





OVERVIEW

Storyteller: March of The Damned is a fantasy Role Playing Board Game (RPBG) that can be played alone or with up to four players.

Players have two distinct roles: one is the Storyteller, who oversees various aspects of the game including the Enemies and is there to facilitate the Story. The other players take on the role of an Adventurer and move around the board to defeat the Bosses and save the world!

The game is split into three Chapters, and a single Chapter could take between 1-2 hours depending on the skill level of the players and their experience with the game.

A dark force threatens to destroy the world as you know it, you have exactly 52 weeks (each move on the board counts as a week) to stop this from happening, or you lose the game and must start over!

When you're ready to begin setting up, choose who will be the Storyteller and who will be the Adventurers.

Once the decision is made, you're ready to start!

ACKNOWLEDGEMENTS

I want to take this opportunity to say thank you to all those people who have made it possible to get the project this far. Without the feedback and advice from friends past and present, as well as kind internet strangers, this game would be very different.

To my wife, who has put up with my obsession to make this game a reality and for being my number one supporter. To my first son, who has given his incredible creativity and vast ambition to this project. To my daughter who reminds me why I continue this journey. To my second son, who arrived way too early, but has still helped so much.

COMPONENTS







Skills Deck and

Help Cards





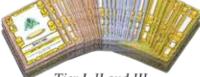
Encounter Tokens







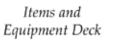
Week Counter Dial



Tier I, II and III Enemy Decks



Action Point (AP) Cubes





Hit Point (HP) and Defence (DEF) Tokens



All components and quantities are subject to change through feedback and the iterative design process until full scale manufacturing proceeds.

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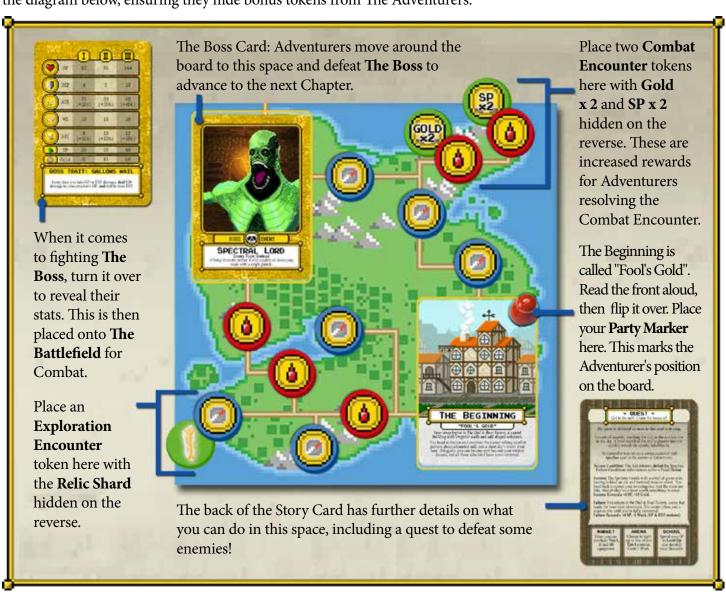
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PART 1 – QUICK START GUIDE:

The following diagrams are designed to get you set up and playing as quickly as possible! For further clarification and rules around these guides there's more information in their respective sections. The first thing you'll need to decide however is: *Who will play as The Storyteller, and who will play as The Adventurers?*

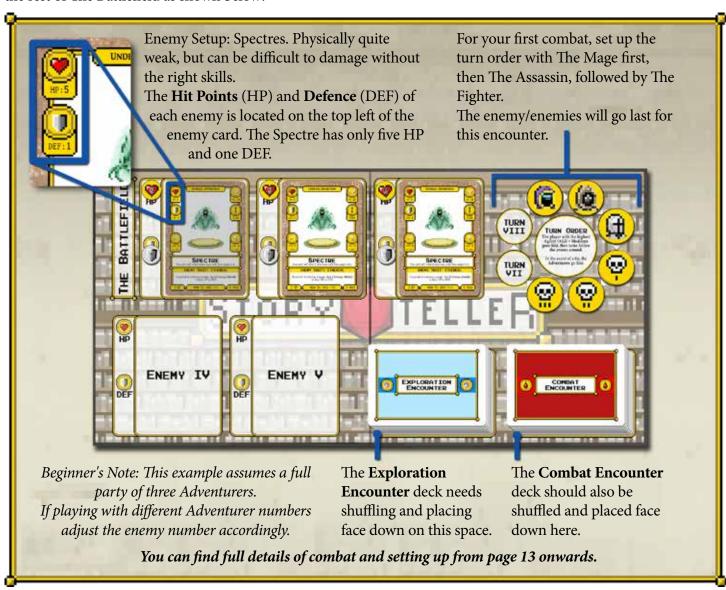
PRELUDE - THE GAME BOARD:

Chapter One – The Beginning. This is the first game board you'll need. The Storyteller should set it up as shown in the diagram below, ensuring they hide bonus tokens from The Adventurers:



PRELUDE - THE BATTLEFIELD:

Your quest in this Chapter is to get to a haunted mill and claim your treasure! Set up the first combat encounter and the rest of The Battlefield as shown below:



PRELUDE – ADVENTURER:

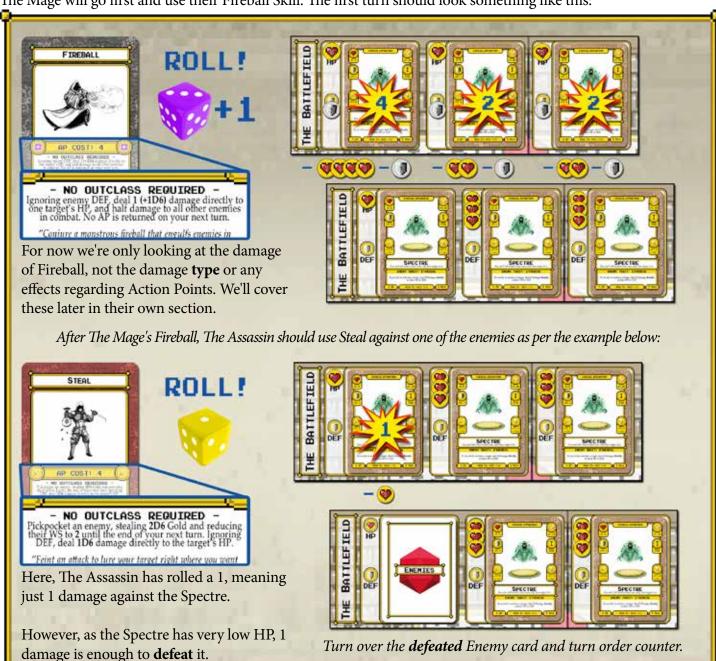
Each Adventurer is unique and has their own playstyle. You should start by finding the recommended skills and equipment for each Adventurer listed on the reverse of the Character Card.

For your first combat as The Adventurers, pay particular attention to the highlighted skills below:



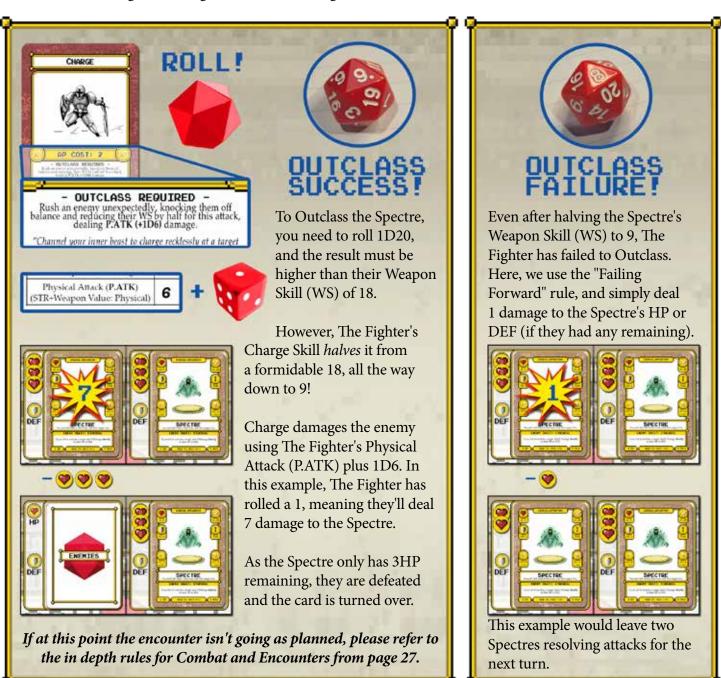
PRELUDE - COMBAT

In our first Combat Encounter, the turn order has been pre-determined to get you started more quickly. In this case, The Mage will go first and use their Fireball Skill. The first turn should look something like this:



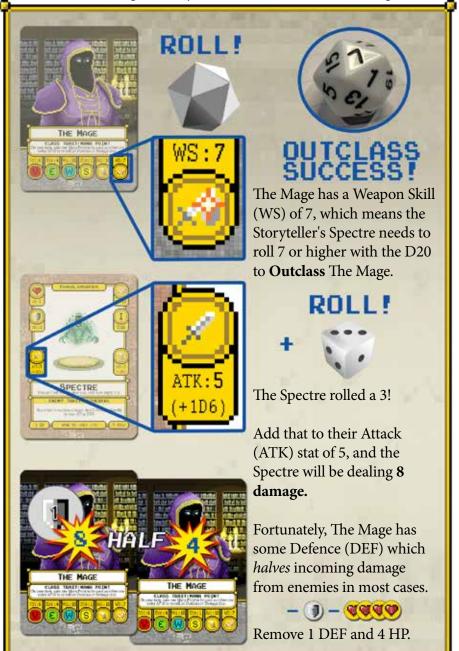
PRELUDE - COMBAT

The third turn belongs to The Fighter, and their Charge Skill works a little different than Steal or Fireball:

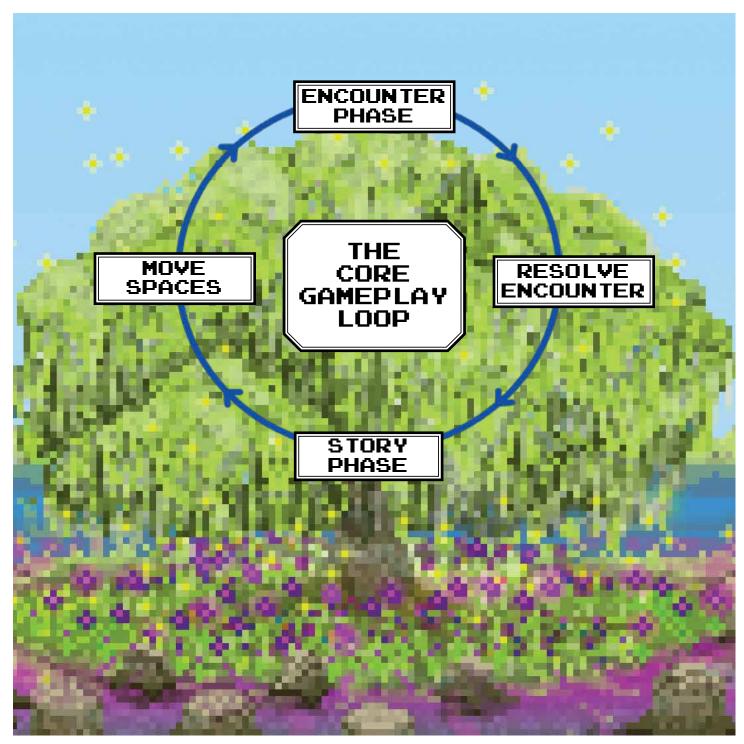


PRELUDE - COMBAT

Now the enemy gets a turn, and the Storyteller will roll the dice and resolve damage. The Spectre will need to try and Outclass The Mage, as they were the last one to deal damage to the Spectre:

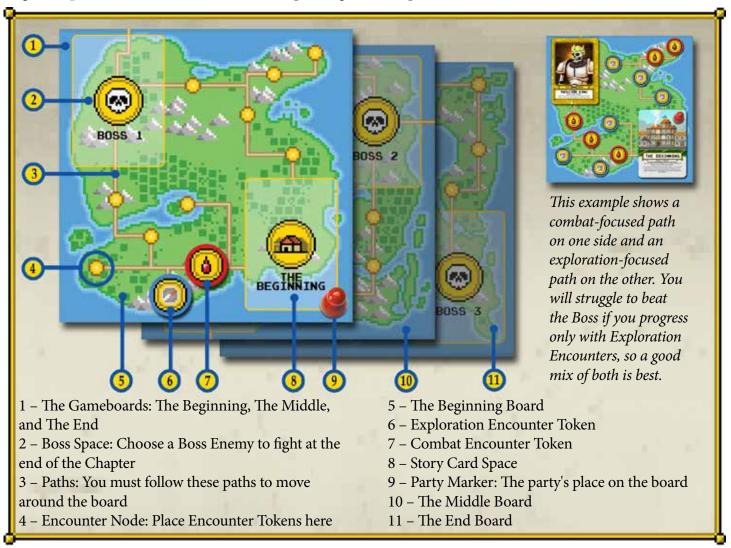






PART 2 – THE GAME BOARD OVERVIEW

The Gameboard is split into three sections, called **Chapters**, for ease of set up and break down. You can set up a single **Chapter** at a time, or all three at once depending on table space and time available.

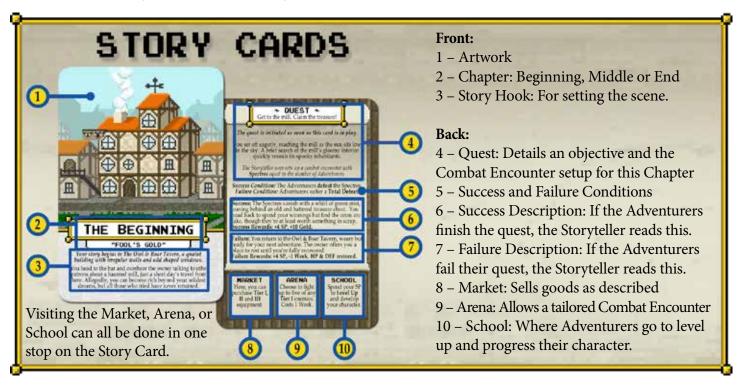


The Storyteller can set up the Encounter Tokens in any way they wish, just be careful not to make it too difficult for the Adventurers, especially if it's your first time playing!

PART 3 – SETTING UP THE GAME BOARD:

There are three main elements to set up: Encounter Tokens, Story Card, and the Boss Card.

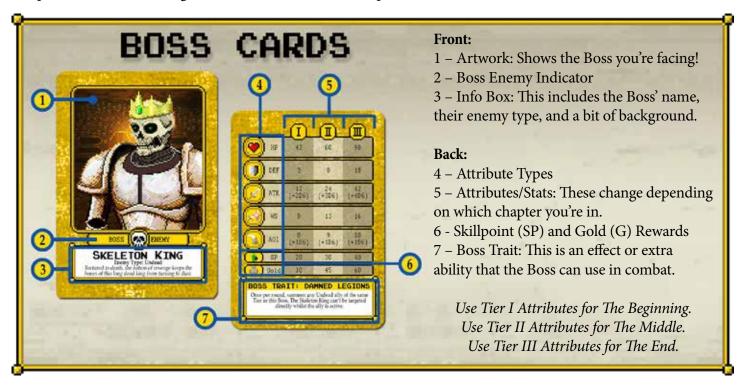
Step 1: Start by placing the game board on a large surface, making sure that it is within easy reach of the Storyteller. Then, create the story using cards labelled "The Beginning", "The Middle" and "The End", placing each Story Card into its corresponding place on the matching board.



The tale of your adventure is told as an anthology. The stories in each Chapter are not related to each other directly like a narrative sequence, but together form a picture of the world as you progress through the game. Don't worry about trying to match up or connect the Chapters, as every Chapter belongs with each other!

Step 2: Place a Boss Enemy into the space labelled BOSS 1, BOSS 2 and BOSS 3, with the character artwork and name facing up. These enemies are encountered at the end of each Chapter.

The Bosses are *really* tough, so preparation beforehand is absolutely vital to success! Their stats get more powerful depending on the Chapter you fight them in, so you can have the Adventurers fight the same Boss across all Chapters as a *Nemesis*, or fight a different Boss in each Chapter.



Defeating the Boss advances the story and takes the Adventurers into the next Chapter. Be mindful if you're setting up using individual Chapter, as once you've put a Chapter away, it's tricky to set it up again with the same layout.

PART 3 - SETTING UP THE GAME BOARD (CONTINUED):

Step 3: The Storyteller arranges Combat and Exploration tokens across the board, placing one token in each empty node. These tokens determine what kind of Encounter the Adventurers will have when they land on them - red tokens are **Combat Encounters** and blue tokens are **Exploration Encounters**.

The back side of each token is a green "Campfire" space, which represents a cleared encounter. Some campfires give a bonus which are specifically for any rewards earned from that encounter.



The Storyteller should make sure to spread Relic Shards across the board as they are used to gain the most powerful equipment available in the game. These mysterious crystals are intended to be rare, so having the Adventurers look for them is an important quest as well!

- World Difficulty:

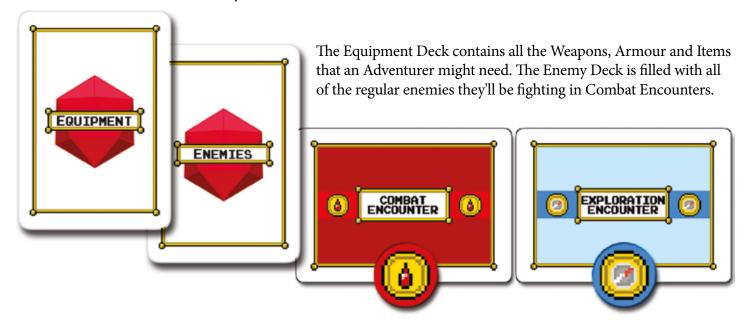
The overall difficulty of the game can be set by the number of Bonus 2 x SP, 2 x Gold and Relic Shard Tokens that are in play across *all three* Chapters. This may mean some chapters will have more bonuses than others on some difficulties.



EASY: 6 of each token MEDIUM: 4 of each token HARD: 3 of each token EXTREME: 2 of each token HEROIC: 1 of each token

- Decks:

There are four decks for the Storyteller to keep track of: Equipment, Enemies, Combat Encounter, and Exploration Encounter. These can be laid out anywhere convenient on the table.



The Encounter Decks are filled with the different Encounters that can form your story. Each of these mini adventures help build your legacy in the world.

Now that we've covered the basics of setting up the Game Board, it's time to go through how the Adventurers set up.



PART 4 – BEING THE ADVENTURERS

Your objective in the game is to progress around the board defeating enemies, exploring the land, and ultimately *saving the world*. To fight the forces of darkness and seal them away forever, you must work together to defeat each of the BOSS monsters before time runs out!

The game can't begin without at least one Adventurer. Begin by choosing one of the following characters:



The Fighter is big and strong, slow but dependable. The Fighter's skills rely on pulling attention towards themselves, and away from the rest of the team.



The Assassin is quick and nimble, deadly and unpredictable. The Assassin's skills allow for the greatest output of damage, in as short a time as possible.



The Mage is cunning. The most versatile of the characters, you'll be dishing out damage and healing too, making sure you and your party are in top form.

Each character has their own set of Skills, Equipment and Class Traits. Combined with Perks you can gain while levelling up, each character has the potential to become a unique and powerful force.

- Saving the World and Game Over:

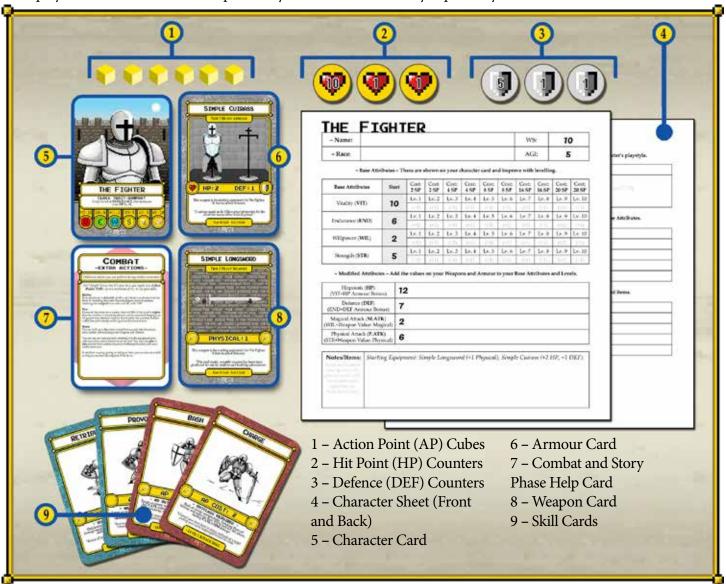
The Adventurers move around the board one space at a time, facing the Encounters that are laid out across the board. Moving from one space to the next costs 1 Week (tracked on the Week Spinner), even if you've cleared the space or have visited it before.

To finish the game, you must defeat all three Bosses from the Beginning, the Middle and the End before 52 Weeks have passed. If you dont, the world ends and it's Game Over!

The Story Card and Boss Enemy also count as a space, so be mindful of how many moves you make in order to still complete your objective. It's impossible to reach every space on the board within 52 Weeks, so plan accordingly!

- Adventurer's Play Area (Overview):

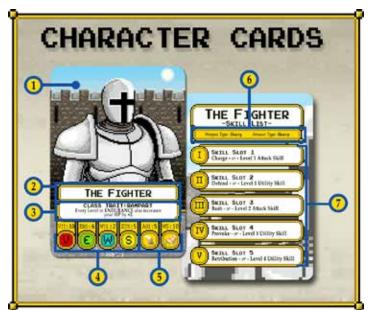
Your play area includes all the components you need to track every aspect of your character.



Each Adventurer also has an additional Skill Card they can choose from to customise their character. Choose from Defend, Quick Rest or Improvised Mend to further enhance your playstyle.

- The Adventurer's "Deck"

As an Adventurer, you will have access to several different cards at any given time. Your Skills, Weapons & Armour, Items, and other cards will all make up your playing area.



- Character Cards:

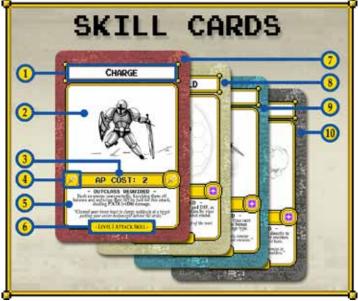
Your Adventurer's basic information is found here.

Front:

- 1 Artwork: The face of your character!
- 2 Character Class
- 3 Class Trait
- 4 Base Attributes: Vitality, Endurance, Willpower, and Strength.
- 5 Agility & Weapon Skill

Back:

- 6 Weapon and Armour Type: This matches a weapon or armour type in the Equipment Deck.
- 7 Suggested Skills and Equivalent Skill Slots



- Skill Cards:

There are four types of Skills: Attack, Utility, Light Spell, and Dark Spell. Each Skill has a Level that defines the Skills available to the Adventurers.

- 1 Skill Name
- 2 Artwork
- 3 Action Point (AP) Cost
- 4 Damage Type (Physical, Magical)
- 5 Skill Effect detail
- 6 Skill Type and Level
- 7 Red: Attack Skill
- 8 Light Yellow: Light Spell
- 9 Teal: Utility Skill
- 10 Dark Grey: Dark Spell

Each character's starting Skills are optimised for their base attributes, weapon type and armour type. They play a key part in how you engage your enemies in combat, for example: The Fighter's Skills are designed to draw enemy attacks away from their allies, allowing them to take advantage of their damage-dealing Skills.

- The Adventurer's Inventory

To begin with, you'll only have a Weapon and some Armour. As you progress through the game, you'll be able to add Items and Consumables to your inventory, as well as upgrade your equipment to help in your journey.



- Weapons and Armour:

The equipment you use is crucial to the role you play as an Adventurer. The Active Bonuses on higher tiered equipment will give you significant advantages in combat used outside of combat too! beyond the upgraded Weapon or Armour Values.

- 1 Weapon or Armour Name
- 2 Tier Level and Weight (*Light/Medium/Heavy*)
- 3 Artwork
- 4 Weapon Value and Armour Values. Add these to your Base Attributes to get your Modified Attributes.
- 5 Weapon and Armour Trait
- 6 Tier (I, II, III, IV and Relic) and Cost/Sell Price



- Items and Consumables:

These come in many forms, from life-restoring potions to trinkets that grant useful bonuses. Some Items can be

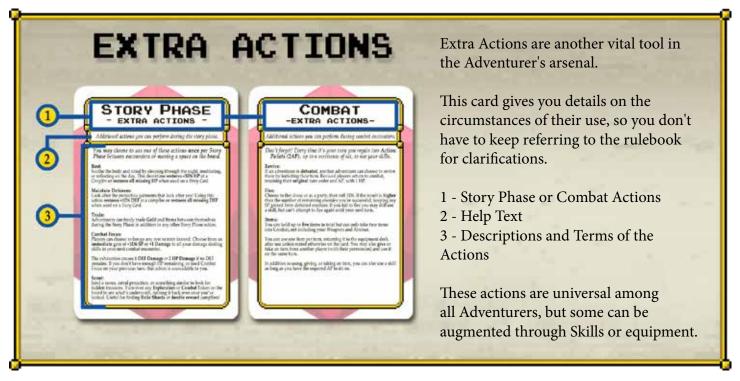
- 1 Item Name
- 2 Item Tier Level and Type (Curative, Magic etc.)
- 3 Artwork
- 4 Summary of Item use
- 5 Instructions for use
- 6 Item Tier plus Cost/Sell price

More detail on Items can be found on Page 34 and on the Extra Actions Card.

Your equipment, including Items, is key to a strategic approach in combat. Items cost money, and are almost always consumed after use, which means you shouldn't rely on them too frequently to get you out of a sticky situation. If you find that you're using Items too often, it might be time to level up a bit first before continuing your adventure!

- Extra Actions:

Adventurers have access to extra actions in and out of Combat. The Help cards are useful to keep handy to make sure you don't miss any additional opportunities. You might regret it when you realise a fight could have been won if you hadn't forgotten to use one of them!

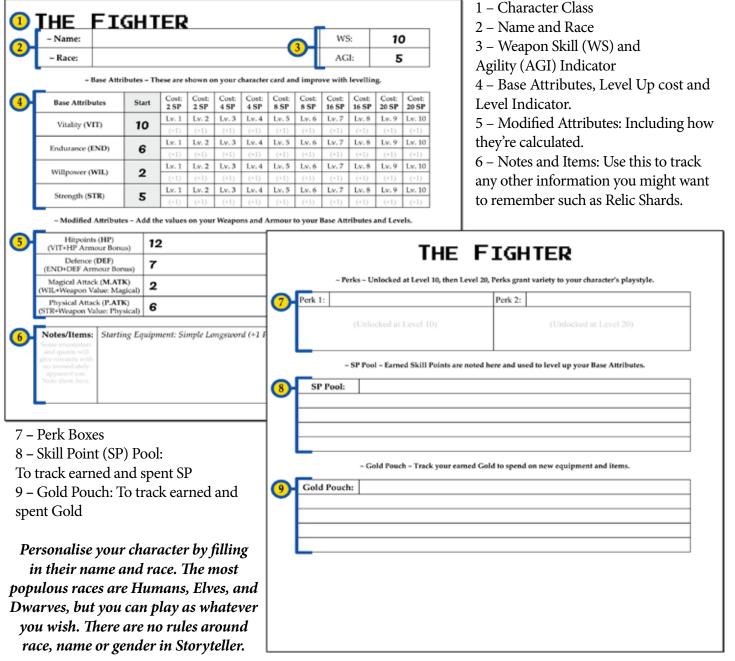


Once you have chosen which Adventurer you will play as, and familiarised yourself with their Skills and starting equipment, it's time to learn about their character sheet!



- Character Sheet Overview:

You'll be using this a lot throughout the game, recording your Adventurer's progress, then referring to additional information about your Adventurer as you play.



- Details of a Character Sheet:

To expand your Adventurer's abilities, and record them effectively, you need to know the different components that make up your character sheet.

- Base Attributes:

These are shown on your character card, and are *pre-filled* on your character sheet. They have a fixed value that only changes through **levelling up**, after which, those numbers become your new base.

	Base Attributes	Start	Cost: 2 SP	Cost: 2 SP	Cost: 4 SP	Cost: 4 SP	Cost: 8 SP	Cost: 8 SP	Cost: 16 SP	Cost: 16 SP	Cost: 20 SP	Cost: 20 SP
	Vitality (VIT) 10	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10	
		10	(+1)	12	13	14	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)

Every time you spend SP to increase your base attributes, this adds 1 level and is your **new** base attribute. In the example above, the Fighter has 4 levels in Vitality, adding +4 to their starting Vitality of 8. Their new base is 12.

- Modified Attributes:

Your modified attributes are the results of your base attributes (including levels) **plus** any modifiers from armour, Weapons, equipment, Items or other boosts that change your attributes temporarily. These are pre-filled with your starting equipment for convenience.

Hitpoints (HP)
(VIT+HP Armour Bonus)

12 13 14 15 16

Your modified attributes will change often as you level up or purchase new Items. This example shows that levelling up your Base Vitality by +4 grants an additional +4 HP which is immediately added to your current pool.

- Levelling Up:

Adventurers **Level Up** by earning and spending Skill Points (SP). SP are earned in various ways, most notably through defeating Enemies in combat. Every Adventurer in the party is rewarded with the same number of SP which they track in their SP Pool:

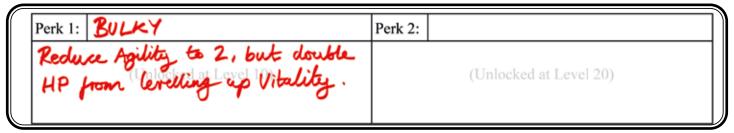
SP Pool: +13 (13) +9(21) -10 (11)

In the example above, earned SP is written as a positive, spent SP as a negative, and a running total in brackets.

To spend SP, you must have access to a School, which are found on the Chapter cards in the Beginning, the Middle and the End, and you must be on the Chapter Card in order to spend SP and Level Up. Your Adventurer's total level is determined by adding together all the levels of your base attributes.

- Perks:

Here is where you keep track of your choice of Perks. The first Perk is available at Level 10, and the second at Level 20. The full list of Perks is in "PART 7 – PERK LIST (ADVENTURERS)".



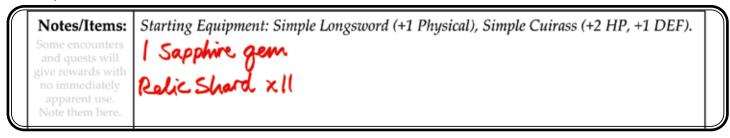
Perks can offer variety to the way you play your character but choose wisely as the choice is permanent!

- Gold pouch:

You will earn Gold through the course of your time in *Storyteller* which can be used to buy Items, Weapons, Armour and equipment! Keeping track of Gold works the same as your SP Pool.

- Notes/Items:

This is the notes section and it's where you keep track of Items or effects that don't have a separate playing card or box on your character sheet.



You will find a few occasions to keep notes throughout the game, including Relic Shards you've found or additional effects and trinkets from the various encounters you come across.

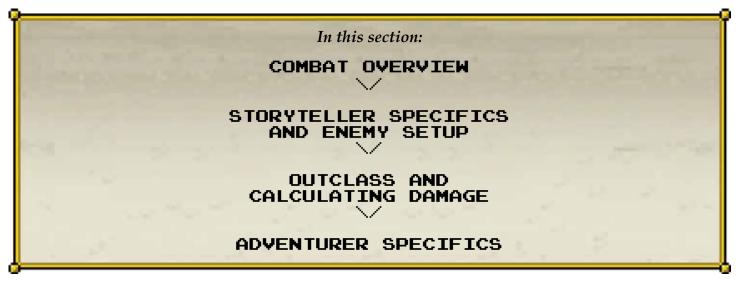
Now you're ready to go and save the world!

Good luck on your quests, Adventurer...



PART 5 - COMBAT

Many of the mechanics for resolving combat work the same for both the Adventurers and the Storyteller. These mechanics are explained first below, followed by the differences between them in the individual sections "Combat as the Storyteller" and "Combat as the Adventurers".



- Combat Overview:

The Adventurers take turns using their Skills to defeat Enemies by reducing their Hit Points (HP) to zero. The Storyteller controls the Enemies and tries to defeat The Adventurers in a similar fashion.

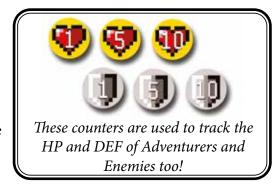
First, the Storyteller and Adventurers roll dice to determine what order they will act in (the "turn order"), then both sides fight until the Encounter is resolved.

- Hit Points and Defence (HP and DEF)

HP and DEF determine how long a character can stay in the fight. During combat, HP and DEF can be depleted and restored numerous times, so they are tracked using counters in denominations of 10, 5, and 1 to minimize confusion.

Normally, if the target of an attack has any DEF remaining, the damage received is halved. But, sometimes "Direct" damage is inflicted, which is always applied to the target's HP or DEF without being halved.

If a character's HP is reduced to 0, they are defeated!



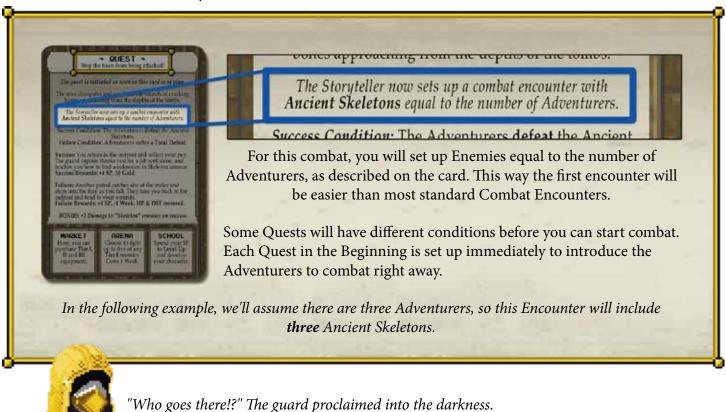
- Combat as the Storyteller:

The Storyteller's job is to guide the Adventurers through the game by reading the Story and Encounter Cards, as well as controlling the enemies.

To start the game, read "The Beginning" Story Card (picture side first) aloud to set the scene, then turn the card over and read the quest. Moving onto the next Chapter requires Adventurers to defeat The Boss. They then move onto The Middle defeating The Boss there, and finally The End to defeat the Final Boss.

- Setting up your first Combat Encounter:

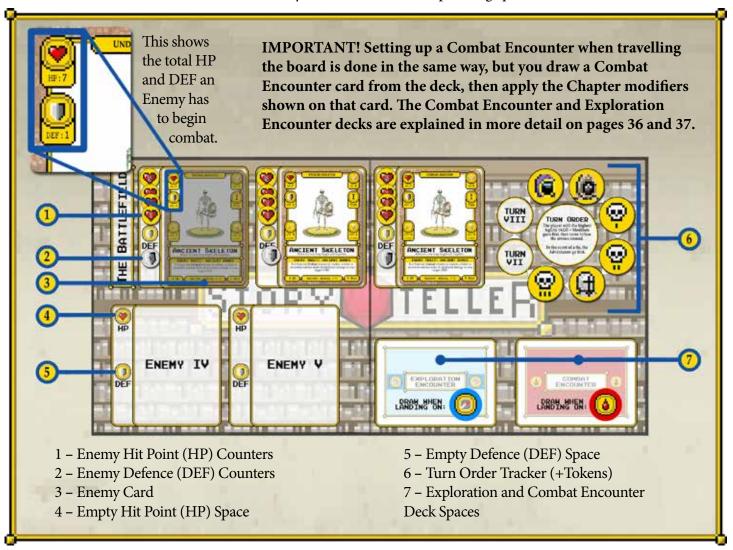
The first Combat Encounter of the game is be revealed on the back of the Beginning Story Card. It shows all the details needed, including which Enemies to fight and how many. It will also explain the Success and Failure conditions of the Quest and any bonus rewards.



"No-one" a voice whispered back from the shadows.

- Setting Up the Enemy Board:

This board helps the Storyteller track the Hit Points (HP) and Defence (DEF) of all Enemies in combat as well as the turn order and defeated Enemies. To set up the Enemies for combat, place their Enemy Card, along with the correct HP and DEF counters, onto the Enemy Board in their corresponding spaces.



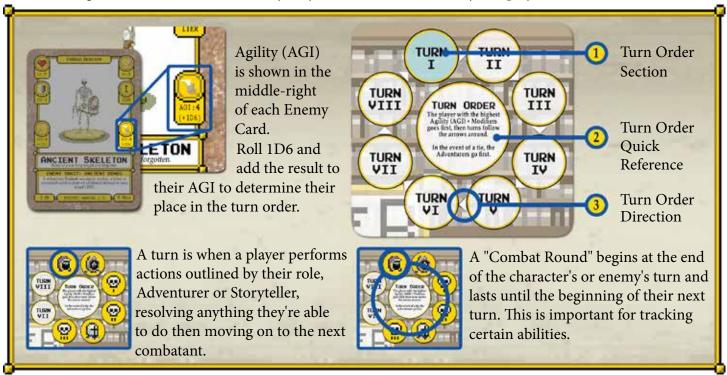
Reinforcements/Maximum Number of Enemies:

There is only room for five Enemy Cards on the board at a time. If there are more Enemies than this limit, the excess Enemies wait off the board and do not participate until there is space for them to enter the combat. Each time an Enemy is defeated, one of these "reinforcements" steps in and takes their place.

- Turn Order:

Combat in Storyteller is **Turn Based**; this means each Adventurer or Enemy has a turn before moving onto the next in the turn order.

To determine turn order, each combatant rolls 1D6 and adds their Agility (AGI) score (from their character sheet or Enemy Card). Rank them in order by placing their Turn Order tokens on the Turn Order Tracker with the highest going first and the lowest going last. In the event of a tie between Adventurers and Enemies, the Adventurers go first. If Adventurers tie, they may choose which order they will play.



In this example, the Mage and the Assassin have the highest total Agility so they go first. Enemy 1 and 2 go next, with the Fighter going fifth, and Enemy 3 going last.

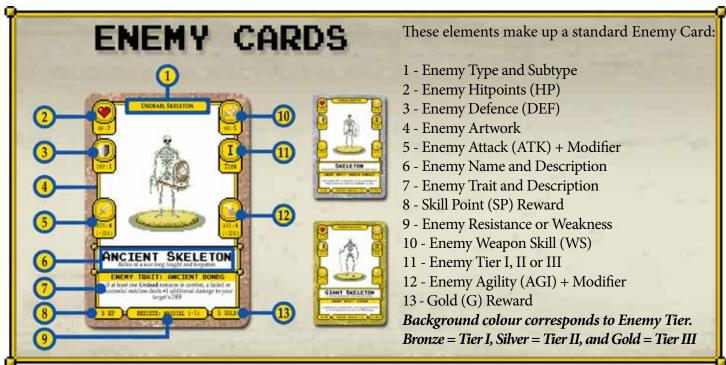
If Adventurers tie for their total, they can roll off against each other or decide amicably between themselves.

Some characters will have surprising levels of speed, but so will your enemies!

- The Enemy Deck

This is where you'll find a bestiary of Enemies for the Adventurers to fight. They come in Tier I, II and III, moving up in difficulty as you move up the tiers. The Enemies that the Storyteller controls, including Bosses, can normally perform one action per turn: *Attack*.

Enemy damage is their **ATK** + (**dice roll**) as shown on their card. All enemies also have an "Enemy Trait" that can change the way they behave. These Traits can vary wildly; only by playing the game will you see the full extent of their abilities.



Everything else you need to know about being The Storyteller in combat is as follows:

Threat: An Enemy or Boss under your control can only attack the last Adventurer who did damage to them, unless they're following effects that state otherwise.

If an enemy has **no target**, they attack the Adventurer with the highest combined remaining HP and DEF.

Defeat: When an Enemy under your control has their HP reduced to 0, it is *defeated* and removed from play. Their turn order counter is flipped to show a red 'X'.

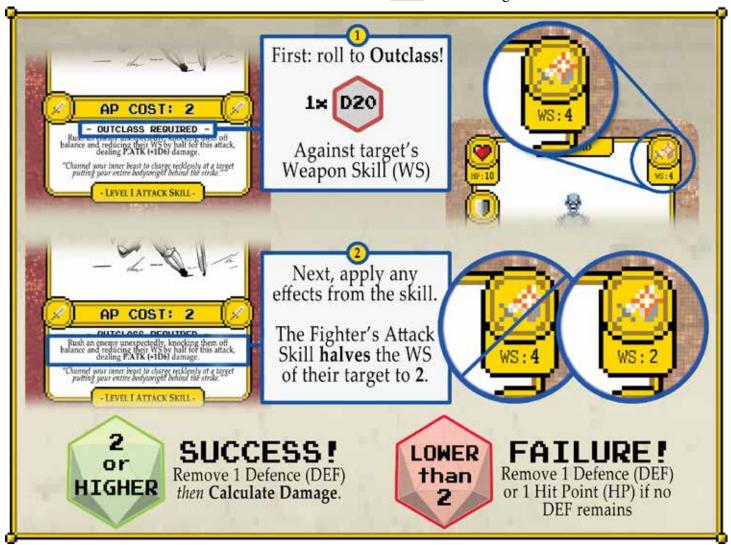
Total Defeat: If all the Enemies under your control are defeated, the Adventurers win the Encounter and you award them any Gold and SP from the Encounter Card or Quest as well as from the Enemies they defeated.

- Weapon Skill (WS):

In combat, you will use your target's **Weapon Skill** to determine if certain skills, attacks, or actions strike true. This is called "Outclassing" the opponent.

To Outclass a target, take one 20-Sided Dice (1D20), then roll it!

A **successful** outclass is if the result is <u>equal to or higher</u> than the target's WS A **failed** outclass is if the result is <u>lower</u> than the target's WS



Outclass works the same for both Enemies and Adventurers. Though the Enemies don't use skills, they can still modify a target's WS through their Enemy or Boss Trait.

- Calculating Damage:

If you successfully Outclass your target, calculate damage according to the Skill you're using (as an Adventurer) or the ATK plus dice modifiers (as an Enemy).

The Fighter uses their Charge Skill and successfully Outclasses their target. The Fighter's Charge Skill deals Physical Attack (P.ATK) damage, plus 1D6 as a modifier.



If the Fighter has 6 P.ATK, and rolls a 1 on the dice, they would deal 7 Total Damage.

IMPORTANT! If a target has any DEF remaining when they take damage, that damage is **halved** unless an effect states otherwise. When halving damage, always round down! (So, 7 damage is halved to 3.5, then down to 3.)

The Outclass mechanic, and how damage is calculated and applied, can change depending on various factors called Modifiers. These **Modifiers** will always be made clear, and any exceptions will be written on the relevant cards.

Modifiers: Modifiers come in many forms, from Items to Critical Hits to temporary buffs and debuffs from player Skills or Enemy Traits. Be mindful to apply all Modifiers first, unless stated otherwise, before halving damage for DEF.

Enemy Resistance: If an enemy has a resistance, The Adventurer applies it to their total damage before any other modifiers. The amount of damage reduction is labelled on the Enemy Card.

Enemy Weakness: If an enemy has a weakness, The Adventurer applies it to their total before any other modifiers. The damage increase is labelled on the Enemy Card.

Critical Hits: If an Adventurer or an Enemy rolls a 20 on their dice when rolling to Outclass, the attack is a Critical Hit! Critical Hits deal an extra +1D6 damage in addition to any other modifiers.

Failing Forward: If an attempt to outclass is unsuccessful, the target removes 1 DEF or 1 HP if no DEF remains. A target can't be *defeated* by failing forward.

Fatigue: If an attempt to outclass is successful, the defender still removes 1 DEF if any remains, and applies damage according to the Skill or Attack used.

- Combat as the Adventurers:

In order to do damage and progress through combat, you must make good use of your own unique set of Skills and do your best to work as a team if you're playing with more than one Adventurer.

Skills: Your Skills cost Action Points (AP) to use, the value of which is displayed next to the Skill name.

Skills also have Modifiers that can deal extra damage, or work in conjunction with another Skill to provide bonus effects.

Action Points: After using a Skill, remove a number of AP cubes equal to the AP cost of the Skill. You gain 2AP back on your next turn, unless a Skill states otherwise, and can have a total of 6 maximum at any one time.

Base & Modified Attributes: Your different attributes form the basis of what you can do in combat.

Class Trait: Each Adventurer has their own unique ability that aids the role they play in a party.

Items: You can take two Items into combat, but may carry up to five to swap out during the Story Phase.

You can use one Item per turn, unless the card states otherwise, and can still use a Skill as long as you have the required AP. Most Items are returned to the Equipment Deck after use.

Adventurers can also give an Item to another Adventurer on their turn, but if they do, they can't use one themselves during that turn.

Defeat: When your HP is reduced to zero, you are defeated and can no longer use any Skills or Items until you are revived or combat ends.

Revive: If an Adventurer is defeated, another Adventurer can revive them by forfeiting their turn. Revived Adventurers return to combat retaining their turn order and AP, with 1D6 HP.

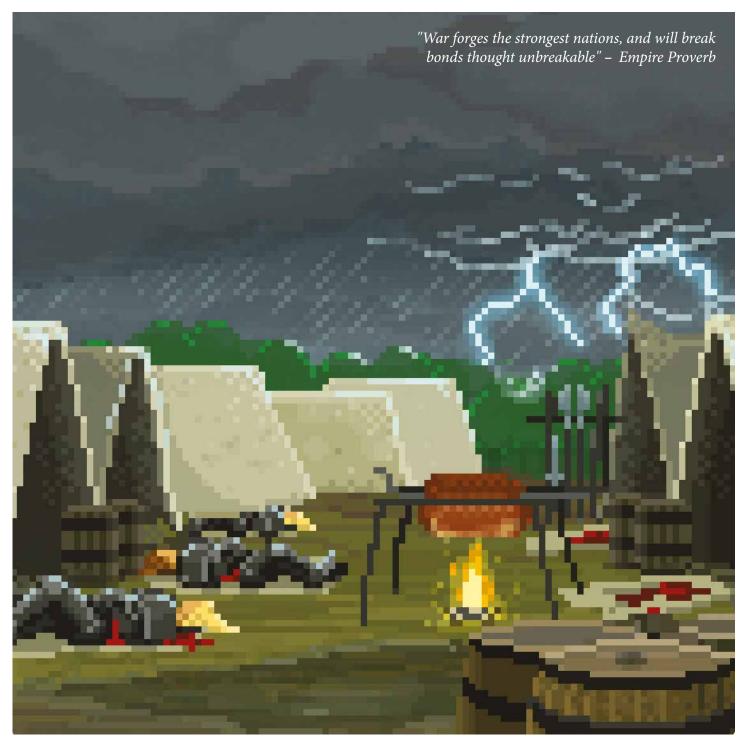
Total Defeat: If all Adventurers fall in battle, they must return to the current Chapter's Story Card, losing as many weeks as it takes to travel back.

You revive on the Story Card with 1 HP, keeping any remaining DEF.

Fleeing: To run away from Combat, roll 1D6: If the result is higher than the number of remaining Enemies you successfully flee the battle as a group, keeping any SP gained from defeated Enemies (but not any Gold).

Victory: If you defeat all the Enemies, you are victorious and are awarded any SP or Gold from the Encounter or Quest, as well as from the defeated Enemies.

All rewards are granted the same to all Adventurers. If a quest or encounter rewards 10 SP and 5 Gold, they're given 10 SP and 5 Gold **each**.



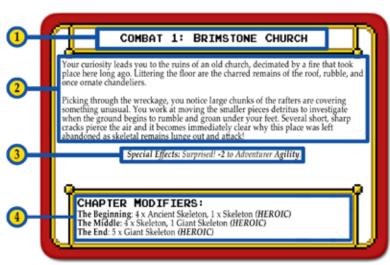
PART 6 - ENCOUNTER PHASE

As the Adventurers, you begin your story on "The Beginning" Chapter Card and must resolve the Combat Encounter Quest there. Any time you are in combat or are resolving a card drawn from the Encounter Deck, you are in the Encounter Phase. Upon resolving an Encounter, you return to the Story Phase (Detailed in PART 6 – THE STORY PHASE). This continues until the game is finished.

When the Adventurers move onto a red Combat Encounter space, the Storyteller draws a card from the Combat Encounter deck and reads it aloud. The Storyteller then uses the information on the card to set up a Combat Encounter, taking into account any special effects on the card.

- Combat Encounter Card:

- 1 Encounter Number and Title
- 2 Body Text: The Storyteller reads this to the Adventurers. This sets the scene for the Encounter.
- 3 Special Effect: Some Encounters have a special effect that applies before or during combat.
- 4 Chapter Modifiers: The Enemies you face depend on which Chapter you're in. Follow the text on the card to set up enemies at the appropriate level.



- Finishing a Combat Encounter:

Combat Encounters are considered **resolved** when any of these three criteria are met:

- All Enemies defeated Adventurers gain Skill Points (SP) and Gold (G) from defeated Enemies plus bonuses.
- All Adventurers defeated No Skill Points or Gold are rewarded.
- All Adventurers have fled Adventurers gain Skill Points for any defeated Enemies, but no Gold.

- Combat Difficulty:

Each Chapter Modifier states the overall difficulty of combat based on an Adventuring party of 3. These difficulties are **Easy**, **Medium**, **Hard**, **Extreme**, and **Heroic**. When playing with different Adventurer numbers, the Storyteller may choose to alter combat at their discretion using the following guidelines:

One Adventurer = 1-2 Enemies Two Adventurers = 2-3 Enemies Three Adventurers = 3-5 Enemies

Though the game has been balanced around a party of three Adventurers, sometimes going solo against insurmountable odds makes the victory **that** much sweeter.



When the Adventurers move onto a blue Exploration Encounter space, the Storyteller draws a card from the Exploration Encounter deck and reads it aloud for the other players, but stops to give them a choice as the card dictates. Once the Adventurers have made their choice, the Storyteller reads the consequences of that choice.

- Exploration Encounter Card:

- 1 Encounter Number and Title
- 2 Body Text: The Storyteller reads this to the Adventurers setting the scene for the Encounter.
- 3 Choices: Exploration Encounters offer choices to the Adventurers. The Storyteller reads them out, then The Adventurers make their decision before continuing.
- 4 Option Text: Depending on the choice the Adventurers made, you read out the option text, including any rewards at the end.
- 5 Storyteller Note: Additional context that may enable deeper storytelling.

In the distance you spot some ruins unlike anything you've ever seen. Nearing the structure, the peculiar architecture becomes apparent. The windows are square and plain, the structural support seems to come from large metal beams instead of stone, and most of the building is covered in creeping vines and dense green moss. Adventurers now have two options: Go inside OR Turn back Once the players have made their choice, inform them of the consequences below: GO INSIDE: The overgrown entrance opens into a cavernous room with doors leading off in several directions. At the centre sits a small, spherical monolith that flickers to life when you touch it, releasing a glowing orb that projects images across the room which move too quickly for you to follow. It looks like a vision of the future, or maybe the past, and you leave with more questions than answers. Rewards: Note - A Vision of Future's Past, +5 SP. TURN BACK: Your curiosity remains wholly unsatisfied, but you find a single gold coin buried in the dirt. Rewards: +5 SP, +1 Gold. Storyteller Note: The structure is a portion of skyscraper from another timeline.

- Finishing an Exploration Encounter:

These Encounters are considered resolved once the Adventurers have made their choice and resolved any consequences or rewards written on the card. Some of these rewards will persist across multiple Encounters, so have the Adventurers write the effect in their notes section for reference.

- Resolving an Encounter:

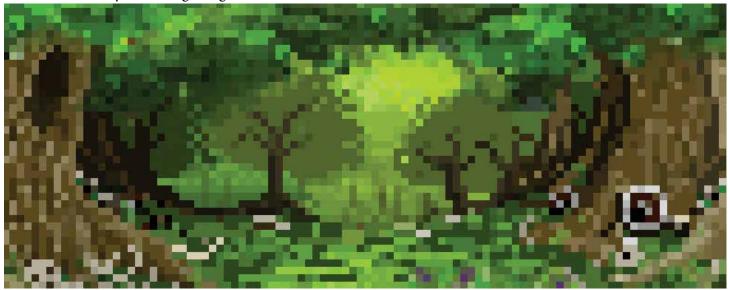
After resolving an Encounter, place it at the bottom of the Encounter Deck and flip the red or blue coloured token over to the green **Campfire** marker on the other side. The Adventurers can later move through this space without having an additional Encounter, still with the cost of one Week.

If the Adventurers fail a Combat Encounter, they suffer the penalties of **Total Defeat** but can continue on their adventure. If they wish to return the way they came however, they will have to try to clear the failed Combat Encounter again.

To discover the full extent of the Exploration or Combat Encounter Deck, you'll have to play through the game multiple times!

PART 7 – STORY PHASE

The Story Phase is a period of rest where the Adventurers decide what to do next. The Story Phase ends when players enter a Combat or Exploration Encounter, which begins the Encounter Phase. Once the Encounter is resolved, the Story Phase begins again.



Depending where you are on the board, your options in each Story Phase will be different. These nuances are detailed below:

Move: Moving from one space to another, usually to start another Encounter. Moving one space on the board takes a week of game time, including moving back over a space you have already cleared.

Quest (Story Card Only): Quests are part of the narrative on every Story Card, and ask you to perform an action or set of actions. Some quests are required, while others are optional, but both give rewards if you're successful.

Visit Market (Story Card Only): The Adventurers can visit the Market as long as they're on the Story Card of the current Chapter. Here, they can choose to spend any of their Gold on better Weapons, Armour, Consumable Items and Equippable Items.

Monster Arena (Story Card Only): Here, Adventurers can specify the number of enemies they want to fight, up to a maximum of five, with any specific Monster Arena details shown on the Story Card. Fighting in the Monster Arena follows the same rules as a regular Combat Encounter.

The Monster Arena is hosted once a week and is a great place to earn Gold and SP if the Adventurers are looking for something less challenging than a standard Combat Encounter.

Training (Story Card Only): Visit the local school, college, dojo etc. to level up using any earned SP.

Adventurers may also perform one of the following actions found on their character help card:

Trade: Adventurers can freely trade Gold and Items between themselves during the Story Phase in addition to any other Story Phase action.

Rest: Soothe the body and mind by sleeping through the night, meditating, or doing anything else that requires little to no effort. This downtime restores 3D6 HP at a campfire or all missing HP when used on a Story Card.

Maintain Defences: Polish your armour, reinforce your leather, stitch your cloth. Using this action restores 1D6 DEF at a campfire or all missing DEF when used on a Story Card.

Combat Focus: Players can choose to forego any rest and train their minds or bodies. Immediately gain 1D6 SP *or* +1 additional damage in your next Combat Encounter.

The exhaustion from using Combat Focus costs 1 DEF, or 2 HP if no DEF remains. If you don't have enough HP remaining, or used Combat Focus to gain additional damage on your previous turn without going into combat, this action is unavailable.

Scout: Send a raven, a telepathic message, carrier pigeon (or something similar) to look for hidden treasures or secret locations.

If you choose scout as your action in the Story Phase, turn over a single **Exploration** or **Combat** token within five spaces of your current location to see what is underneath then return it face-down to its space.

Items: In addition to being useful in an Encounter, some Items can be used in the Story Phase too. The effects of an Item, and when you can use it, are written on the card.

- The Adventurers tell the story too!

As the Storyteller, the Adventurers may often ask you questions outside of the parameters set by either the cards or the rules. Part of what makes your role so important is that you can deal with these requests however you see fit using this rule.

Depending on what they ask for, you could ask them to roll for it. Using a scale from 1-20 (1 being easy, 20 being exceptionally difficult), gauge how difficult or likely you think the task would be, then ask them to roll 1D20. If they match or exceed the score you set, they're successful.

Once the Adventurers progress through the game and defeat a Boss, they move on to the next Chapter of the story. When this happens, simply read the next Chapter Card and continue the adventure!



PART 8 – PERK LIST (ADVENTURERS)

Adventurers have optional Perks that add more depth to their character. You can select one Perk at level 10 and another Perk at level 20. When you reach the appropriate level, you can choose your **Perk** from either Offence, Defence or Utility, but you may only choose one from each category. If you already have an Offence perk for example, you can only choose a Defence or Utility perk for your next one.

- Offence Perks:

- Better Criticals Criticals now deal +2D6 additional damage
- Skill Up You can choose to spend an extra 1AP to add +1D6 damage to any of your damage-dealing Skills.
- Assault Specialist Gain a permanent bonus of +2 to your choice of P. ATK or M.ATK.
- Inevitable Luck Every time you fail an Outclass, add +2 to your next attempt to Outclass, until you succeed.
- More Criticals Criticals now hit on an 18, 19 or 20 when rolling to Outclass.
- Counter If an Enemy Outclasses you, deal 1 damage back to them regardless of remaining DEF.
- Determination When you have 1 HP remaining, you deal +1D6 damage with any damage-dealing Skill.
- Precision Deal an extra +1D6 Damage when using any Level 1 Attack Skill.
- Extra Skills Choose one Level I Skill or Spell to use in addition to your other Skills.

- Defence Perks:

- Budding Physician In addition to using a Skill/Item, heal yourself or an ally for +2 HP once per combat round.
- Bulky Reduce your AGI permanently to 2, but double the amount of HP gained from Vitality.
- Grit Once per combat, if you are knocked out, you instead survive with 1 HP.
- Marathon Runner You may spend 2 HP or 1 DEF to gain 1 AP (once per turn).
- Action Man If you take fatal damage, you can use any remaining AP as HP instead.
- Ironmonger In addition to using a Skill/Item, repair yourself or an ally for +1 DEF once per combat round.
- Parry If an Enemy successfully Outclasses you, roll 1D20. If your roll is higher, their attack deals half damage.
- Thorns Every time you take damage, deal 1 HP direct damage back to the attacker (once per turn).
- Swift Block Enemy attacks that fail to outclass no longer remove 1 DEF for failing forward.

- Utility Perks.

- Efficiency If you fail to Outclass with any particular Skill, recvoer 1AP from whichever Skill you used.
- Agile Gain a permanent bonus of +2 Agility.
- Ethereal Projection This allows you to use the Scout action in addition to one other Story Phase action.
- Flighty If you wish to flee from an encounter, roll 2D6 instead of 1D6.
- Gambler When you receive Gold roll 1D6. If the result is odd, you lose half. If the result is even, double it.
- Thorough Receive +5 extra Gold for each Enemy defeated in combat.
- Quick Learner Gain +2 SP for each Enemy defeated in ombat.
- Shard Collector Add a Relic Shard to your inventory every 10 weeks that pass without finding one.
- Merchant's Child You can use two items on your turn instead of one. This also applies to trading in combat.

PART 9 – GLOSSARY

This glossary is your quick reference guide to some of the in-game terminology of Storyteller.

- Base Stats/Base Attributes -

Adventurers start with a Base Attribute in Vitality (Vit or V), Endurance (END or E), Willpower (WIL or W) and Strength (STR or S). Levelling up is the only way to increase your Base Attributes

- Modified Attributes -

Stats that change depending on equipment but are not permanent: HP, DEF, P.ATK and M.ATK are all Modified Attributes.

- Hit Points (HP) -

Hit Points are your life force. Your total HP is your Vitality + HP Armour Bonus.

- Defence (DEF) -

Defence is the character's ability to absorb damage when they've been Outclassed. Your total DEF is your Endurance + DEF Armour Value.

- Physical Attack (P.ATK) -

Used in part when calculating damage. Your total P.ATK = Strength + Physical Weapon Value.

- Magical Attack (M.ATK) -

Used in part when calculating damage. Your total M.ATK = Willpower + Magical Weapon Value.

- Attack (ATK) -

The amount of damage an Enemy can inflict, before adding their modifier.

- Weapon Value/Bonus -

The number shown on a Weapon card as either "Physical" or "Magical".

- Armour Value/Bonus Armour -

There are two bonuses on your armour. The HP Armour Value adds to Vitality, and the DEF Armour Value adds to Endurance.

- Weapon Skills (WS) -

Weapon Skill is used to determine whether an attack *Outclasses* a target.

- Outclass -

In order to damage an opponent effectively, you will sometimes need to *Outclass* them by rolling higher than their Weapon Skill using a 20-Sided dice (D20).

- Dice Abbreviations -

D6 = Six-Sided Dice D20 = Twenty-Sided Dice The number of dice used will always come before the type of dice. E.g.: 1D6 would be one six-sided dice, 2D6 would be two six-sided dice.

- Skill Points (SP) -

These are accumulated by the Adventurers and are used to Level Up their Base Attributes.

- Gold (G) -

Earned by the Adventurers by completing quests and defeating Enemies, Gold is used to buy Items and equipment from the market or for sharing with friends.

- Relic Shards (RS) -

Ancient and mysterious stones found through various means, most commonly by completing Combat or Exploration Encounters. They can be traded for powerful Relic Weapons, Items, or Armour from a merchant who sells Relic Equipment.



