



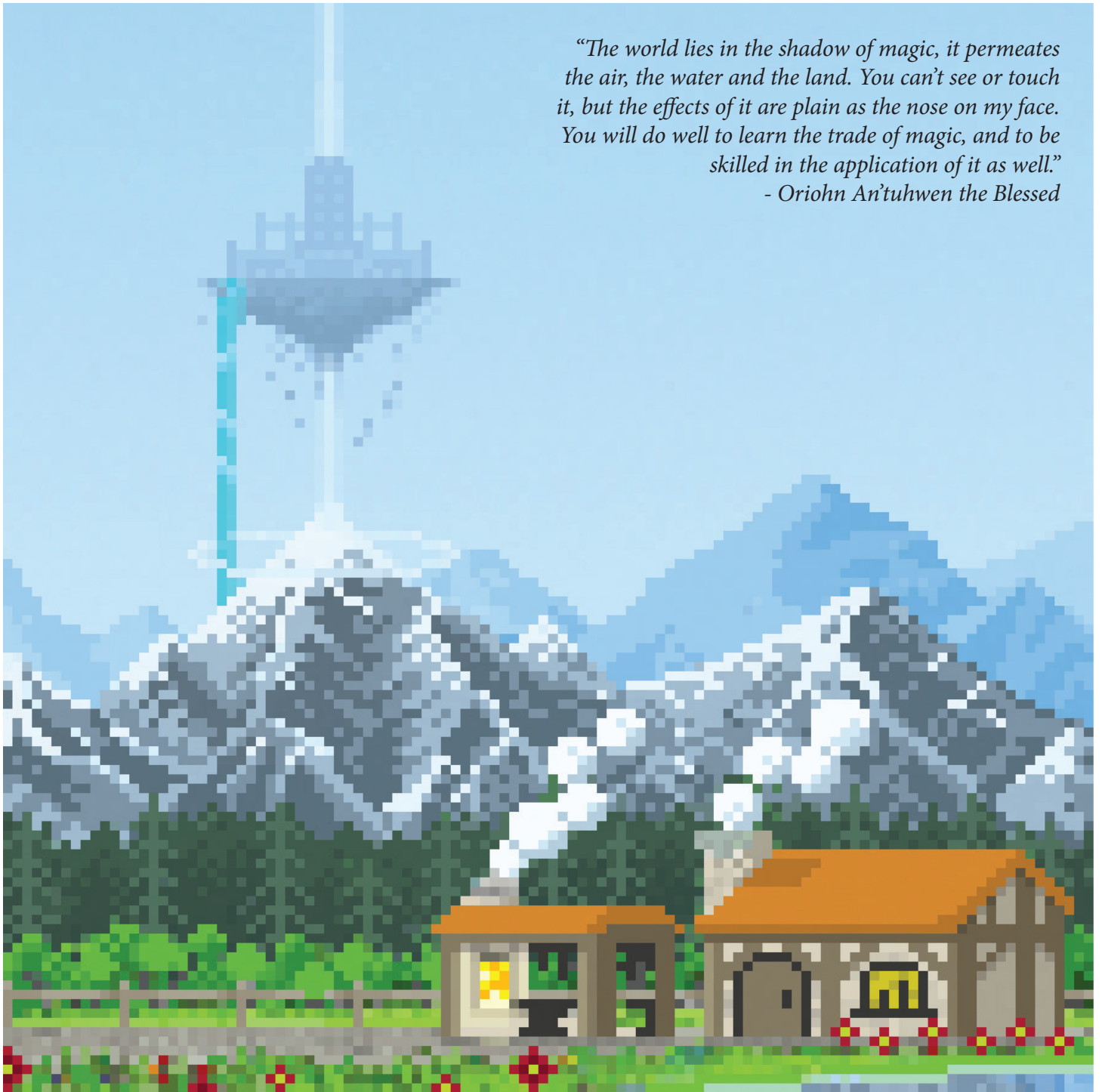
# STORY TELLER

MARCH OF THE DAMNED

THE RULES

*“The world lies in the shadow of magic, it permeates the air, the water and the land. You can’t see or touch it, but the effects of it are plain as the nose on my face. You will do well to learn the trade of magic, and to be skilled in the application of it as well.”*

*- Oriohn An’tuhwen the Blessed*



# STORY TELLER

## MARCH OF THE DAMNED

### OVERVIEW

*Storyteller: March of The Damned* is a fantasy Role Playing Board Game (RPG) 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 up into three chapters, and a single chapter could take between 1-2 hours depending on the skill level of your players and their experience with the game.

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



Rulebook

Character Sheets



Story Cards



Boss Cards



Combat Board



Gameboards



4 x Six Sided (D6) Dice  
4 x Twenty Sided (D20) Dice



Exploration and  
Combat Decks



Turn Order  
Tokens



Tier I, II and III  
Enemy Decks

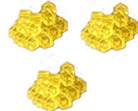
Character Cards,  
Skills Deck and  
Help Cards



Encounter  
Tokens



Items and  
Equipment  
Deck



Action Point Cubes



Party  
Marker



Hit Point (HP) and  
Defence (DEF) Tokens



Week Counter Dial

All Components are subject to change through feedback and iterative process from this point until manufacturing proceeds.

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```
graph TD; A[ENCOUNTER PHASE] --> B[RESOLVE ENCOUNTER]; B --> C[STORY PHASE]; C --> D[MOVE SPACES]; D --> A;
```

**ENCOUNTER  
PHASE**

**MOVE  
SPACES**

**THE  
CORE  
GAMEPLAY  
LOOP**

**RESOLVE  
ENCOUNTER**

**STORY  
PHASE**

## PART 1 - 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 Encounter Tokens can be set up in any way you wish, just be careful not to make it too difficult for your Adventurers, especially if it's your first time playing!*


PART 2 - 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 the cards labelled as “The Beginning”, “The Middle” and “The End” placing the Story Card into its corresponding place on the board.

# STORY CARDS

1



2

THE BEGINNING

"FOOL'S GOLD"

Your story begins in The Owl & Boar Tavern, a quaint building with irregular walls and odd shaped windows.

Many adventurers passing through town find work here, and as you head up to the bar, you overhear the owner talking to other patrons about a haunted mill, just a short day's travel from here. Allegedly, you can become rich beyond your wildest dreams, but all those who tried have

3

4

~ QUEST ~

Get to the mill. Claim the treasure!

The quest is initiated as soon as this card is in play.

You set off eagerly, reaching the mill as the sun sits low in the sky. A brief search of the mill's gloomy interior quickly reveals it's spooky inhabitants.

The Storyteller now sets up a combat encounter with Spectres equal to the number of Adventurers.

5

Success Condition: The Adventurers defeat the Spectres

6

Failure Condition: Adventurers suffer a Total Defeat

7

Success: The Spectres vanish with a whirl of green mist, leaving behind an old and battered treasure chest. You head back to spend your winnings but find the coins are fake, though they're at least worth something in scrap.

8

Success Rewards: +4 SP, +10 Gold.

9

Failure: You return to the Owl & Boar Tavern, weary but ready for your next adventure. The owner offers you a place to rest until you're fully recovered.

10

Failure Rewards: +4 SP, -1 Week. HP & DEF restored.

8

MARKET

Here, you can purchase Tier I, II and III equipment.

9

ARENA

Choose to fight up to five of any Tier I enemies. Costs 1 Week.

10

SCHOOL

Spend your SP to Level Up and develop your character.

**Front:**

1 - Artwork

2 - Chapter - Beginning, Middle or End.

3 - Story Hook - This describes the setting.

**Back:**

4 - Quest - Details an objective and the combat encounter setup for this Chapter.

5 - Success and Failure Conditions

6 - Success Description - If the Adventurers finish the quest, The Storyteller reads this.

7 - Failure Description - If the Adventurers fail their quest, The Storyteller reads this.

8 - Market - Sells goods as described.

9 - Arena - Allows a tailored combat encounter.

10 - School - Where Adventurers go to level up and progress their character.

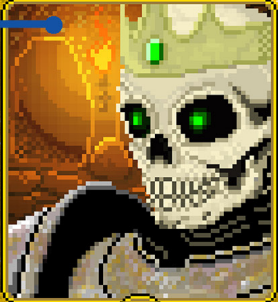
*The Chapters in Storyteller are told as an Anthology. Each chapter is unrelated directly, but will form how you view the world as you progress through the game. Don't worry about matching or connecting the Chapters as they all belong with each other!*

**Step 2:** Place a “Boss Enemy ” into the space labelled as BOSS 1, BOSS 2, or 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 fight the same boss across all chapters as a *Nemesis*, or fight a different Boss in each chapter.


# BOSS CARDS

1



2

BOSS




ENEMY

3

**SKELETON KING**  
Enemy Type: Undead  
Tortured to death, the nation of revenge keeps the bones of this long dead king from turning to dust.

5




HP

42

60

98




DEF

3

8

18




ATK

12  
(+2D6)

24  
(+3D6)

42  
(+4D6)




WS

9

13

16




AGI

8  
(+1D6)

9  
(+1D6)

10  
(+1D6)




SP

20

30

40



Gold

30

45

60

6

I

II

III

**BOSS Trait: Legion of the Damned**  
Once per round, summon any Undead ally of the same Tier as this Boss. The Skeleton King can't be targeted directly whilst the ally is active.

**Front:**

1 - Artwork - Shows the enemy you're facing!

2 - Boss Enemy Indicator

3 - Info Box - This includes the Boss' name, their enemy type, and a bit of background.

**Back:**

4 - Boss Trait - This is an effect or extra ability that The Boss can use in combat.

5 - Attribute Types

6 - Attributes - The attributes of The Boss change depending on which chapter you're in.

Use Tier I Attributes for The Beginning.

Use Tier II Attributes for The Middle.

Use Tier III Attributes for The End.

*Defeating the boss advances the story and takes your Adventurers into the next Chapter. Be mindful if you're using individually set up Chapters as once you've put a chapter away, it's tricky to set it up again with the same layout.*

PART 2 - SETTING UP THE GAME BOARD CONT.

**Step 3:** The Storyteller arranges Combat and Exploration tokens across the board onto the empty nodes. These tokens correspond to different Encounters when you land on them, **Red** spaces are “Combat” and **Blue** spaces are “Exploration”.

The back side of each token is a green “Campfire” space, and represents a cleared encounter. Some campfires give a bonus so be sure to explore as much of the board as you can.



**COMBAT**  
These are designed to test your abilities as an adventurer. You'll fight monsters in order to grow more powerful.



**EXPLORATION**  
Generally designed to make you think before having to make a choice. Exploration encounters never resolve using combat.



**CAMPFIRE**  
Represents a cleared space and can be moved over freely. Watch out for 2xSP, 2xGold or Relic Shards on these spaces!



*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. Relic Shards are intended to be rare, so having the Adventurers look for them is an important quest as well!*

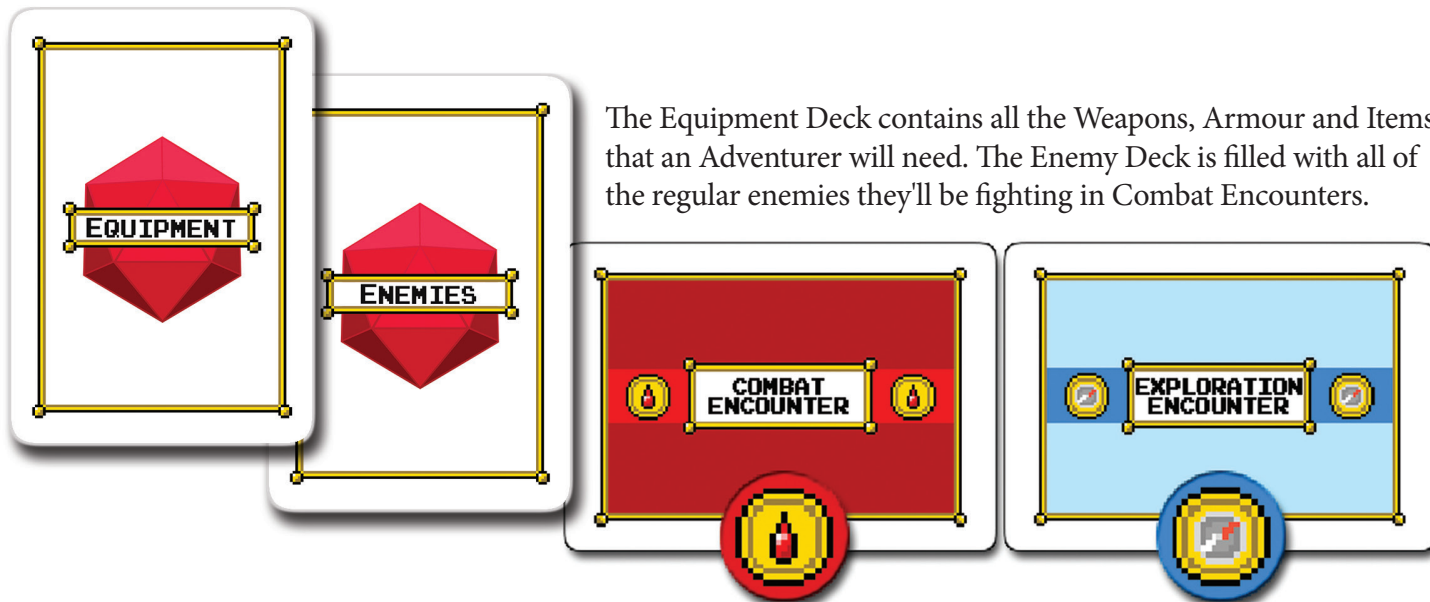
**- World Difficulty:**

The overall difficulty of the game can be set by the number of Bonus 2xSP, 2xGold, and Relic Shard Tokens that are in play across all three chapters.

**EASY** - 6 of Each Token   **MEDIUM** - 4 of Each Token   **HARD** - 3 of Each Token   **EXTREME** - 0 Bonus Tokens

### - Decks:

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



The Equipment Deck contains all the Weapons, Armour and Items that an Adventurer will need. The Enemy Deck is filled with all of the regular enemies they'll be fighting in Combat Encounters.

The Encounter Decks are filled with the different Encounters that 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. As both The Adventurers and Storyteller share similar mechanics in combat we'll go through setting up your first Encounter, and the Enemy Board, in PART 5: COMBAT.*

### PART 3 - 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 or your party are on 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, completing the encounters that are laid out across the board. Moving from one space to the next costs 1 Week (tracked on the Week Spinner), whether 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 don't, 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!*

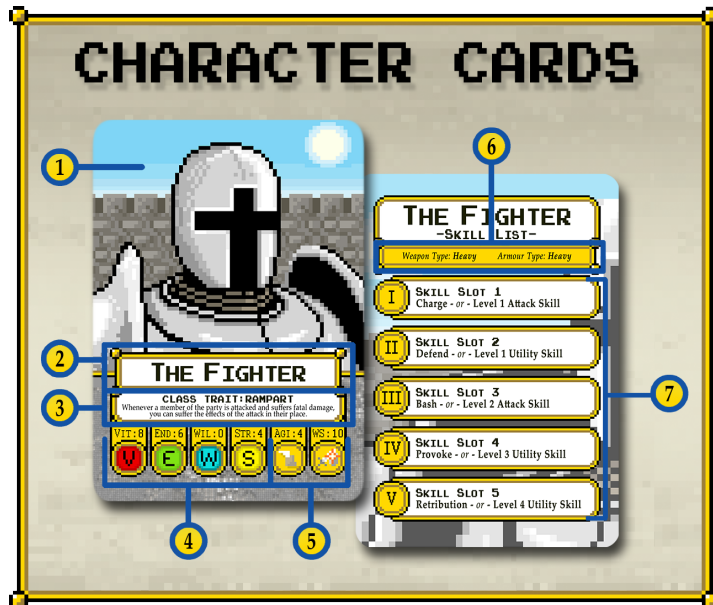
Your play area includes all the components you need to track every aspect of your character.

- 1 - Action Point (AP) Counters
- 2 - Hit Point (HP) Counters
- 3 - Defence (DEF) Counters
- 4 - Character Card
- 5 - Armour Card

- 6 - Combat and Story Phase Help Card
- 7 - Weapon Card
- 8 - Skill Cards
- 9 - Character Sheet (and Dice)

## - 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:

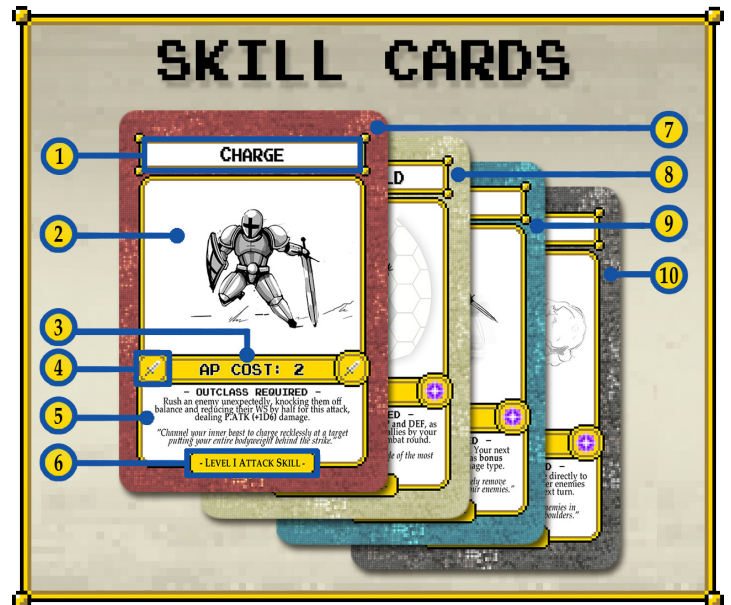
Your Character's basic information is found here.

#### 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
- 7 - Suggested Skills and Equivalent Skill Slots



### - Skill Cards:

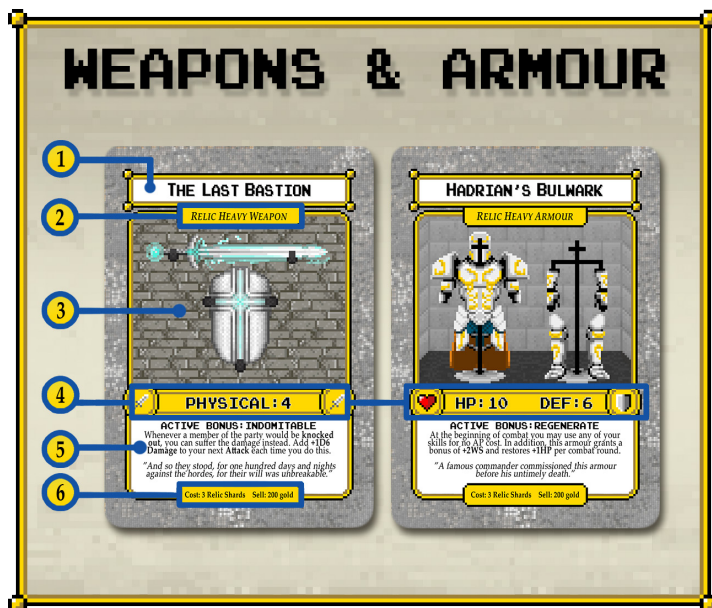
There are four types of Skills: Attack, Utility, Light Spell, and Dark Spell. Each Skill has a Level that defines the skills available to The Adventurers.

- 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 more 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 are crucial to the role you play as an Adventurer. The *Active Bonuses* on higher tiered equipment will give you significant advantages in combat 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 many forms, from life-restoring potions to trinkets that grant useful bonuses. Some items can be used outside of combat too!

- 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 and Sell

*More detail on items can be found in the "Combat as The Adventurers Section" 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 to frequently 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. These reference 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 forgot to use one of them!

# EXTRA ACTIONS

## 1 - STORY PHASE - EXTRA ACTIONS -

Additional actions you can perform during the story phase.

You may choose to use one of these actions **once** per Story Phase between encounters or moving a space on the board.

**Rest:**  
Soothe the body and mind by sleeping through the night, meditating, or reflecting on the day. This downtime restores +3D6 HP at a *Campfire* or restores all missing HP when used on a *Story Card*.

**Maintain Defences:**  
Look after the protective garments that look after you! Using this action restores +1D6 DEF at a *Campfire* or restores all missing DEF when used on a *Story Card*.

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

**Combat Focus:**  
Players can choose to forego any rest to train instead. Choose from an immediate gain of +1D6 SP or +1 Damage to all your damage dealing skills in your next combat encounter.

The exhaustion causes 1 DEF Damage or 2 HP Damage if no DEF remains. If you don't have enough HP remaining, or used Combat Focus on your previous turn, this action is unavailable to you.

**Scout:**  
Send a raven, astral projection, or something similar to look for hidden treasures. Turn over any *Exploration* or *Combat* Token on the board to see what's underneath, turning it back over once you've looked. Useful for finding *Relic Shards* or double reward *Campfires*!

## 2 - COMBAT - EXTRA ACTIONS -

Additional actions you can perform during combat encounters.

**Don't forget!** Every time it's your turn you regain two Action Points (2AP), up to a maximum of six, to use your skills.

**Revive:**  
If an adventurer is **defeated**, another adventurer can choose to revive them by forfeiting their turn. Revived players return to combat, retaining their **original** turn order and AP, with 1 HP.

**Flee:**  
Choose to flee alone or as a party, then roll 1D6. If the result is higher than the number of remaining enemies you're successful, keeping any SP gained from defeated enemies. If you fail to flee you may still use a skill, but can't attempt to flee again until your next turn.

**Items:**  
You can hold up to **five** items in total but can only take **two** items into Combat, not including your Weapons and Armour.

You can use one item per turn, returning it to the equipment deck after use unless stated otherwise on the card. You may also give or take an item from another player (with their permission) and use it on the same turn.

In addition to using, giving, or taking an item, you can also use a skill as long as you have the required AP to do so.

The Extra Actions are another vital tool in The Adventurer's arsenal.

This card gives you details on the circumstances of their use, so you don't have to keep referring to the rulebook for clarifications.

- 1 - Story Phase or Combat Actions
- 2 - Help Text
- 3 - Descriptions and Terms of the Actions


These actions are universal among all characters, but some can be augmented through skills or equipment.

*Once you have chosen which character 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 Character's progress, then referring to additional information about your Character as you play.

1
2
3



**THE FIGHTER**

~ Name:

WS: **10**

~ Race:

AGI: **5**

~ Base Attributes ~ These are shown on your character card and improve with levelling.

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)	<b>10</b>	Lv. 1 (+1)	Lv. 2 (+1)	Lv. 3 (+1)	Lv. 4 (+1)	Lv. 5 (+1)	Lv. 6 (+1)	Lv. 7 (+1)	Lv. 8 (+1)	Lv. 9 (+1)	Lv. 10 (+1)
Endurance (END)	<b>6</b>	Lv. 1 (+1)	Lv. 2 (+1)	Lv. 3 (+1)	Lv. 4 (+1)	Lv. 5 (+1)	Lv. 6 (+1)	Lv. 7 (+1)	Lv. 8 (+1)	Lv. 9 (+1)	Lv. 10 (+1)
Willpower (WIL)	<b>2</b>	Lv. 1 (+1)	Lv. 2 (+1)	Lv. 3 (+1)	Lv. 4 (+1)	Lv. 5 (+1)	Lv. 6 (+1)	Lv. 7 (+1)	Lv. 8 (+1)	Lv. 9 (+1)	Lv. 10 (+1)
Strength (STR)	<b>5</b>	Lv. 1 (+1)	Lv. 2 (+1)	Lv. 3 (+1)	Lv. 4 (+1)	Lv. 5 (+1)	Lv. 6 (+1)	Lv. 7 (+1)	Lv. 8 (+1)	Lv. 9 (+1)	Lv. 10 (+1)

7
5
6

~ Modified Attributes ~ Add the values on your Weapons and Armour to your Base Attributes and Levels.

Hitpoints (HP) (VIT+HP Armour Bonus)	<b>12</b>
Defence (DEF) (END+DEF Armour Bonus)	<b>7</b>
Magical Attack (M.ATK) (WIL+Weapon Value: Magical)	<b>2</b>
Physical Attack (P.ATK) (STR+Weapon Value: Physical)	<b>6</b>

8

Perk 1:

Perk 2:

9

(Unlocked at Level 10)

(Unlocked at Level 20)

10

SP Pool:

11

Gold Pouch:

12

Notes/Items:

Starting Equipment: Simple Longsword (+1 Physical), Simple Cuirass (+2 HP, +1 DEF).

- 1 - Character Image and Character Class
- 2 - Name and Race
- 3 - Weapon Skill Indicator
- 4 - Agility Indicator
- 5 - Skill Point Cost: How much SP it takes to level up your attributes by one point
- 6 - Levels & Level Indicator
- 7 - Base Attributes: Including their starting figures
- 8 - Modified Attributes: Includes how they're calculated.
- 9 - Perk Boxes
- 10 - Skill Point Pool: To track earned and spent SP
- 11 - Gold Pouch: To track the earned and spent Gold
- 12 - Notes and Items: Use this to track any other information you might want to remember

*You can personalise your character by filling in their name and race. The most populous races are Humans, Elves, and Dwarves, but you can choose to play as whatever you wish. There are no rules around race, name or gender in Storyteller.*

- **Details of a Character Sheet:**

To expand your character’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)	8	Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8	Lv. 9	Lv. 10
		9	10	11	12	(+1)	(+1)	(+1)	(+1)	(+1)	(+1)

Every time you spend SP to increase your base attributes, this counts as one level and is your **new** base attribute. In the example above, the Fighter has four 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)	<del>9</del> 10, 11, 12, 13,
---	------------------------------

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.

- **Levelling Up:**

Adventurers **Level Up** by earning and spending Skill Points (SP). SP is earned in various ways, most notably through defeating enemies in combat. Every Adventurer in the party is rewarded with the same amount of skill points (SP) that they can keep track of in the SP Pool:

SP Pool:	+6(6)+6(12)-12(0)
----------	-------------------

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 a Chapter Card in order to spend SP and Level Up. Your Adventurer's 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 available in "PART 8 - PERK LIST (ADVENTURERS)".

Perk 1:	BULKY	Perk 2:	
Reduce Agility to 2, but double HP from levelling up. (Unlocked at Level 10)		(Unlocked at Level 20)	

*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.

Notes/Items:	Starting Equipment: Simple Longsword (+1 Physical), Simple Cuirass (+1 HP, +1 DEF). +1 Sapphire Gem. Relic Shard x1
--------------	---

*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...*

*"The stench of decay lies heavy in the air, thick and tangible like a rope around your throat. The sight of the swathes of undead creatures is enough to turn even the strongest warriors running the wrong way, but be brave young Adventurer, you have a spark that I've not seen in a multitude of years."*

*- Arthuur Sigiswold the Brave*



## PART 5 - COMBAT

Many of the mechanics during combat work the same for both The Adventurers and The Storyteller. The similarities are listed below, then the differences are broken down into individual sections "Combat as The Storyteller" and "Combat as The Adventurers" in the sections following this overview.

*In this section:*

### COMBAT OVERVIEW



### STORYTELLER SPECIFICS AND ENEMY SETUP



### OUTCLASS AND CALCULATING DAMAGE



### ADVENTURER SPECIFICS

#### - Combat Overview:

Adventurers take turns using their skills to defeat enemies by reducing their Hitpoints (HP) to zero. The Storyteller controls the enemies to try and defeat The Adventurers in a similar fashion.

Both The Storyteller and The Adventurers roll dice to determine who goes in what order, and both sides fight until the Encounter is resolved.

#### - Hit Points and Defence (HP and DEF)

These values determine how long you can stay in the fight. Once your HP drops to zero you're defeated! HP and DEF are tracked with counters in denominations of 10, 5, and 1.

If a target has any remaining DEF, most damage received is *halved*. There are some cases where DEF is ignored, and damage is dealt directly to the target's HP or DEF. "Direct" damage is not halved, regardless of remaining DEF.

In combat, your HP and DEF could be depleted and restored numerous times before an encounter is over, so keeping track using these counters minimises confusion.



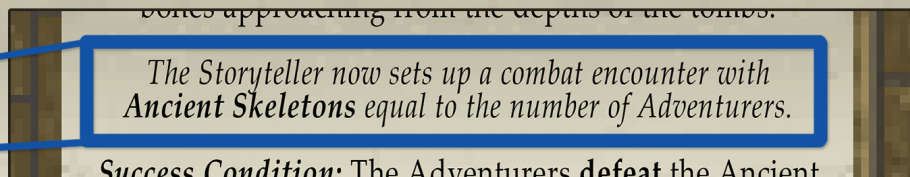
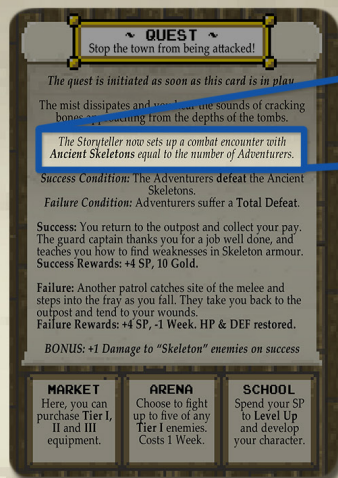
## - Combat as The Storyteller:

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.

## - Setting up your first Combat Encounter:

The reverse of the Story Card has all the details you need, including which enemies you'll fight, and how many of them you'll face. Here you will also find the Success and Failure conditions of the Quest, and any bonus rewards.



For the first combat, you will set up with enemies equal to the number of Adventurers, as described on the card. This allows the first encounter to be easier than most standard Combat Encounters.

Some Quests will have different conditions before you can start them. Each Quest in The Beginning is set up immediately to introduce The Adventurers into Combat right away.

*In the following example, we'll assume there are three adventurers, so setting up the encounter with **three** Ancient Skeletons.*

## - 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 turn order and defeated enemies. To set up the enemies for combat, place the enemy card, along with the correct HP and DEF counters onto the Enemy Board in their corresponding spaces.

This shows the total HP and DEF an Enemy has to begin combat.

**IMPORTANT! Setting up a combat encounter when travelling the board is done in the same way, but instead you draw a Combat Encounter card from the deck, and apply the Chapter modifiers shown on the card. The Combat Encounter and Exploration Encounter decks are explained in more detail on Page 32 and 33.**

1 - Enemy Hit Point (HP) Counters  
 2 - Enemy Defence (DEF) Counters  
 3 - Enemy Card  
 4 - Empty Hit Point (HP) Space  
 5 - Empty Defence (DEF) Space  
 6 - Turn Order Tracker (+Counters)  
 7 - Exploration and Combat Encounter Deck Spaces

## - Turn Order:

Combat in Storyteller is **Turn Based**, this means one Character or Enemy has a turn before moving onto the next in the turn order.

To determine turn order, roll 1D6 and add your Agility (AGI) score shown on your Character Card or Character Sheet. Your total score determines turn order, with the highest going first, and the lowest score going last. In the event of a tie between Adventurers and Enemies, the Adventurers go first.

Turn order is tracked on the Enemy Board using numbered Enemy counters, a Boss Counter, and individual Adventurer Counters.

The diagram is enclosed in a yellow border and contains several components:

- Top Left:** An enemy card for "ANCIENT SKELETON". A blue box highlights the "AGI: 4 (+1D6)" stat in the middle-right area.
- Top Center:** Text explaining that Agility (AGI) is shown in the middle-right of an enemy card. It instructs to roll 1D6 and add the result to the AGI to determine the player's place in the turn order.
- Top Right:** A circular "TURN ORDER" diagram. It shows eight positions labeled TURN I through TURN VIII. Arrows indicate a clockwise flow. A central text box states: "The player with the highest Agility (AGI) + Modifiers goes first, then turns follow the arrows around. In the event of a tie, the Adventurers go first." Three numbered callouts point to specific parts: 1. "Turn Order Section" points to the top row (TURN I, II); 2. "Turn Order Quick Reference" points to the central text box; 3. "Turn Order Direction" points to the clockwise arrows.
- Bottom Left:** A circular diagram showing eight icons representing different roles (Adventurer, Enemy, etc.) arranged around a central "TURN ORDER" text box, similar to the one above.
- Bottom Center:** Text explaining that a turn is where a player performs actions outlined by their role, Adventurer or Storyteller, resolving anything they're able to do then moving on.
- Bottom Right:** Another circular diagram showing eight icons around a central "TURN ORDER" text box, similar to the one above.
- Bottom Far Right:** Text explaining that a Combat Round is from the end of a Character or Enemy's turn until the beginning of their next turn. This is important when tracking certain abilities.

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

THE MAGE > THE ASSASSIN > ENEMY 1 > ENEMY 2 > THE FIGHTER > ENEMY 3

If Adventurers tie for their Agility score, you can re-roll or decide amicably between you.

*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 you control, including Bosses, can normally perform one action per turn: *Attack*. **Enemy damage** is their ATK + (**dice roll**) shown their card. All enemies also have an "Enemy Trait" that changes the way they behave. These traits can vary wildly, only by playing the game will you see the full extent of their abilities.

# ENEMY CARDS

The diagram shows a large enemy card for an 'ANCIENT SKELETON' (Tier I, Undead). Callouts point to: 1. HP (8), 2. DEF (1), 3. SP (2), 4. Gold (5), 5. Enemy name and Flavour Text, 6. Enemy Trait name and Description, 7. Enemy Tier (I), 8. Enemy Type (UNDEAD), 9. Enemy Weapon Skill (WS: 6), 10. Enemy Attack (ATK: 4) + Modifier (+1D6), 11. Enemy Agility (AGI: 4) + Modifier (+1D6), 12. Background colour (Bronze). To the right, two smaller cards are shown: a 'SKELETON' (Tier II, Silver) and a 'GIANT SKELETON' (Tier III, Gold).

These elements make up a standard Enemy Card:

- 1 - Enemy Hit Points (HP)
- 2 - Enemy Defence (DEF)
- 3 - Skill Point (SP) Reward
- 4 - Gold (G) Reward
- 5 - Enemy name and Flavour Text
- 6 - Enemy Trait name and Description
- 7 - Enemy Tier I, II or III
- 8 - Enemy Type
- 9 - Enemy Weapon Skill (WS)
- 10 - Enemy Attack (ATK) + Modifier
- 11 - Enemy Agility (AGI) + Modifier
- 12 - Background Colour shows Enemy Tier. Bronze = Tier I, Silver = Tier II, and Gold = Tier III

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

**Threat:** An enemy 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.

**Total Defeat:** If the adventurers defeat all your enemies, they win the encounter and you award them any Gold and SP from the Encounter Card or Quest as well as from the enemies defeated.

**Reinforcements:** Some Combat Encounters will allow an excess of the usual combat limit of five enemies. Reinforcements are placed on the board as soon as an enemy is defeated and a space becomes available.

## - Weapon Skill (WS):

This value represents basic competency in combat and determines whether an Attack or Skill strikes true.

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

A **successful** outclass is when the result is equal or higher than the defender's WS.

A **failed** outclass is when the result is lower than the defender's WS.

**1**

First: roll to Outclass!

1x D20

Against target's Weapon Skill (WS)

**2**

Next, apply any effects from the skill.

The Fighter's Attack Skill halves the WS of their target to 2.

**2 or HIGHER**

**SUCCESS!**

Remove 1 Defence (DEF) then Calculate Damage.

**LOWER than 2**

**FAILURE!**

Remove 1 Defence (DEF) or 1 Hit Point (HP) if no DEF remains

The diagram includes a character card for a Level I Attack Skill with an AP cost of 2. The skill description states: "Rush an enemy unexpectedly, knocking them off balance and reducing their WS by half for this attack, dealing PATK (+1D6) damage." A quote below reads: "Channel your inner beast to charge recklessly at a target putting your entire bodyweight behind the strike." The skill is labeled as a Level I Attack Skill. The sequence shows a first roll of 4 (WS: 4) and a second roll of 2 (WS: 2). The final outcomes are Success (2 or higher) and Failure (lower than 2).

*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 a 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.

$$\text{P.ATK} + 1\text{D6} = \text{TOTAL DAMAGE}$$

If The Fighter has 5 P.ATK, and rolls a 3 on the dice, they would deal **8** damage.

**IMPORTANT!** If a target has any DEF remaining when they take damage, it's halved unless stated otherwise. When halving damage, always round down!

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

**Modifiers:** Modifiers come in many forms, from items or 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 from remaining DEF.

**Critical Hits:** If an Adventurer or an Enemy scores 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 outclass is unsuccessful, the defender removes 1 DEF or 1 HP if no DEF remains. If an outclass is successful, the defender still removes 1 DEF if any remains, but applies damage according to the Skill or Attack used. A target can't be *defeated* by failing forward.

## - **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 the number of AP counters equal to the AP cost of the skill. You gain 2AP back on your next turn, and can have a total of six maximum at any one time.

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

**Class Trait:** Each Character 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 in doing so 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 players 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.

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

*"War forges the strongest nations, and will break  
bonds thought unbreakable" - Empire Proverb*



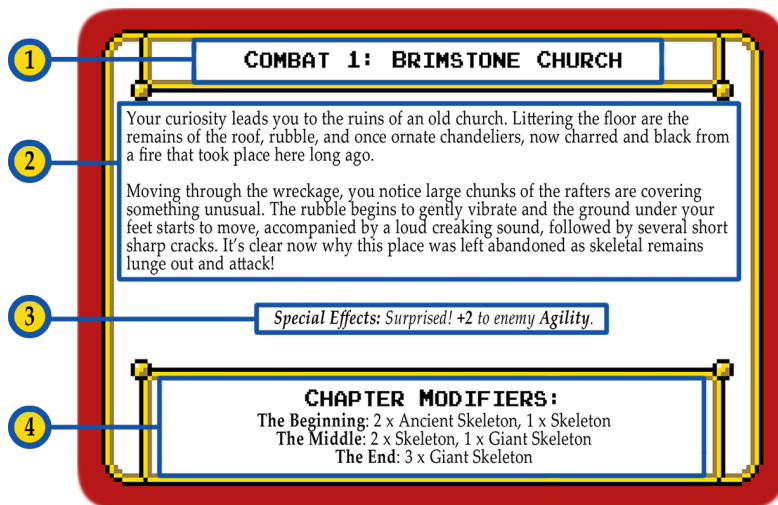
## PART 6 - ENCOUNTER PHASE

As The Adventurers, you begin your story on “The Beginning” Chapter Card and must resolve the Combat Encounter Quest there. Any time you're in Combat, or have drawn from the Exploration Encounter Deck, you are in the Encounter Phase. Upon resolving an Encounter, you return to the Story Phase (Detailed in PART 7 - 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 would then use 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 - Story Phase Modifiers - The enemies you face will 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 finished 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:

As The Storyteller, you can alter the difficulty quickly by adjusting the enemy count. Though the game has been designed with a specific balance in mind, the following example will make combat easier:

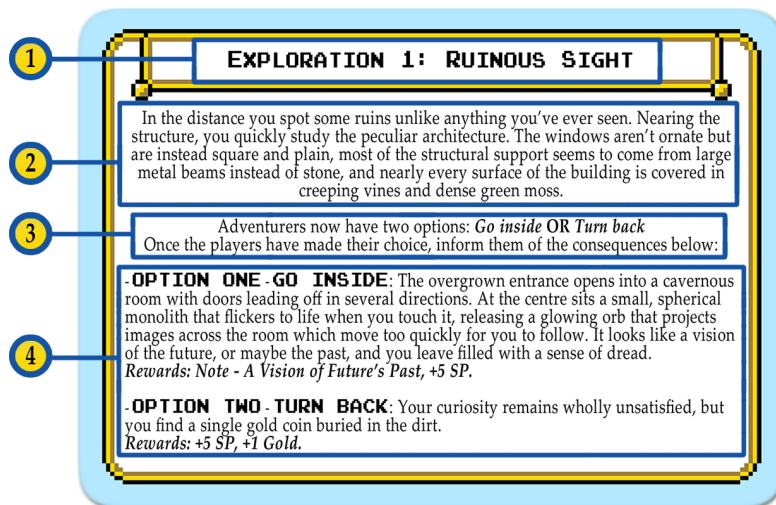
*One Adventurer = 1-2 Enemies*  
*Two Adventurers = 2-3 Enemies*  
*Three Adventurers = 3-5 Enemies*

*This flexibility allows players from different ability levels to enjoy the game in full.*

When 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. This sets the scene for the encounter.
- 3 - Choices - Exploration Encounters offer choices to the Adventurers. Read out the choices first, and let them make their decision before continuing to read.
- 4 - Option Text - Depending on the choice the Adventurers made, you read out the option text, including any rewards at the end.



### - Finishing an Exploration Encounter:

These Encounters are considered resolved once Adventurers have made their choice and actioned 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.

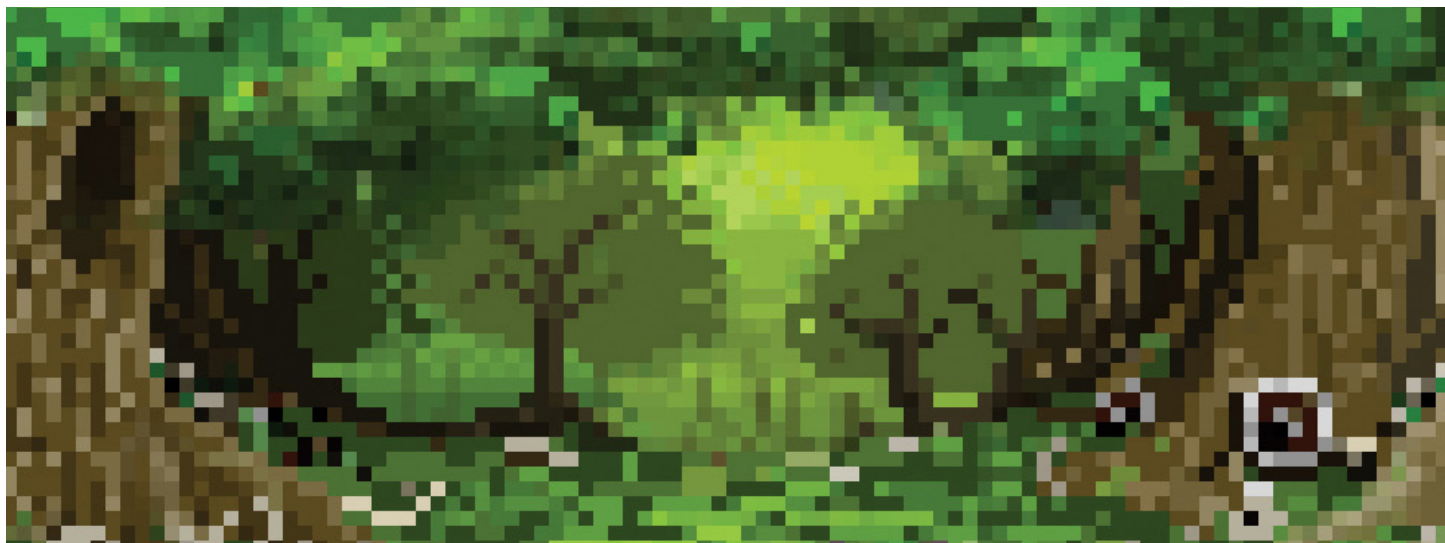
After resolving an encounter, place it at the bottom of the Encounter Deck and flip the red or blue coloured token over to the green Campfire marker on the other side. This allows free movement over the space, still costing one week. If the Adventurers fail a Combat encounter, they suffer the penalties of **Total Defeat** but can continue on on their adventure. If they wish to return the way they came however, they will have to try and 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 an encounter is resolved, the Story Phase begins again.

Depending on 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 will ask you to perform an action or set of actions. Some quests are required, and others are optional but both give rewards if you're successful.

**Visit Market (Story Card Only):** The Adventurers can visit the Market by moving back through any spaces on the board they've travelled and putting their marker on the Story Card. Here, you can choose to spend any of your Gold on better equipment.

Items are separated into Weapons, Armour, Consumable Items and Equippable Items. Everything you need to know about the item is on the item card.

**Monster Arena (Story Card Only):** Here, Adventurers can specify the amount of enemies they want to fight, up to a maximum of five, with any specific Monster Arena details shown on the Story Card.

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 choosing to train their minds or bodies. Immediately gain 1D6 SP, *or* +1 Extra Damage in your next combat encounter.

The exhaustion from using this action costs 1 DEF, or 2 HP if no DEF remains. If you don't have enough HP remaining, or used Combat Focus on your previous turn, 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 to 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.

**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.

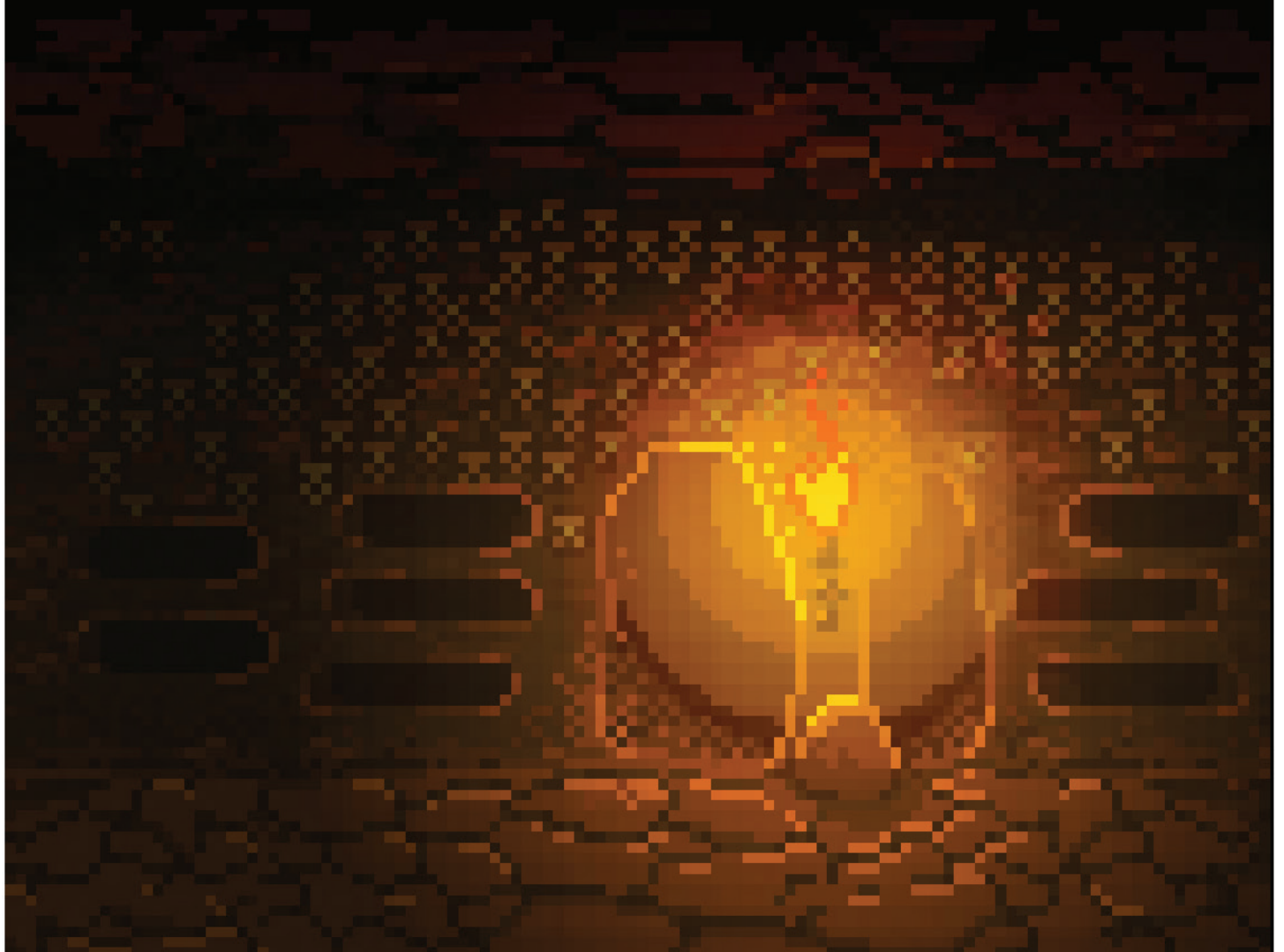
### **- The Adventurers tell the story too!**

As The Storyteller, adventurers may often ask 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.

*When 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!*

*"In the darkness of the catacombs, you can only trust  
your party and your gut." - Empire Proverb*



## 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 **one perk** from either Offence, Defence or Utility, and 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 Extra 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 1HP.
- Marathon Runner - You can spend 2 HP or 1 DEF per turn to gain 1AP.
- 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 damage back to the attacker.

### - Utility Perks.

- Efficiency - If you fail to outclass with any particular skill, refund 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 combat.
- Shard Collector - Add a Relic Shard to your inventory every 10 consecutive weeks without finding one.

## PART 9: GLOSSARY

The 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.

### - **Hitpoints (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 after 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 which are used to Level Up their Base Attributes.

### - **Gold (G)** -

Earned by The Adventurers for 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 that sells Relic Equipment.

*"Be wary, child of woe, for those that skulk and slink  
in the fog of night will wear your heart and treat  
themselves to a fleshy delight." - Folk Warning*

