fearsome. Life prospered in the vale.

From distant lands, members of many cultures converged, drawn by the mystery and allure of the red star and the verdant realm it created. They settled there, distancing themselves at first. The soil was hardy, perfect for crops; the rock was rich with mineral deposits begging to be mined; and the very land itself seemed eager to be shaped.

On warm summer nights, the velvet sky would be streaked with the scarlet light of meteor showers. The settlers found that, under these lights, their crafting projects finished more quickly and with greater results. Before long, the people began to cooperate, sharing their wares and knowledge with one another.

Together under an evening meteor shower, they founded a shared township, one that values knowledge and craft. The township was named Splendence after the valley that brought them all together.

In the centuries that followed, a red substance the people named materia could be found after meteor showers. Artisans learned to craft using the substance, which lent magical qualities to their works. And from materia, a new method of craft—artifice—was established, which would catapult the township into an industrial revolution.

Game Overview

Artisans of Splendent Vale is a cooperative adventure game for two to four players. You will take on the role of artisans who live in Splendent Vale, exploring her beauty and honing your crafts. This is a story-driven game full of rich narratives and many opportunities to immerse yourselves in the world and personal lives of your characters.

Ages 14+ · 2-4 Players

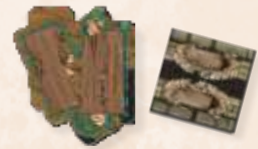Recharge Pack
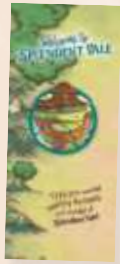Reset your campaign to play again!
(sold separately)
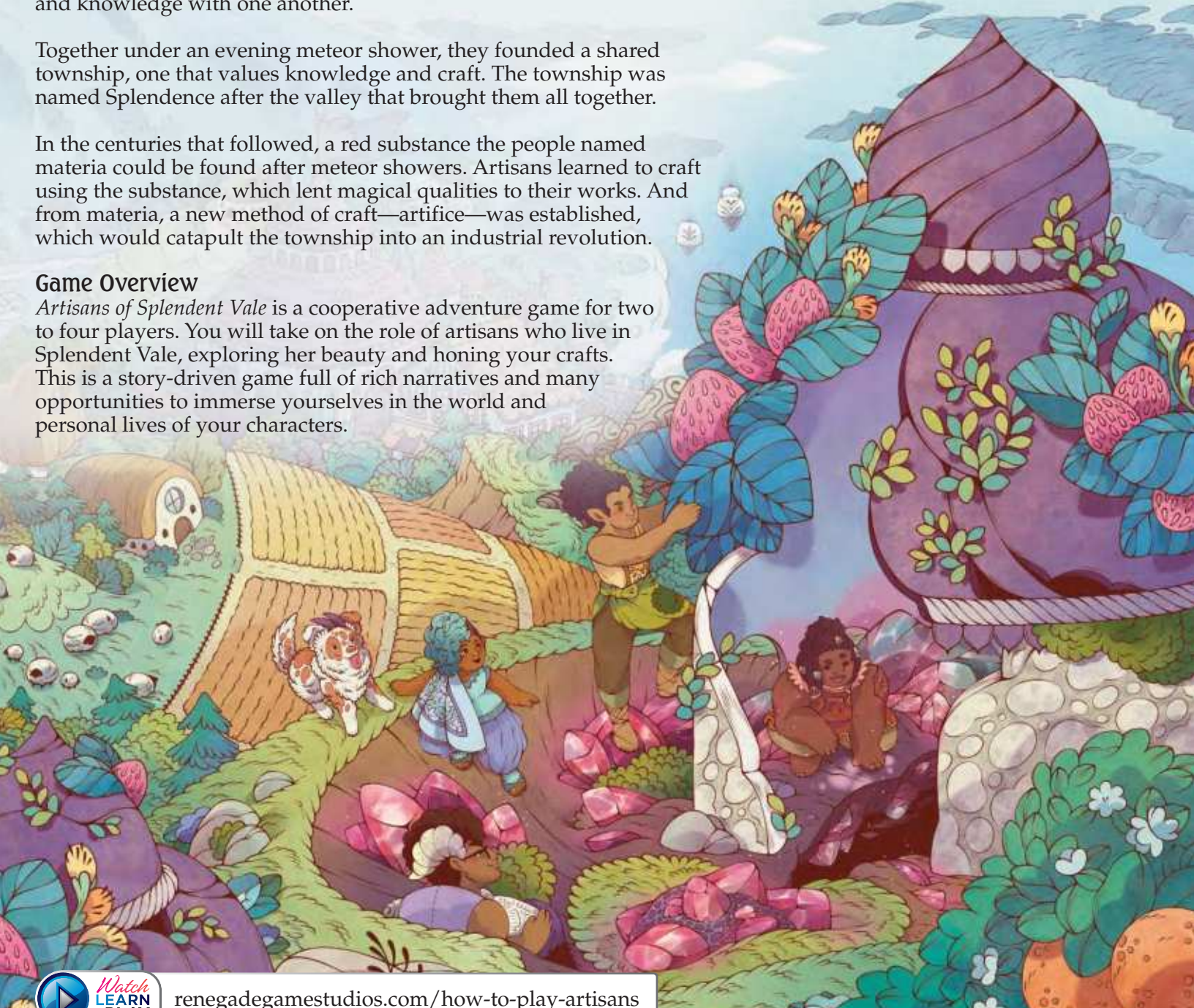
Action Scene Book

Card Index Box

2 Terrain Tokens

Adventure Log & World Map

Component Box

Initiative Tracker

4 Character Books

5 Damage Dials & Plastic Grommets

12 Dice

4 Character Sheets

84 Condition Tokens (8 types)

4 Bookmarks

4 Character Boxes

64 Meeples
(4 Characters, Rosha, 4 Horned Humans,
4 Tall Humans, 4 Canines, 4 Iguanas, 1 Filigree
Fennec, 6 Short Humans, 6 Spiders, 6 Vines,
6 Skinks, 6 Frogs, 6 Ornithopters, 1 Sentry,
2 Cats, 1 Walker, 1 Flower, and 1 Crocodile)

4 Pencils

101. First Time Playing

Artisans of Splendent Vale tells a story over the course of the campaign. At the beginning of your first time playing, follow these steps to get started:

101.1 **Step 1: Choose Characters.**
Each player chooses one of the four characters. Take the book, character sheet, box, and meeple that corresponds to your chosen character.

101.1a You will play as your chosen character for the entire campaign, so take some time reading the back covers of the books to help you decide.

101.2 **Step 2: Character Setup.**
The first page of your character book contains some additional setup steps that are unique to your character.

101.3 **Step 3: Character Introductions.**
Take some time getting to know your characters by reading the character bios in the first few pages of your character books.

101.3a Discuss with one another what you know about your characters. You should know a lot about each other; you are playing as a group of close friends, after all.

101.4 **Step 4: Elect a Record Keeper.**
Choose one player who will take notes and record important information on the adventure log. This role can be changed at any time for any reason.

101.5 **Step 5: Elect a Narrator.**
Choose another player to be the primary narrator who will do the majority of the reading out loud. This role can be changed at any time for any reason.

101.6 **Step 6: Begin Your First Adventure.**
Everyone open your book to entry one.

101.6a Your first adventure begins with some narrative reading followed by your first action scene.

101.6b If you'll be teaching the game, we recommend you read "201. Reading", "202. Choices" and "3. Action Scenes" before the other players sit down to play.

Figure 102:
Between sessions, store your cards and meeples in your respective character boxes.

102. Playing Multiple Sessions

Because the *Artisans of Splendent Vale* campaign will take many hours to complete, we recommend playing it over the course of multiple sessions.

102.1 Taking a Break

102.1a While the end of a day is the most natural stopping point, you can pause your game at any time, though we recommend not doing so during an action scene, as this can disrupt the flow of the story and make it difficult to remember exactly what you were doing the next time you play.

102.1b When you want to take a break, record on the adventure log what entry number you just read and store your equipment, interludes, and meeples in your character boxes. All components can be put away until your next play session.

102.2 Setup After a Break

102.2a To resume play after a break, each player retrieves their book and character box which contains their equipment, interlude deck, and meeples.

102.2b Elect a record keeper and narrator for this session. The last time you played, you recorded on the adventure log which entry to read in your books.

2. Exploration

201. Reading

A large portion of this game is reading. During these segments, one player will read aloud from their book while everyone else follows along silently in their own. Everyone should be following along carefully or you won't know when it's your turn to read.

201.1 The majority of text appears in all four character books, and this text should be read by your elected narrator.

201.1a The role of narrator can be passed between players at any time and for any reason.

201.2 Some text appears only in one character book and must be read aloud by that player.

201.2a Your character's specific text is marked with your unique character icon.

201.2b Text for the other characters is omitted from your book, but an ellipsis (...) and their character icon shows you where that player should take over telling the story.

201.3 Text that appears in color is mechanical text that instructs you when to gain rewards, suffer consequences, or resolve other game effects.

Figure 201:

A → 521 A cool breeze blows in front to cut the midsummer heat, but not so

B → The night seems more alive than usual, not dying down until predawn light bri

C → 🔔 I spend much of the night just lis of the city, the laughter and chatter decide to relax and enjoy the com a tumbler of whiskey.

D → *We each heal one damage.*

We advance the recovery of each of

We meet for brunch at Fertile Groun table on the veranda.

🜪 ... ← **E**

A Entry number

B Text without a character icon appears in all four books

C Icon indicates character-specific text

D Colored text is a game instruction

E Icon followed by ellipsis indicates another character's text is omitted

Figure 202:

637 By chance, we spot the glint of crystal upon chasm wall. We're surprised to find a vial of red powder resting on a small outcropping two meters down the cliff Cave vines have wrapped around it, clearly trying to get the contents inside.

🐀 Is that skittering I hear? I look over the edge of the just in time to see a cute set of white whiskers peek out of a hole near the vial and hear a small nasal squ

— Choose One —

A → 🐀 **Send a friendly rat to fetch the vial:** I can choose th option only if I made friends with the rats. I read 73

🜪 **Bribe the cave vines:** ... ← **B**

⚙ **Lift the vial with telekinesis:** ...

C → **Leave it be:** We return to the bookmarked map.

A An option preceded by an icon can be chosen only by the respective player.

B The mechanical text of other characters' options is omitted.

C An option without an icon appears in all four books.

202. Choices

At the end of each entry, you will be presented with one or more options for how to proceed. These options are presented in **bold**.

202.1 You should discuss the options available and come to a consensus as a group.

202.2 Each option is followed by mechanical text that indicates the results of choosing that option.

202.2a The option you choose usually results in reading another entry in your books.

202.3 Some options have requirements that must be met before you can choose them, such as certain text being recorded on the adventure log or spending some resource. These restrictions are stated in the mechanical effects of the option.

202.4 Some options are available only to specific characters. Such options are marked with the icon of the character in question.

202.4a Character-specific options can be chosen only by the player playing that character. If no one is playing that character, that option can't be chosen at all.

202.4b Choosing a character-specific option causes you to read an entry that does not appear in the other books. In such a case, you read the entry aloud while the others listen.

202.5 It's possible for a series of choices to cause you to reread the same entry multiple times. When this happens, you don't gain the benefits from that entry more than once.

203. Exploring Maps

Most adventures include illustrations of the environment that you can explore by searching for numbers.

203.1 When you explore a map, bookmark the map.

203.2 While exploring a map, you can choose any number you can see to search that point of interest.

203.2a Most points of interest appear in all of your books. When searching those, the narrator can read as usual.

203.2b Some points of interest appear only in your own book. To search there, you must read the entry yourself. That entry is not included in anyone else's book. Read aloud so the others can listen and follow the story.

203.2c After searching a point of interest, you will be instructed to "return to the bookmarked map."

203.3 If you choose to search a point of interest a second or further time, you can't gain the benefits of that point of interest more than once.

Figure 203:
Search a point of interest by reading the corresponding entry in your books.
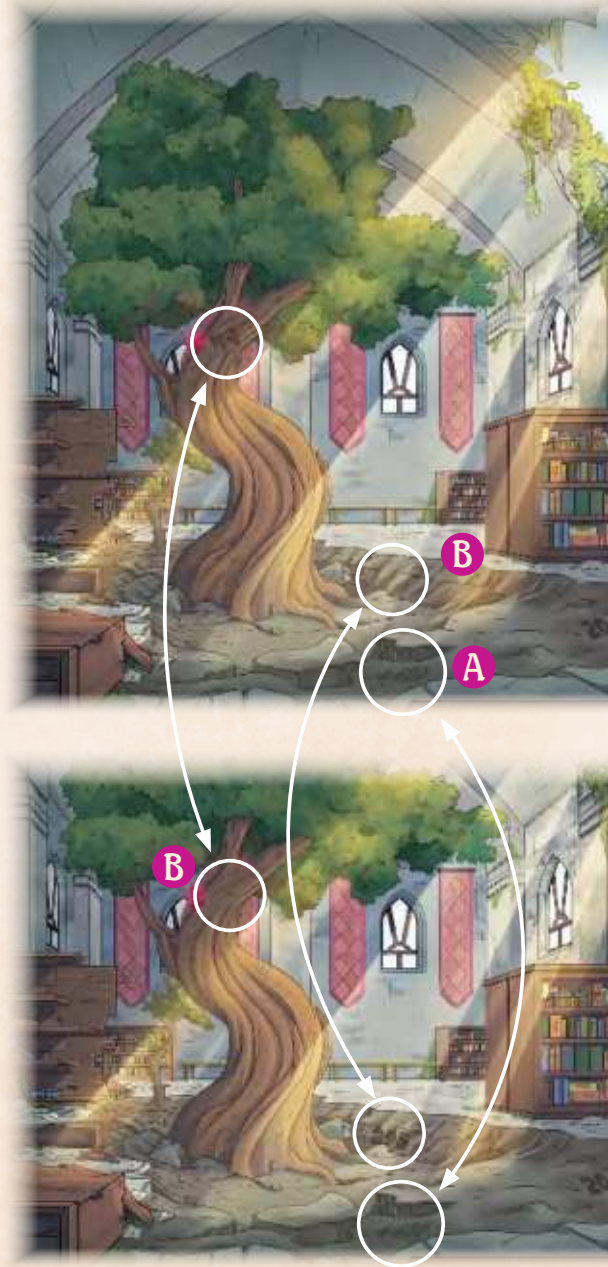
Ⓐ Most points of interest appear in all four books.

Ⓑ Some points of interest can be seen only by a single character.

204. Adventure Log

The adventure log is where you track everything that has happened over the course of the campaign. You can refer back to it to remind yourself of your past adventures and speculate about what the future holds.

204.1 During your adventures, you will be instructed to record specific phrases on the adventure log.

204.1a These records should be written in the space provided for the current day of the campaign.

204.1b At certain points during the campaign, the story can change based on what you've recorded so far. For example, making certain decisions could require that a specific phrase is recorded on the adventure log.

204.2 At the bottom of each day's space, an instruction indicates what entry you will read when that day ends. Do not read those entries until the story tells you the day has ended.

204.3 Aside from being instructed to record phrases on the adventure log, you might be instructed to record a phrase on your character sheet.

204.3a Such records are more personal and will affect only you and your decisions.

205. World Map

The world map is where you track where you've been and where you'd like to explore in the future.

205.1 Throughout the campaign, you will discover new locations that can be explored. When instructed to do so, write the name and entry number of a location on the indicated grid space on the map.

205.2 At the beginning of most days, you will be instructed to choose a location on the map to explore. You should discuss your options and come to a consensus as a group.

205.2a Once you've chosen a location, you all read the indicated entry in your books.

205.2b You can't explore a location that you've previously explored and marked as complete.

Figure 204:

27th under The Twins

got breakfast together at Fertile Grounds

The bandits escaped!

Figure 205:

Karimi Library (194)

Bandit's Trail (279)
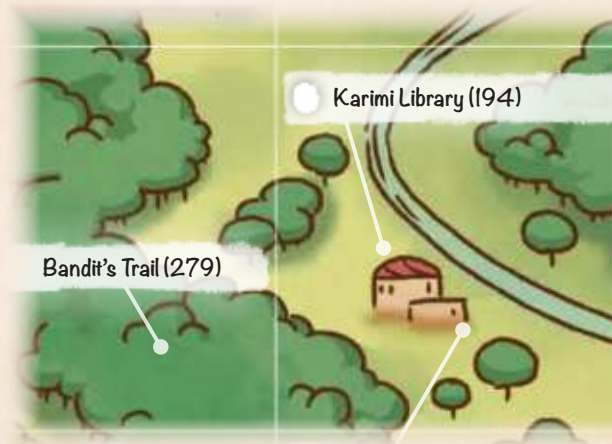
301. Scene Setup

In nearly every adventure, you will be instructed to play an action scene. Action scenes represent fast-paced segments of the story which might include combat, a chase sequence, or running for your lives.

301.1 Open the action scene book to the pages indicated. Those pages will explain any special rules that apply to that action scene.

301.2 You each choose what you have equipped during this action scene.

301.2a You can equip a single two-handed weapon or up to two one-handed weapons.

301.2b You can equip up to two trinkets.

301.2c You can equip up to two skills.

301.2d You can share potions, giving them to whoever you think needs them most, but once the action scene begins you need to be adjacent to share potions. See 806

301.3 Perform any setup instructions listed in the action scene book.

301.3a Place meeples of the types and quantities indicated in the action scene book on the spaces indicated. Place meeples starting with the lowest numbered that haven't been placed yet. Place meeples on spaces matching their numbers. For example, if two ruffians show up, place the ruffians numbered one and two on sun (☀) spaces one and two, respectively.

301.3b The quantity of meeples placed is usually dependent on the number of players and written as a series of numerals inside square brackets. For example, "[3/4/6] arbalists" means you place three arbalists for two players, four arbalists for three players, or six arbalists for four players.

301.4 Place your meeples on the spaces marked with 🐾. You can be in any of those spaces you want, but only one of you in each space. (Except for Harinya, who is smol; See 312.2)

301.4a If you have one or more companions, place their meeples on the spaces marked with 🐾 as well.

301.5 Roll eight dice to form the initial dice pool. See 302

Figure 301.3a:

Ruin Raiders *(approximat*

Setup
- Place [1/2/2] ruffians on ☀. *(Reminder: Place meeples starting with the lowest numbered on the spaces with the matching glyph and number.)*
- Place [1/1/2] arbalists on ◬.
- Place Ligeia, Raid Leader (she/her) on 🌙.
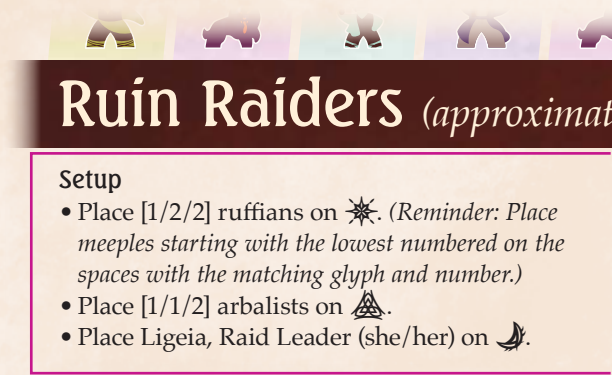
This Setup instructs you to place ruffians, arbalists, and Ligeia.

As indicated by the setup instructions, ruffians are placed on sun (☀) spaces, arbalists on triangle (◬) spaces, and Ligeia on the moon (🌙) space.

Other possible placements include spiral (🌀) spaces and square (▦) spaces.

Figure 301.4:
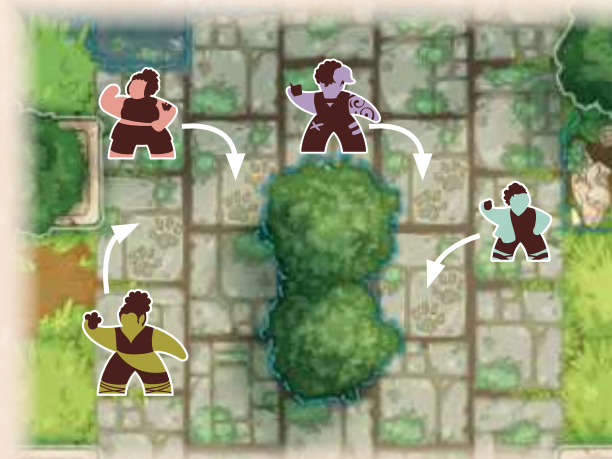
302. Dice Pool

The "dice pool" is the name for the pool of dice available for you to use to perform actions and reactions.

302.1 Whenever you're instructed to add dice to the pool, you take that many dice that are not currently in the pool or on cards and add them to the pool.

    302.1a An effect that instructs you to add one or more 🎲 to the pool means roll that many dice and add the dice to the pool showing the rolled result.

    302.1b An effect that instructs you to add specific dice results means add that many dice to the pool showing the indicated result.

    302.1c If you are instructed to add more dice to the pool than are currently not in the pool, add as many as possible. Extra dice that can't be added are wasted.

302.2 Whenever you're instructed to convert one or more dice or dice results, you turn dice in the pool to show the indicated result(s).

302.3 Whenever you're instructed to remove one or more dice from the pool, the removed dice are no longer in the pool. They can be added to the pool again later.

    302.3a An effect that instructs you to remove one or more 🎲 from the pool means you remove that many dice of your choice.

    302.3b An effect that instructs you to remove one or more specific dice results from the pool means you remove that number of dice with the indicated results.

    302.3c A 👢➕ counts as both one 👢 and one ➕. If you're instructed to remove a 👢 or a ➕, you remove the entire die. If you're instructed to remove both a 👢 and a ➕, you can remove a single die showing 👢➕ to satisfy the instruction.

    302.3d A 🔶 counts as any other result. If you're instructed to remove a specific result but none of that result exists in the pool other than 🔶, you must remove a 🔶.

302.4 Whenever you're instructed to spend dice, they are spent from the pool.

    302.4a An effect that instructs you to spend one or more 🎲 means spend that many dice of your choice, regardless of result.

    302.4b An effect that instructs you to spend one or more specific results means you must spend dice showing the specified results.

    302.4c A 👢➕ counts as both a 👢 and a ➕, but the die must be spent in its entirety. If you were instructed to spend only a 👢 or a ➕, the other result is wasted.

Figure 302:

👢 **Boot:** Typically used for movement.

✴ **Pow:** Typically used for attacks.

🛡 **Shield:** Typically used for defense.

➕ **Plus:** Typically used for boost.

🔶 **Wild:** Counts as any icon.

👢➕ **Combo:** Counts as 👢, ➕, or both.

302.4d A 🎲 counts as any other single result of your choice (👊, ✵, ⛉, or ✚).

302.4e Some effects specifically instruct you to spend dice from a card. Only dice that have been placed on that card by other effects can be spent.

302.5 Whenever you're instructed to roll dice, roll those that are not in the pool or on cards.

302.5a If there aren't enough dice to roll, temporarily borrow dice from the pool to perform the roll, then return them to the pool showing the result they had before you borrowed them.

302.6 The dice pool is communal and shared among all players. As such, it's important to not only spend the dice you need on your turn, but also make sure the other players will have the dice they need on their turns.

302.6a You can support other players by leaving the dice they need in the pool or using the ready action to convert dice in the pool to specific faces.

303. Initiative

During an action scene, units take turns according to the initiative order shown along the top of the page in the action scene book, starting from the left.

303.1 Place and move the initiative tracker to keep track of whose turn it is.

303.2 If you're playing with fewer than four players, skip the turn of each character not being played.

303.3 Some units are represented in the initiative order multiple times. They take a turn at each of those points during the round.
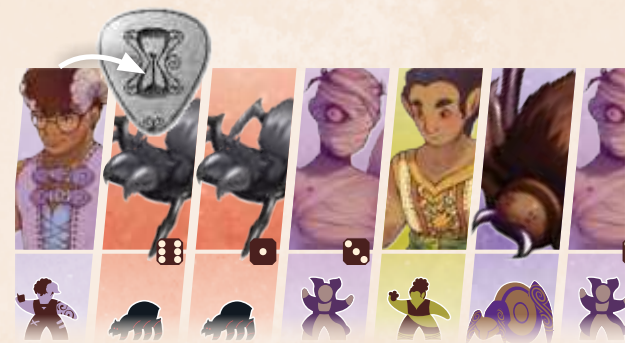
303.4 When all units have taken their turns, the round ends and a new round begins, starting again on the left.

303.4a At the end of each round, check the action scene's rules for any end of round effects.

303.4b The action scene continues until you are told the action scene is over, usually as a result of achieving the scene's goal.

Figure 303:

304. Player Turns

On your turn, you add dice to the pool and spend dice from the pool to perform actions.

304.1 At the beginning of your turn, **roll three dice** and add them to the pool.

> **304.1a** If there are fewer than three dice available, roll all of the remaining dice and add them to the pool. You'll need to spend dice from the pool before more can be added.

304.2 You can **perform up to two actions** during your turn. Perform your actions one at a time, completing each action before starting the next.

> **304.2a** The actions available to you are listed on your character sheet and equipment cards.

> **304.2b** To perform an action, you must spend dice from the pool that match the symbols listed in front of that action's name. For example, the punch action requires that you spend a ✹ from the pool.

> **304.2c** You can treat a 🗡 as any other symbol.

> **304.2d** You can spend a die showing 👟➕ as a 👟, a ➕, or both. If you treat it as both, those symbols must be spent to perform the same action, such as a boosted move action. See 304.2e

> **304.2e** In addition to the dice spent for the action's cost, you can choose to also spend a ➕ to boost your action. See 306

> **304.2f** You can perform two different actions or the same action twice, but you can perform no more than one attack action on your turn. Actions that deal damage without an attack are not restricted in this way.

305. Reactions

During each turn, you can perform up to one reaction.

305.1 The reactions available to you are listed on your character sheet and equipment cards.

305.2 To perform a reaction, you must spend dice from the pool that match the symbols listed in front of that reaction's name. For example, the defend reaction requires that you spend a 🛡.

305.3 In addition to the dice spent for the reaction's cost, you can choose to also spend a ➕ to boost your reaction. See 306

305.4 Unless a reaction states a specific timing, you can perform a reaction whenever you want, even interrupting other actions.

Figure 304.2b:

✹ **Punch**   *Action*

Attack 2 + 🎲 *(Deal two damage to an*

Figure 304.2d:

BOOST!

👟 **Move**   *Action*

Move 2 *(Move up to two spaces.)*

Figure 305.2:

🛡 **Defend**   *Reaction*

Block 2 + 🎲 *(As a reaction to an enemy attack. Decide after seeing enemy's roll.)*
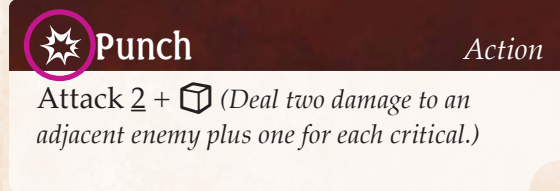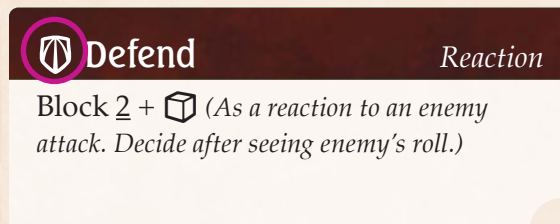
306. Boosted Actions & Reactions

When you perform an action or reaction, you can spend one extra ✚ from the pool to boost the effects of that action or reaction.

306.1 Increase any boostable numeric value (indicated by an underline) of the effect by one.

306.2 Roll one additional die each time the effect instructs you to roll dice, including when rolling dice to add to the pool.

306.3 For example, the punch action normally costs ✳ to perform "Attack 2 + ▢". By boosting that action, you instead spend ✳✚ to perform "Attack 3 + ▢▢".

307. Action & Reaction Effects

Actions and reactions can have a wide variety of different effects as described here.

307.1 Many actions and reactions instruct you to roll dice to determine a numerical value.

307.1a You roll a number of dice as indicated, and each "crit" rolled increases the effect's numerical value by one. A crit is any die symbol that appears in the cost of the action.

307.1b For example, a boosted punch action is "Attack 3 + ▢▢". You roll two dice, and each ✳ rolled deals one extra damage. A ⬧ can be treated as a ✳ and thus counts as a crit.

307.2 Move [n]

307.2a Move your meeple up to *n* spaces.

307.2b You can move through spaces occupied by other units, but you can't end your movement in a space with another unit unless one or both of you are smol and you are the only two units in that space. See 312.2

307.2c Spaces occupied by your enemies are treated as difficult terrain. See 313.2

307.3 Leap

307.3a This modifier allows movement to ignore some terrain effects and enemies while moving.

307.3b You ignore the effects of terrain, treating each space you move through as though it were normal terrain except for the space where you end your movement.

Figure 306:

Boosting the punch action increases it from Attack 2 + ▢ to Attack 3 + ▢▢.

Figure 307.3:
Farah uses a boosted parkour action to move three spaces with leap; ze is able to move through difficult terrain and up elevation thanks to leap.

307.4 Attack [n]

307.4a Deal n damage to the target of the attack.

307.4b If the attack doesn't have reach or range, the target must be adjacent to you.

307.4c You can't perform more than one action with an attack in the same turn, but some actions include multiple attacks.

307.5 Reach

307.5a This modifier allows an attack or other effect to target a unit up to two spaces away.

307.5b The distance to the target can't be counted through a space of impassable terrain.

307.6 Range [n]

307.6a This modifier allows an attack or other effect to target a unit up to n spaces away.

307.6b The distance to the target can't be counted through spaces of impassable terrain.

307.6c An attack with range can't be performed if there is an enemy unit adjacent to you, even if that unit isn't the target. This restriction applies only to attacks, not other effects.

307.7 Area [shape]

307.7a This modifier causes an attack or other effect to target all units within the spaces indicated by the shape.

307.7b The shape can be rotated or flipped as desired.

307.7c All spaces of the shape must be within the effect's range or reach. If the effect doesn't have range or reach, all spaces of the shape must be adjacent to you or in your space.

307.7d All other units in the spaces of the shape are affected. Be careful not to hurt your allies too badly.

307.7e If the shape includes your own space, you are not affected, but other units in your space are.

307.7f If the shape includes a hollow hex, that space of the shape must be your own space.

307.7g You and other units in a hollow hex space are not affected.

307.7h An area shape with a hollow hex ignores the restrictions of range and reach defined by 307.7c.
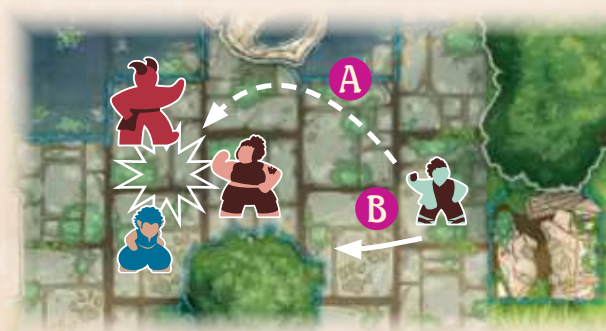
Figure 307.6:
Both Harinya and the arbalist can perform "Attack 2 + ◻; Range 3."
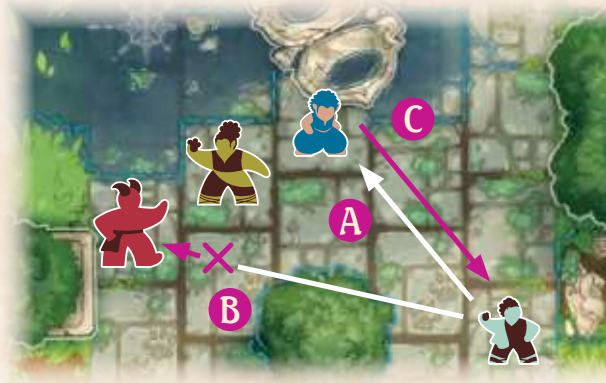
Ⓐ Harinya can target the arbalist who is three spaces away thanks to range.

Ⓑ The ruffian is too far away, four spaces.

Ⓒ The arbalist could attack Harinya from this range, but they can't perform a ranged attack while Farah (their enemy) is adjacent; they will need to move away from Farah before attacking.

Figure 307.7:
Harinya can throw a boom bottle to attack everyone in an area.

Ⓐ Harinya can throw a boom bottle to hit both the ruffian and arbalist, but Soraya would get caught in the blast.

Ⓑ Harinya can move forward first to attack both enemies without hurting Soraya.

307.8 Honed

307.8a Each ✸ rolled as part of an attack with this modifier counts as two crits instead of one.

307.8b If other dice results are counted as crits, they still count as only one crit each.

307.9 Pierce

307.9a Damage of an attack with this modifier can't be prevented by block, protect, or any other effect.

307.9b The target of an attack with this modifier loses all protect.

307.10 Stun

307.10a The target can't perform any actions during their next turn.

307.10b Lay the target meeple on their side to indicate that they have been stunned. Stand the meeple up at the end of their turn.

307.10c They are affected by and remove conditions as normal.

307.10d If you are stunned, your companion can still perform their actions on your turn unless they are also stunned.

307.11 Condition [*n*] [*target*]

307.11a Apply *n* tokens of the named condition to the indicated *target*. See 314

307.11b If no value for *n* is given, apply just one token.

307.11c If a *target* is not indicated, the effect applies to the target of the linked effect, usually an Attack.

307.12 Push [*n*]

307.12a Move the target up to *n* spaces away from you.

307.12b Each space moved must increase the distance between you and the target.

307.12c If the target is pushed multiple spaces, their trajectory must be a straight line.

307.12d Forced movement ignores difficult terrain and can move the target down elevation or into a pit.

307.12e The target can't be pushed into or through a space occupied by another unit unless one or both of them are smol. See 312.2

Figure 307.12:
Javi uses his shunt skill to push an enemy two spaces.
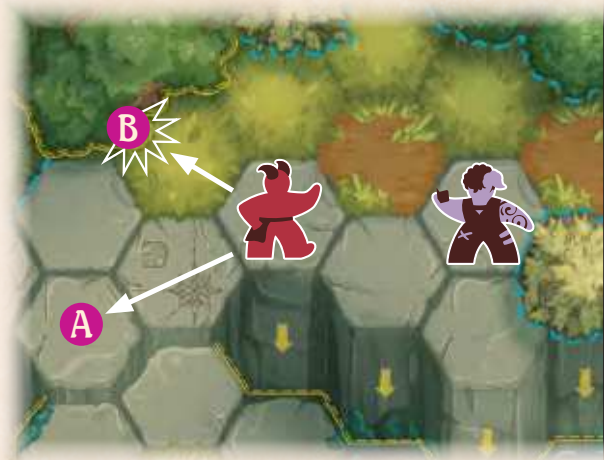
Ⓐ He can choose to push the enemy in a direction that is clear to put the most distance between himself and them.

Ⓑ Or he can choose to push the enemy into terrain to cause a collision.

✚ Shunt   *Action* ☒

Push <u>1</u> + ⬒; Range <u>2</u>

Deal two damage if they collide with terrain. Ⓒ

Ⓒ If Javi chooses to force a collision, the enemy will move only one space, but will suffer two damage from shunt's collision effect.

307.12f Choose the direction the target will be pushed before moving them. If they can't be pushed the full distance in that direction because of impassable terrain, an elevation border, or a space occupied by another unit, the target collides with that obstacle.

307.12g Colliding with an obstacle has no inherent effect, but some actions have additional effects if the target collides with terrain or another unit.

307.13 **Pull [*n*]**

307.13a Move the target up to *n* spaces toward you.

307.13b Each space moved must decrease the distance between you and the target.

307.13c Forced movement ignores difficult terrain and can move the target down elevation or into a pit.

307.13d The target can't be pulled into or through a space occupied by another unit unless one or both of them are smol. See 312.2

307.14 **Displace [*n*]**

307.14a Move the target up to *n* spaces in any direction.

307.14b Each space of movement can be in a different direction than previous movement, but you can't move the target into a space they left as part of the displacement.

307.14c Forced movement ignores difficult terrain and can move the target down elevation or into a pit.

307.14d The target can't be displaced into or through a space occupied by another unit unless one or both of them are smol. See 312.2

307.15 **Heal [*n*] [*target*]**

307.15a The target heals *n* damage.

307.15b If a target is not indicated, the effect applies to the target designated by the range or area of the action or reaction.

307.16 **Block [*n*]**

307.16a Prevent the next *n* damage you would suffer this turn.

307.16b Multiple instances of block are cumulative. For example, if you perform "Block 2" twice, you prevent the next four damage you would suffer this turn.

308. Companions

Rosha and the filigree fennec are companions, friendly units who assist you during action scenes.

308.1 During your turn, your companion can perform up to two actions (in addition to your normal actions).

    308.1a Your companion can perform only the actions listed on their card.

    308.1b To have your companion perform an action, you must spend dice that match the symbols listed in front of that action's name.

    308.1c You can boost your companion's action by spending an extra ✚ from the pool.

    308.1d Your companion can perform two different actions or the same action twice, but they can perform no more than one attack action on your turn. However, both you and your companion can each perform an attack action.

308.2 During each turn, your companion can perform up to one reaction.

    308.2a To have your companion perform a reaction, you must spend dice that match the symbols listed in front of that reaction's name.

    308.2b Unless a reaction states a specific timing, your companion can perform a reaction whenever you want, even interrupting other actions.

308.3 Your companion's toughness is listed on their card in the upper left corner.

    308.3a When your companion suffers damage, record that damage on your character sheet (separately from your own damage).

    308.3b When your companion has suffered damage equal to or greater than their toughness, they are defeated. Remove their meeple from the board.

    308.3c You can't equip your companion's card while they've suffered damage equal to or greater than their toughness.

    308.3d Your companion's card indicates how they heal damage. For example, Rosha heals two damage at the end of each day.

Figure 308.1:

(A) Rosha has three available actions and a single reaction he can perform. Each action costs dice symbols from the pool just like player actions.

(B) Boosting a companion's action or reaction costs a ✚; you increase each boostable value and roll one additional die, just like when boosting player actions or reactions.

309. Mobs (Enemies, Allies, and Neutral)

Units not controlled by the players are called mobs.

309.1 Mobs are most often your enemies, but they can also be your allies or neutral.

309.1a Your enemies treat each other as allies. They treat you and your allies as enemies. They ignore neutral mobs.

309.1b Your allies treat you and each other as allies. They treat your enemies as enemies.

309.1c By default, neutral mobs treat each other as allies and everyone else as enemies. But some action scenes indicate more specific relationships between neutral mobs and others.

309.2 Mobs of the same type (ruffian, arbalist, gnarling cur, etc.) have a collective damage pool. Damage dealt to a single mob in the group is dealt to the group as a whole.

309.2a Track damage suffered by each group on a damage dial.

309.2b When a mob suffers damage that causes their damage dial to equal or exceed their toughness, they are defeated. Remove their meeple from the board and reduce their damage dial by an amount equal to their toughness.

309.2c If a mob would suffer damage exceeding their toughness from a single attack, they suffer damage equal to their toughness instead.

309.2d Some mobs have toughness that is scaled based on the number of players. For example, in Ruin Raiders on pages two and three of the action scene book, Ligeia has 4✴ toughness. In a three-player campaign, that means she has a toughness of 12 (four times three).

309.3 **Minion mobs** represent relatively weak combatants that are easily defeated en masse.

309.3a All minions in a group act at the same point in the initiative order. Individual minions in the group take turns in numerical order.
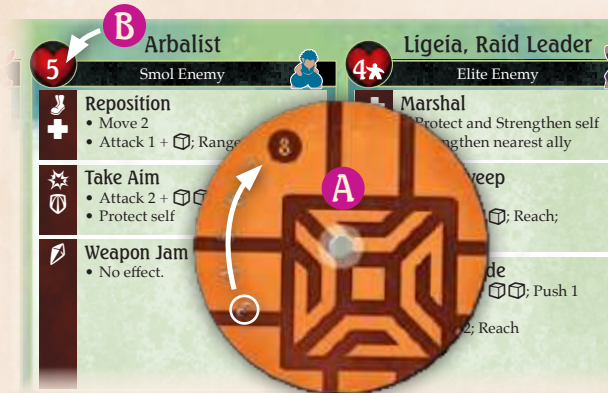
309.3b Minions don't have toughness. A minion is defeated if they take even one damage.

309.3c A minion is also defeated if they suffer one or more bleed, but they can't gain other conditions.

Figure 309.2:
Soraya attacks an arbalist with a boosted slam, dealing five damage.

A The arbalist suffers five damage, bringing the total damage suffered by the group to eight.

B The arbalist has a toughness of six, so they are defeated.

C The arbalist's toughness is removed from the damage dial; two damage rolls over to the rest of the arbalist group's damage.

309.4 **Elite mobs** represent particularly powerful and fearsome characters.

309.4a An elite's toughness is usually scaled based on the number of players. See 309.2d

309.4b An elite usually takes multiple turns each round. Each of their turns are resolved separately as indicated in the initiative order.

310. Mob Turns

On a mob's turn, their actions are determined by a die roll and their activation text.

310.1 Each mob's activation rules include two or three sets of actions, each with one or more "key symbols" listed in the left column.

310.2 To determine what actions a mob performs, roll one die. They perform the set of actions with a key symbol that matches the rolled result.

310.2a They perform the actions in the order listed.

310.2b They attempt each action only once. If an action would do nothing, they skip that action and continue their turn.

310.2c Some mobs have a different set of actions for 🦶 and ➕. When they roll 🦶➕, they perform both of those sets of actions in the order they appear.

310.3 A mob's actions are resolved following the same rules as a player's actions.

310.4 Many of a mob's actions include a dice roll to determine a numerical value.

310.4a You roll a number of dice as indicated, and each "crit" rolled increases the effect's numerical value by one. A crit is any die symbol that matches one of the key symbols (see 310.1) for the set of actions performed.

310.4b For example, in Ruin Raiders on pages 2 and 3 of the action scene book, if the Ruffian has rolled a 🦶, he will perform "Attack 2 + 🎲". You roll one die, and each 🦶 or ➕ rolled deals one extra damage. A 🗡 can be treated as any symbol and thus always counts as a crit. A 🦶➕ is both a 🦶 and a ➕, so it counts as two crits.

Figure 310:
A die is rolled to determine what actions Ligeia will perform.

Ⓐ The ✸ result indicates that Ligeia will perform the actions listed for "Blade Sweep."

Ⓑ Ligeia's activation allows her to move and attack all enemies in an area; since she wants to get the most from her actions, she will move to attack both Farah and Harinya, even though Soraya is closer.

Figure 310.4b:
Both 🦶 and ➕ are crits because they both appear as key symbols for "Advance."

311. How should mobs act?

How a mob performs their actions follows a set of rudimentary guidelines. Simply put, they attempt to get the most out of their actions. All of their actions are considered together when determining how they move and who they target with attacks and other effects. In general, don't spend too much time worrying about every possible way a mob could act. Instead just go with the most obvious best choices you can see.

311.1 Allied mobs act as you choose. After determining which set of actions they perform on their turn, you can decide as a group exactly how they perform those actions.

311.2 Neutral and enemy mobs act according to a number of rough priorities listed below. Remember to consider their entire activation and attempt to get the most from their actions.

311.3 Unless a specific focus is indicated, a mob will focus on the nearest possible targets.

311.3a In the case of a tie, they focus on the nearest possible target who comes next in initiative.

311.3b If a specific focus is indicated, they will attempt to affect that unit if possible, but will still prioritize performing their actions with as much effect as possible.

311.4 Mobs move to best facilitate their other actions. But they will try to move so as not to hurt themselves if possible.

311.5 Mobs will prioritize being able to attack over not attacking, and they will attempt to affect as many enemies as possible, even if doing so results in them affecting their allies.

311.6 Mobs will attempt to cause as much harm or disruption as possible with forced movement, such as pushing an enemy into a pit or off a cliff.

Figure 311.6:
The greenclaw performs a bull rush, which allows them to move and push an enemy; they will attempt to push an enemy into a pit, if possible.

(A) The greenclaw will ignore Harinya, instead moving to push Javi into the pit.

312. Unit Sizes

Each unit is one of three possible sizes. The majority of units are medium-sized, but some are smaller or larger.

312.1 Medium Units

312.1a   Medium units have no additional rules that apply to them.

312.1b   Medium units are represented by standard-sized meeples (roughly 18mm tall).

312.1c   A complete list of medium meeples is as follows: Farah, Javi, Soraya, Rosha, Horned Human, Tall Human, Canine, Iguana.

312.2 Smol Units

312.2a   Two units can occupy a single space as long as one or both of them are smol.

312.2b   Two units in the same space are adjacent.

312.2c   A unit can be pushed, pulled, or displaced into or through a space with another unit if one or both of them are smol and that space does not already contain two meeples.

312.2d   Smol units are represented by a smol meeple (roughly 14mm).

312.2e   A complete list of smol meeples is as follows: Harinya, Filigree Fennec, Short Human, Spider, Vine, Skink, Frog, Ornithopter.

312.3 Large Units

312.3a   A large unit can't be pushed, pulled, or displaced, nor can an enemy swap spaces with them.

312.3b   Large units are represented by large meeples (roughly 22mm).

312.3c   A complete list of large meeples is as follows: Sentry, Cat, Crocodile, Flower, Walker.

313. Terrain

The spaces and the borders between spaces represent different types of terrain, as depicted by their art and graphics.

313.1 Normal Terrain

313.1a   Each space is normal terrain unless otherwise indicated.

313.1b   Normal terrain has no additional rules that apply to it.

313.1c   Normal terrain is commonly represented by stone floors, grass, dirt, doorways, or stairs.

Figure 312:
Medium Units:

Farah   Soraya   Javi

Rosha   Iguana   Canine

Horned Human   Tall Human

Smol Units:

Harinya   Filigree Fennec   Spider

Short Human   Vines   Skink

Frog   Ornithopter

Large Units:

Sentry   Cat   Flower

Walker   Crocodile

313.2 Difficult Terrain

313.2a Difficult terrain is indicated by a blue, dashed border that outlines one or more spaces.

313.2b A unit must spend one extra movement to move out of a space of difficult terrain.

313.2c Difficult terrain is commonly indicated by water, bushes, broken furniture, or debris.

313.3 Elevation

313.3a A difference in the elevation between two adjacent spaces is indicated by a double yellow border between those spaces. The border is solid on the lower elevation side and dashed on the higher elevation side.

313.3b A unit can't cross an elevation border moving to higher elevation.

313.3c Whenever a unit crosses an elevation border moving to lower elevation, they suffer two damage.

313.3d Changes in elevation are commonly represented by low walls, cliffs, or trees.

313.4 Pits

313.4a Pits are indicated by a white, dashed border that outlines one or more spaces.

313.4b Whenever a unit enters a pit space, they suffer two damage and their movement ends.

313.4c A unit in a pit space can't attack, but they can perform other effects as normal, including moving out of the pit. However, moving out of a pit costs one extra movement.

313.4d Pits are commonly represented by bottomless drop-offs in the environment.

313.5 Impassable Terrain

313.5a Impassable terrain is indicated by a solid white border that outlines one or more spaces or by walls or the edges of the board.

313.5b A unit can't enter a space of impassable terrain.

313.5c Impassable terrain is most commonly represented by walls but can also be represented by floor-to-ceiling columns or large structures that are impossible to stand or walk on.

Figure 313.2 (Difficult Terrain):

Figure 313.3 (Elevation):

Figure 313.4 (Pits):

Figure 313.5 (Impassable Terrain):

314. Conditions

Conditions represent positive and negative status effects that can befall you and other units in an action scene.

314.1 Condition tokens are used to indicate that a unit is affected by a condition and for how long.

314.1a When you gain condition tokens, place them on your character's portrait in the initiative order. Place your companion's condition tokens on their card.

314.1b When a mob gains condition tokens, place those tokens on their portrait in the initiative order. For elite mobs with multiple turns in a round, place the tokens on their activation rules instead.

314.1c Having multiple condition tokens of the same type doesn't increase the benefit or hindrance of that condition, only its duration. (Except bleed. See 314.3)

314.1d At the end of a unit's turn, for each type of condition token the unit had at the start of their turn, they remove one token of that type.

314.1e At the end of the action scene, remove all condition tokens. Conditions have no effect outside of action scenes.

314.2 There are positive conditions, those that apply beneficial effects (hasten, protect, regen, and strengthen) and negative conditions, those that apply harmful or hindering effects (bleed, slow, threaten, and weaken).

314.3 Bleed

314.3a Before removing condition tokens at the end of their turn, a unit with one, two, or three bleed tokens suffers one damage.

314.3b A unit with four or more bleed tokens is bleeding severely. Before removing condition tokens at the end of their turn, they suffer two damage instead of just one, but they remove one additional bleed token this turn.

314.3c Before removing condition tokens at the end of an action scene, each unit suffers damage equal to the number of bleed tokens they have left.

314.3d A unit with both bleed and regen will heal from regen before suffering damage from bleed.

314.4 Hasten

314.4a Whenever a unit with one or more hasten tokens performs a move, increase the value of that move by one.

Figure 314.2:

Ⓐ Positive conditions (clockwise from top): hasten, protect, strength, regen.

Ⓑ Negative conditions (clockwise from top): bleed, slow, weaken, threaten.

Figure 314.3b:
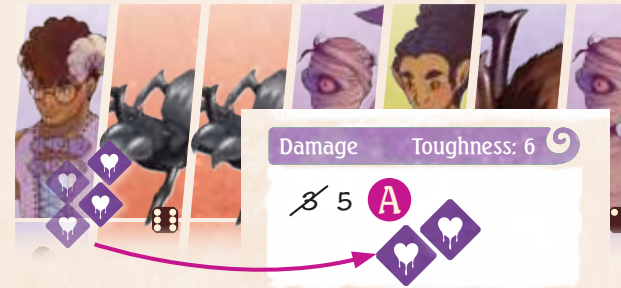
Ⓐ Javi is bleeding severely with four tokens; he suffers two damage and removes two tokens.
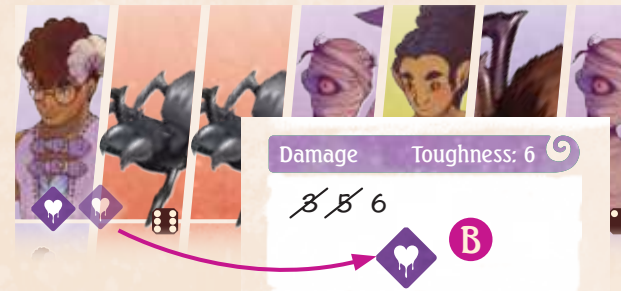
Ⓑ On his next turn, he has only two bleed tokens remaining; he suffers just one damage and removes just one token.

314.5 Protect

314.5a Whenever a unit with one or more protect tokens would suffer damage from an attack, prevent one of that damage.

314.5b Calculate the damage from an attack including all modifiers from crits, conditions, and other effects before applying the damage prevention of protect and block.

314.6 Regen

314.6a Before removing condition tokens at the end of their turn, a unit with one or more regen tokens heals one damage.

314.6b Before removing condition tokens at the end of an action scene, each unit heals damage equal to the number of regen tokens they have left.

314.6c A unit with both bleed and regen will heal from regen before suffering damage from bleed.

314.7 Slow

314.7a Whenever a unit with one or more slow tokens performs a move, decrease the value of that move by one.

314.7b This can't reduce the value of a move to less than one.

314.8 Strengthen

314.8a Whenever a unit with one or more strengthen tokens performs an attack, increase the value of that attack by one.

314.9 Threaten

314.9a Whenever a unit with one or more threaten tokens is attacked, increase the value of that attack by one.

314.9b If the attack targets multiple units, this value increase applies only to the attack as it affects the threatened unit(s). Target(s) that are not threatened do not suffer this extra damage.

314.9c If threaten is applied by an attack, the condition is gained after the attack and doesn't increase the effect of the attack immediately.

314.10 Weaken

314.10a Whenever a unit with one or more weaken tokens performs an attack, decrease the value of that attack by one.

314.10b After calculating the damage from an attack, including all modifiers from crits, conditions, and other effects, if the attack's value is less than zero, it deals zero damage.

Multiple Conditions Modifying an Attack
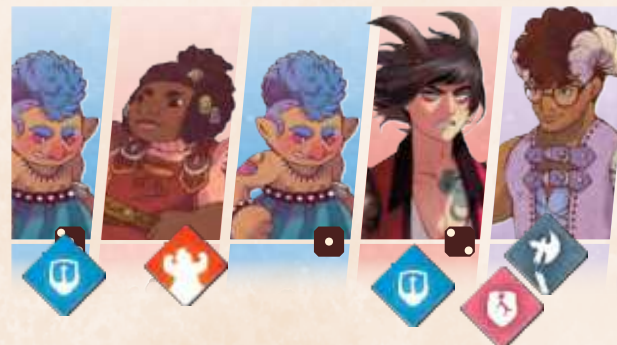
Protect, strengthen, threaten, and weaken all modify the amount of damage suffered from an attack.

Marshal
- Protect and Strengthen self
- Strengthen nearest ally

Blade Sweep
- Move 2
- Attack 1 ... Area

Pole & Blade
- Attack 1 + 🛡🛡; Push 1
- Move 2
- Attack 2; Reach

Ligeia performs a blade sweep, targeting both Soraya and Javi and dealing two damage. Soraya will suffer only one damage thanks to protect, but Javi will suffer three damage due to threaten.

✵ Punch   *Action*

Attack 2 + 🛡 *(Deal tu... ... to an adjacent enemy plus one for each critical.)*

On his turn, Javi strikes back with a punch; he doesn't roll a crit and his damage is reduced to one by weaken. If he had been attacking the protected ruffian, his attack would have dealt zero damage.

315. Rule Cards

Some action scenes share rules with other action scenes or have rules that change over time. These rules are explained on rule cards drawn from the index.

4. Interludes

401. Interlude Cards

Interlude cards are a supplement to your books that allow for additional personalized narrative.

401.1 Each of you have your own deck of interlude cards which represent the possible stories you can be a part of between adventures.

401.1a You created your initial interlude deck as a part of step two of setting up the campaign. See 101.2

401.1b At various points during the story, you will be instructed to add additional cards to your interlude deck.

401.2 On most days, after completing an adventure, you will be instructed to each draw an interlude card. When you do, you each read your card aloud, then choose what to do from among the options available on the cards you and the others have drawn.

401.2a Unless otherwise specified, each option on your drawn interlude card is available only to you. When you choose one of these options, you can read the corresponding entry in your book aloud or quietly to yourself.

401.2b Some options indicate that multiple players can choose them. When these options are chosen, the corresponding entry should be read aloud by everyone who chooses that option.

401.2c Some options are private engagements between yourself and just one other character. These options can be chosen only if both you and that player choose the option. Such options should be read aloud by the two of you.

Figure 401:

With such an adventurous summer, I'm falling behind on my clients' requests. I sit to begin working, but I feel restless. My mind wanders as I idly flip through the pages of my sketchbook.

—— We each choose one option from among all cards drawn ——

Get some fresh air at the market: I read 921 in my book.

Clear my mind with some meditation so I can focus on my work: I can craft.

I've been meaning to do something else anyway: I read an entry from my to-do list.

Unless otherwise instructed, I put this card on the bottom of my deck.

921

...among all cards drawn ——

Help my aunt with the cooking: I read 943 in my book.

I have some brewing I need to catch up on: I can craft.

"Too busy right now. Sorry!": I read an entry from my to-do list.

Unless otherwise instructed, I put this card on the bottom of my deck.

943

...craft.

...something I've been putting off for too long: I read an entry from my to-do list.

Unless otherwise instructed, I put this card on the bottom of my deck.

964

...do. I read an entry from my to-do list.

...craft.

Unless otherwise instructed, I put this card on the bottom of my deck.

982

402. To-Do Lists
Your character sheet features a to-do list where you can keep track of additional tasks you intend to do.

402.1 During your adventures and interludes, you might be instructed to add a phrase and entry number to your to-do list.

402.2 The phrases on your to-do list represent additional options available to you while choosing what to do during an interlude or a day off.

402.2a When you choose one of the options on your to-do list, you read the corresponding entry in your book.

402.3 After reading the entry for a to-do list option, you will usually be instructed to mark it as complete on your character sheet.

402.3a Once an option is marked as complete, it can't be chosen again.

402.3b Do not mark the option complete unless instructed to do so. Some to-do list options can be chosen multiple times.

403. After Interludes
After all players have finished reading their interludes, the current day of the campaign will end.

403.1 Unless an interlude specifically tells you otherwise, place your drawn interlude card on the bottom of your interlude deck.

403.1a Some interludes instruct you to archive their respective card. Return the card to the index in the correct numerical order.

403.1b Interlude cards that are placed back on the bottom of your deck after being read will eventually be drawn again. If you reread an interlude in your book a second or further time, you gain the benefits of the interlude as normal.

403.2 The adventure log indicates what entry you read at the end of each day. See 204.2

5. Damage

501. Damage and Healing
Damage represents both physical injury as well as physical, mental, and emotional exhaustion.

501.1 Whenever you suffer damage, such as from an attack or the consequences of a choice in the narrative, record that damage on the damage section of your character sheet.

501.1a If you have suffered damage equal to or greater than your toughness, you suffer one or more injuries.

501.1b The first time you or anyone else gains an injury during a campaign, follow the instructions in 502.1.

501.2 Whenever you heal damage, such as from a potion or the results of an interlude, subtract that healing from your recorded damage on your character sheet.

501.2a Only normal damage can be healed this way. Your injuries must recover separately.

502. Injuries

Injuries represent physical, psychological, and emotional hardships you must overcome.

502.1 The **first time** anyone gains an injury, follow these steps:

502.1a **Step 1: Lasting Scar.** They draw card 17 from the index and follow the instructions written on it.

502.1b **Step 2: Create Injury Deck.** Take cards 201–212 from the index and shuffle them together to create the injury deck.

502.1c For the rest of the campaign, use the rules below when someone gains an injury.

502.2 When you suffer damage equal to or greater than your toughness, you gain an injury by drawing the top card of the injury deck and following the instructions on that card.

502.2a The card will transfer some or all of the damage you've suffered to your injury.

502.2b If your recorded damage is still equal to or greater than your toughness, you gain another injury following the same rules. Repeat until the damage recorded on your sheet is less than your toughness.

502.2c After recording the injury(s), shuffle the card(s) back into the injury deck.

502.3 Whenever you **advance the recovery of an injury**, such as at the end of each day or as a result of an interlude, reduce the value of the injury recorded on your character sheet by one.

502.3a When an injury's value has been reduced to zero, you have fully recovered from that injury. Erase the injury's effect from your character sheet, but do not erase its name.

502.3b If you gain the same injury again in the future, its effects might be worse or last longer.

Figure 502:

A Soraya has taken a huge critical hit!

B She records an injury on her sheet and transfers three of her damage to that injury as indicated by the card.

C After recording the lasting scar, Soraya still has more damage than her toughness; she gains another injury, this time transferring five damage to her newly acquired cracked rib.

502.4 Whenever you **aggravate an injury**, such as the consequences of a choice on an adventure or interlude, increase the value of that injury on your character sheet by one.

502.4a Aggravating your injuries causes them to take longer to recover from. Be careful.

6. Experience

601. Gaining Experience

You gain experience by completing adventures or training during interludes.

601.1 Experience can be spent immediately or saved until later. However, all experience must be spent within the same day it was gained. At the end of each day, any unspent experience is lost.

602. Advancement Grid

Each character has a unique advancement grid on their character sheet which represents their potential as a person.

602.1 You spend experience to fill in nodes on the advancement grid on your character sheet.

602.1a For each experience you spend, fill in one node adjacent to a previously filled node or your starting node.

602.1b When you fill in a skill node, you gain the card from the index that corresponds to the number of that node.

602.1c If that number corresponds to a card you already have, you advance that skill instead.

602.1d After gaining or advancing a skill or ability, you are instructed to archive the card. Return the card to the index in the correct numerical order.

602.2 Some paths on your advancement grid are locked, represented by a short gap.

602.2a Until a path is unlocked, the nodes connected to that path are not adjacent.

602.2b These paths can be unlocked during your adventures or interludes.

603. Javi's Advancement Grid

If you are playing as Javi, your advancement grid is unique compared to the other characters. Your personal advancement is a product of your crafting. See 705

Figure 602.1:
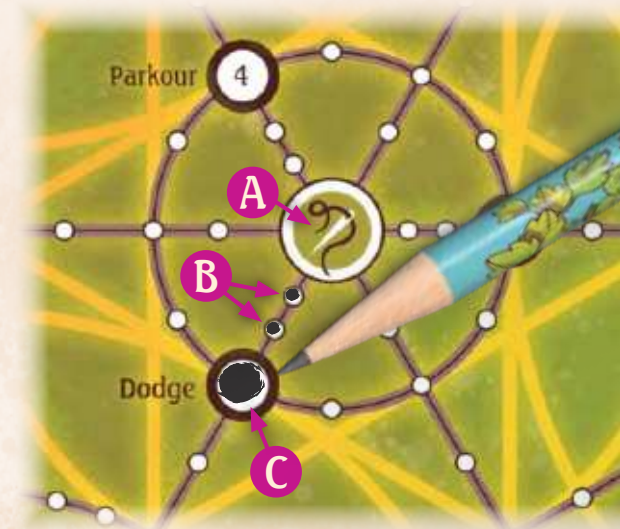
Ⓐ Starting node

Ⓑ Each node you fill must be adjacent to your starting node or a node you've previously filled.

Ⓒ Filling a skill node earns you a new skill.

Figure 602.2:

Javi must unlock the path to the Strobe Flare before being able to craft it.

7. Crafting

701. Crafting Components

Each of you has a unique set of components you use while crafting (such as silk, newt tails, or brass) as well as a single shared component: materia.

701.1 Whenever you gain or spend components, track that on your character sheet.

701.2 Materia is a component vital to all forms of crafting. As such, you can give your extra materia to each other as you please.

702. Opportunities to Craft

Most interlude cards and the "Stay Home" map location allow you the opportunity to craft.

702.1 Crafting is the primary way for you to acquire new equipment to use on your adventures.

702.2 Crafting requires not only the proper components but also knowing how and what to craft, whether by finding crafting recipes on your adventures or experimentation.

702.3 Each character has their own method of crafting and their own catalog of unique equipment they can create.

703. Farah

As Farah, your crafting is focused on tailoring which most commonly results in worn armor.

703.1 During your adventures and interludes, you might be inspired by the things you see. You will be instructed to add these inspirations to your inspiration board on your character sheet.

703.1a As inspirations are added to your board, you will notice two-digit numbers. Each of these two-digit numbers refers to a card which you can immediately claim from the index.

703.1b Some inspirations also feature written phrases which you should take note of. Some of your crafting options will require that specific phrases be present on your inspiration board.

703.2 When you are allowed to craft, you choose one of the cards gained from your inspiration board and spend the necessary components.

703.2a You can craft or upgrade only one piece of equipment during each crafting session.

Figure 703.1:

A Inspirations are represented by stickers that you add to your board.

B When a number is completed, gain the corresponding card from the index.

704. Harinya

As Harinya, your crafting is focused on brewing, which results in potions that empower or enfeeble.

704.1 You can learn new recipes in two ways: either by finding the recipe during your adventures, or by simply combining ingredients and seeing what they create.

704.1a Each recipe is the combination of two unique ingredients and materia.

704.2 When you are allowed to craft, you spend one materia and two other ingredients. Then find the intersection of those two ingredients on the alchemy shelf on your character sheet and read the entry in your book that corresponds to the number on the bottle's tag.

704.2a That entry will tell you how many and what kind of potion you have made.

704.2b You will be able to spend additional ingredients to brew additional potions of the same type.

704.2c You can combine any two ingredients you have, even if you don't have a recipe for them. Don't forget to record the result on your recipe list for future reference.

705. Javi

As Javi, your crafting is focused on artifice, which allows you to craft new weapons and trinkets.

705.1 Your crafting is integrated into your advancement grid, making your personal advancement and crafting one and the same.

705.1a Each node in your advancement grid requires you to spend either experience or crafting components.

705.1b Crafting new items requires only crafting components, but learning new skills will require both components and experience.

705.2 When you are allowed to craft, you can spend up to five components to fill in corresponding nodes in your advancement grid.

705.2a Each node you fill must be adjacent to a node you've already filled or your starting node.

705.2b You can spend unspent experience as a part of this process.

705.2c When you fill all nodes of a circuit, you gain the card with the corresponding number from the index.

705.2d If the number corresponds to a previously gained card, you upgrade that card instead.

Figure 704.2:

Ⓐ Harinya mixes wyrmroot and newt tail by reading entry 701.

Figure 705.2:
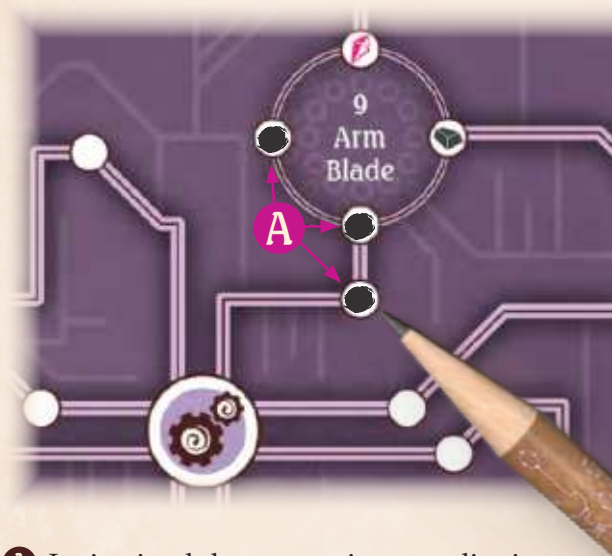
Ⓐ Javi gained three experience earlier in the day; he spends it now to fill in three experience nodes.

Ⓑ He can spend up to five components: he spends one iron and one materia to fill in the remaining two nodes of the "Arm Blade" circuit and gains card 9 from the index.

Ⓒ Javi can still spend up to three additional components during this crafting session, so he also spends one materia and one quartz to craft the "Strobe Flare" (not shown).

706. Soraya

As Soraya, your crafting is focused on runes which can enhance equipment and unlock unique skills.

706.1 During your adventures and interludes, you will add new runes to your rune dictionary as well as discover various pieces of equipment that can be enhanced with runes.

    706.1a Record your known runes on the rune dictionary on your character sheet.

    706.1b Many weapons and trinkets can be enhanced with runes. To check if a piece of equipment can harbor runes, flip the card. The back of such cards will indicate an entry you can read in your book describing the item's will.

706.2 When you are allowed to craft, you choose one weapon or trinket and read the entry indicated on that card's back in your book. You can choose one option for upgrading that item.

    706.2a To choose an option, you must know both runes indicated by the option and you must spend the indicated amount of materia.

    706.2b The option will instruct you to either apply a sticker to that card or to gain a new card from the index.

8. Equipment

801. Gaining Equipment

Whenever you gain a piece of equipment, that instruction includes a card number. Take that card from the index.

802. Weapons

Weapons represent tools and implements that are actively used during action scenes. These are the items you hold in your hands.

802.1 Each weapon requires either one or two hands to use, indicated by their tags and icon.

802.2 During each action scene, you can equip a single two-handed weapon or up to two one-handed weapons.

Figure 706.1:

A Soraya learns about a new rune during her adventures.

B She copies the rune and its meaning into her rune dictionary for later use.

Figure 802:

803. Trinkets

Trinkets represent small adornments or tools that do not need to be held in the hand to function.

803.1 During each action scene, you can equip up to two trinkets.

803.2 The actions of most trinkets can be used only once per action scene. Such actions feature the deplete icon (⊠).

803.2a After using an action, reaction, or passive ability with the deplete icon, the card is depleted and its abilities can no longer be used during that action scene.

803.2b Depleted trinkets should be flipped, rotated, or stowed away to remind you that they can't be used again.

804. Skills

Skills represent special attacks and tactical maneuvers you've taught yourself during your adventures.

804.1 During each action scene, you can equip up to two skills.

804.2 Each skill has a source noted above its art.

804.2a Character skills have the name of one of the four characters as their source. Such skills can be equipped only by that character. For example, the Doggo Fren skill can be equipped only by Harinya.

804.2b Weapon skills have the name of a weapon as their source. You can equip such skills only if you also equip that weapon. For example, you can equip the Puncturing Bolt skill only if you also equip the Crossbow.

804.3 The actions of most skills can be used only once per action scene. Such actions feature the deplete icon (⊠).

804.3a After using an action, reaction, or passive ability with the deplete icon, the card is depleted and its abilities can no longer be used during that action scene.

804.3b Depleted skills should be flipped, rotated, or stowed away to remind you that they can't be used again.

804.3c Depleting a weapon skill does not deplete the weapon itself. The weapon remains equipped and can be used for the remainder of the action scene without penalty.

Figure 803:

Figure 804:

805. Potions

Potions represent potent tonics you can drink and volatile mixtures you can throw at enemies.

805.1 Potion cards are shared by all players and serve as a reminder of what each type of potion does.

805.2 Record the type and quantity of potions you have on your character sheet.

    805.2a There is no limit to the number of potions you can carry. Whenever you use a potion, subtract it from your recorded potions.

805.3 You can drink a potion at any time, in or out of action scenes, even interrupting actions.

805.4 The drink effect of a potion can be boosted only by Harinya's Make It A Double ability.

805.5 Thrown potions can be boosted only by the Lob ability of the Slingshot.

806. Sharing

Equipment and materia can be shared among all players. They can be given freely from one character to another.

806.1 At the beginning of each action scene, you decide what weapons, trinkets, and skills you want to equip. See 301.2

    806.1a Only the items you choose to equip can be used during that scene.

806.2 During an action scene, you can share potions or materia, but not other equipment.

    806.2a Potions and materia can be shared between characters only while you are adjacent. Sharing doesn't require an action or reaction. It can be done freely as long as you're adjacent.

807. Armor

Some equipment is worn on the shoulders, arms, or legs, represented by stickers that you apply to your character sheet.

807.1 When you equip armor, you apply a sticker that describes its mechanical effects to the respective slot on your sheet (shoulders, arms, or legs) and you apply a cosmetic sticker that visually represents the armor to your character's art on your sheet.

    807.1a Once armor has been equipped, it can't be removed for the remainder of the campaign, nor can it be replaced.

    807.1b You can equip only one piece of armor in each of the three slots.

Figure 805:
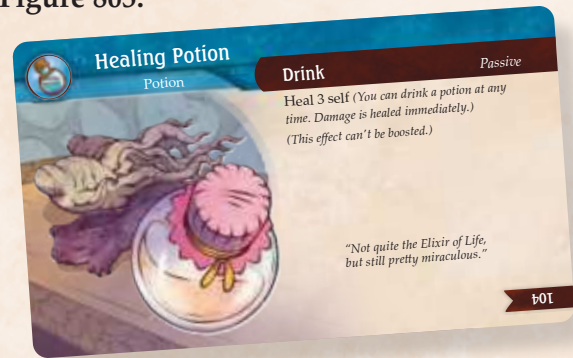
Figure 807.1:
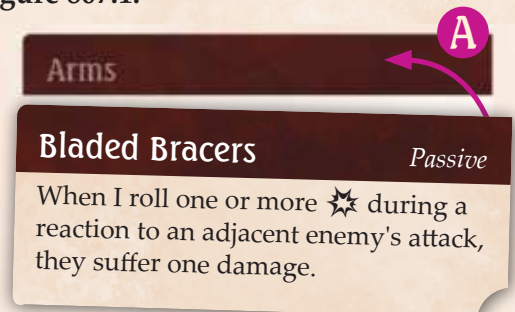
A To equip the bladed bracers, Soraya applies the ability sticker to the arm slot on her character sheet.

B She also applies the cosmetic sticker to her character art.

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to improve the game and explore the Vale! Good doggo!

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Christina Peña Pittre is a graphic designer & co-founder of Pentree Games. She created her first board game *On The Rocks*, which she developed, designed, and produced. She enjoys family time with her husband Michael and two loving sons Alexander and Ethan.

Index

Dice Icons

🥾 **Boot:** Typically used for movement

✴ **Pow:** Typically used for attacks

🛡 **Shield:** Typically used for defense

➕ **Plus:** Typically used for boost

◈ **Wild:** Counts as any icon

🥾➕ **Combo:** Counts as 🥾, ➕, or both

Other Icons

▢ In a cost: spend any die
In an effect: roll a die

✖ Indicates a card will be depleted

Conditions

💜 **Bleed:** Suffer one damage at end of turn, two if four or more bleed

🏃 **Hasten:** Move one extra space

🛡 **Protect:** Prevent one damage per attack

💚 **Regen:** Heal one damage at end of turn

🌀 **Slow:** Move one fewer space

👻 **Strengthen:** Deal one extra damage per attack

🔴 **Threaten:** Suffer one extra damage per attack

🗡 **Weaken:** Deal one less damage per attack

Spawn Glyphs

🌀 **Spiral**   △ **Triangle**   🌙 **Moon**

✴ **Sun**   ▣ **Square**   🐾 **Paw**

Terrain Types
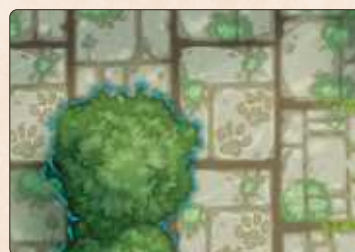
Difficult Terrain: It costs one extra movement to move out of a space of difficult terrain.

Elevation: You can't move up elevation. When you move down elevation, you suffer two damage.

Pit: When you move into a pit space, you end your movement and suffer two damage. You can't attack while in a pit. It costs one extra movement to move out of a pit.

Impassable Terrain: You can't move into a space of impassable terrain.