






STATUSES

Status effects are negative effects that stick around on a target for a while. Statuses can be **temporary** (they last at most until the end of the current battle) or **lingering** (they last until you sleep at an inn).

AFFECTING ENEMIES




When an attack with a status effect is used against an enemy, take a status card of the indicated type and turn it to its enemy side. Choose one of the enemy's active abilities (not a passive one) and cover it with the status card. Active abilities have ability tokens next to them, passive abilities do not. When an active ability with one or more statuses on top of it is triggered, all of the status cards take effect before the ability is resolved.




For example, an enemy with a Hurt  status on top of their ability would suffer 2 damage  before they could use the ability. An enemy with 2 Hurt  statuses and 2 Trapped  statuses on top of their triggered ability would suffer 4 damage  before using the ability, and wouldn't be able to move this turn (the extra Trapped status is wasted, as you can only be so trapped). After resolving all status cards, discard them to their corresponding piles.

AFFECTING SEEKERS


If an attack with a status effect is used against you, take a status card of the indicated type, turn it to its Seeker side, and add it to your hand. Typically, 1 of each status in your hand triggers at the start of your turn, and you may discard 1 status of each type at the end of your turn. Discarded status cards return to their corresponding piles.


STATUSES (CONT) & COMBAT RESULTS

EXHAUSTED CARDS. Exhausted cards  are a bit different from the other statuses. They are a **lingering status**, rather than a temporary one, and only trigger when you discard your hand after running out of action cards. Any Exhausted cards  you discard this way deal 1 damage  to you. Exhausted cards remain in your deck until you sleep at an inn. Note that you take no damage from an Exhausted card if you discard it as a result of an action or boost.

Hurt  and Weak  cards affect you based on how many cards of that type are in your hand. For example, if you have 3 Hurt cards in your hand at the start of your turn, you suffer 3 .

BEING DEFEATED AND DEFEATING ENEMIES

When any Seeker is reduced to 0 (or less) health , your entire group has lost the current battle. The battle **immediately ends** and the battle setup card will tell you what to do next.

When an enemy is reduced to 0 (or less) health , they are defeated unless they immediately enter a new stage (see Multi-Stage Enemies). If you defeat an enemy, remove their standee from the map (unless instructed otherwise) and take their **focus token** as a trophy. You may be able to find a use for your trophies in town.

In addition, if there are any surviving enemies remaining, move the defeated enemy's ability tokens as described below. Defeating an enemy doesn't necessarily win you the battle. Refer to the battle setup card to learn what you need to do.


DEFEATED ENEMIES & MULTI-STAGE ENEMIES

MOVING ABILITY TOKENS FROM DEFEATED ENEMIES

When an enemy is defeated, if there are any other surviving enemies, transfer the ability tokens from the defeated enemy to the surviving enemy whose sheet is furthest to the right. Ability tokens should stay in the same area when moving. That is, ability tokens next to an enemy's upper ability will move to the new enemy's upper ability as well.

The only exception is when ability tokens would move to a **passive ability** (Passive abilities don't have a black arrow next to them). In that case, divide them evenly between the enemy's **active abilities** (if there's an odd token, the players decide which ability it goes to).

MULTI-STAGE ENEMIES

Some enemies, when reduced to 0 health , enter a **new stage**. When an enemy enters a new stage, you may be instructed to place overlay cards on their enemy sheet (see **Overlays**). The enemy is then reset to full health and any statuses on their enemy sheet are discarded. Any excess damage from before they entered their new stage is wasted, and the current turn immediately ends.

It's possible for an enemy to have several stages. Follow the directions for entering a new stage each time the enemy does so.

OVERLAYS & ENDING A BATTLE

OVERLAYS

Overlays are cards that are placed on top of an enemy's sheet to change their abilities, behavior, or even art. You can find any needed overlays for Quests 1 and 2 at the bottom of their story card decks.

When you're instructed to place an overlay, find the number at the bottom of the card and match it to a numbered location on the enemy sheet to determine where it goes. Once an overlay is in place, it completely replaces any information that was underneath it.

If an overlay causes an **active ability** to change into a **passive ability**, divide its ability tokens between the enemy's remaining active abilities, with any odd token being placed on an ability of the players' choice.

ENDING A BATTLE

Once a battle is over, the Seekers return to their starting health, discard their hands (returning any armor or temporary statuses to their appropriate decks), and shuffle their discard pile and remaining deck together to form a new deck. Charged lanterns are turned facedown once more. Lingering statuses remain in a Seeker's deck until they sleep at an inn.

ADVENTURING

READ THIS AFTER Q2 INTRO



INTRODUCTION

Fighting isn't the only thing Seekers do. They take perilous journeys, investigate mysteries, chat with strangers, and even solve deadly puzzles. This portion of the game is referred to as adventuring, and takes place as you read the story cards that make up each quest.

Technically, you experienced a short adventure before battling the wyvern in Quest 1, but it was the simplest possible adventure. There were no decisions to be made, no challenges to be overcome (aside from the battle itself), and no opportunities for the Seekers to show off their individual strengths. In Quest 2 onwards, you'll experience all of these things and more while adventuring.



MAKING DECISIONS

The most basic thing you'll do while adventuring is make decisions. Often, you'll be presented with multiple paths you can take, and you must choose as a group how to proceed. You cannot split up and take different paths. As a bit of well-known wisdom says, "Never split the party." A very basic decision might look something like this:

You find yourselves at a crossroads. The path splits and continues to your left and right.

If you journey left, go to 0-2.

If you turn to the right, go to 0-3.

In this case, if you and your companions decided to go left, you'd look for card 0-2 in the Quest 0 folio and read that card. If you decided to go right, you'd look for card 0-3 and read that card instead.



Story cards are numbered on their backs so that accidental spoilers can be avoided as you're looking for a specific card.


Other types of cards are lettered instead of being numbered (for example, 0-A).

CHOOSING A LEADER

You may wish to choose a leader for your group in the event that you're unable to agree on certain decisions. A leader has the ability to break ties when deciding on a course of action. This can prevent disputes and complaints, but it's up to you if you want to do so or not. If you choose not to have a leader, then you'll need to find some other way to resolve disagreements, such as flipping a coin, rolling a die, or seeing who can eat the most deviled eggs.

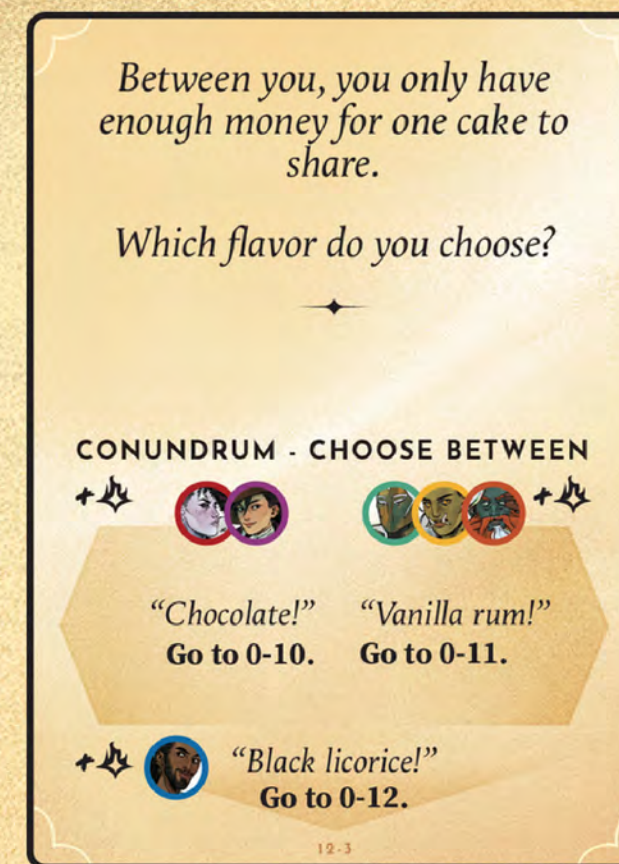
CONUNDRUMS

Some decisions are a true test of character—questions of philosophy, ethics, or deep reflections that try the souls of the Seekers.

In these instances, if you and your companions choose the path that your Seeker agrees with the most, you'll receive a **kinfire token** , a valuable resource representing your Seeker's personal growth. What good are these tokens? You'll find out later on, when the time is right.



For now, all you need to know is that conundrums look something like this:



In this example, if the Seekers buy a chocolate cake, Asha and Valora will receive a kinfire token each.

If they buy a vanilla rum cake, Roland, Khor, and Naz will each get a kinfire token.

Finally, if they buy a black licorice cake, only Feyn will receive a kinfire token.

Kinfire tokens can be found inside their supply bag to the right of the battle map.

MEMORIES

Sometimes, when you and your companions do something particularly memorable or important while adventuring, you'll receive a **memory card** to remind you of that event. Memory cards should be kept face-up near the playing area, and stored together in the loot box between games.



Often, a later event will say something like, “If you have Memory 0-B, the chef recognizes you as the ones who ate a black licorice cake. Go to 0-15.” Or, “If you have Memory 0-C, you may return the golden monkey by going to 0-16.”

In the first case, the decision is mandatory, because it simply tells you to go to 0-15. In the second case, the text is offering you the option to go to 0-16 if you wish. The word “may” always implies a choice in the matter. If you fulfill the conditions for several mandatory choices on a single card, you must choose the first mandatory choice you qualify for.

SPECIAL MEMORY EFFECTS

Some memory cards may have game effects written on them. If so, you must follow those effects for as long as you have those memory cards. For example, if you have a memory card that reads, “If you would go to 0-15, go to 0-17 instead,” then as long as you have that memory card, any time you would go to 0-15, go to 0-17 instead.

SKILL CHECKS

When you and your companions do something dangerous or risky while adventuring, you may be asked to perform some sort of skill check. These vary greatly in specifics, and are explained on the quest cards themselves. However, certain concepts generally remain the same.

FLIPPING CARDS

In order to flip a card, turn the top card of your Seeker deck face-up and look at it. Afterwards, discard it to your discard pile. So, in the example above, you would flip the top 2 🃏 of your deck face-up, look at them, and then discard them. If neither card was blue, you would suffer 1 🗡️.

Note that **white cards** are wild. When flipped, they can be whatever color you need them to be: red, green, or blue. On the other hand, colorless (“void”) cards are exactly that: When flipped, they have no color.



If you need to check what color cards your Seeker deck is most likely to flip, just look at the **color bar** in the center of your Seeker sheet.

The longest bar is the color your deck contains the most of, while the shortest bar is the color your deck contains the least of.

SHUFFLING YOUR DECK WHILE ADVENTURING


Your deck is shuffled at the start of each quest, and again at the start of a battle. Other than that, you only shuffle it during an adventure if your deck runs out of cards.

To shuffle your deck, turn over your pile of discarded cards (if you have one) and shuffle it with your remaining Seeker deck to create a fresh Seeker deck.

PENALTIES AND REWARDS


These are some of the penalties and rewards you might receive while adventuring.

EXHAUSTED CARDS

When you do something tiring or draining, you may receive an Exhausted card (which is written like “gain 1 .”)

When you receive an Exhausted card, place it in your discard pile. Exhausted cards are largely useless in combat and will deal damage to you if you discard your hand with any Exhausted cards in it. Worse, an Exhausted card is a **lingering status**, meaning that you only remove it from your Seeker deck when you sleep at an inn (don't worry, you'll have an opportunity to do so before too long).

DAMAGE WHILE ADVENTURING

You cannot drop to 0 health  while adventuring. If you have any other choice available, you must take that option instead. If unavoidable damage would reduce your Seeker to 0 health, they are reduced to 1 health instead.


COIN


The currency of the land is simply referred to as "coin." When you are awarded coin while adventuring, you can find it in the supply bag to the right of the battle map.

Coin communally belongs to the group and can be spent while in town, although occasionally you'll be prompted to spend some coin while adventuring. Whenever you spend coin, return it to the supply bag.

PENALTIES AND REWARDS (CONT)

KINFIRE

Normally received during conundrums, you'll sometimes receive kinfire  for an act of bravery or a great victory.

When you gain a **kinfire**  **token**, take it from the supply bag to the right of the battle map. Unlike coin, kinfire is almost never spent, but if you do spend some, drop it into the void bag found to the left of the Destiny bag.

LOOT AND TREASURE PACKS

While adventuring, you may find new cards to add to your Seeker deck. These can either be specific loot, which you'll find among that quest, or you might be instructed to open a treasure pack.

Treasure packs come in three power levels – **copper**, **silver**, and **gold** – and are found in the loot box. Choose any one of the treasure packs of the level you've been awarded, and open it up.

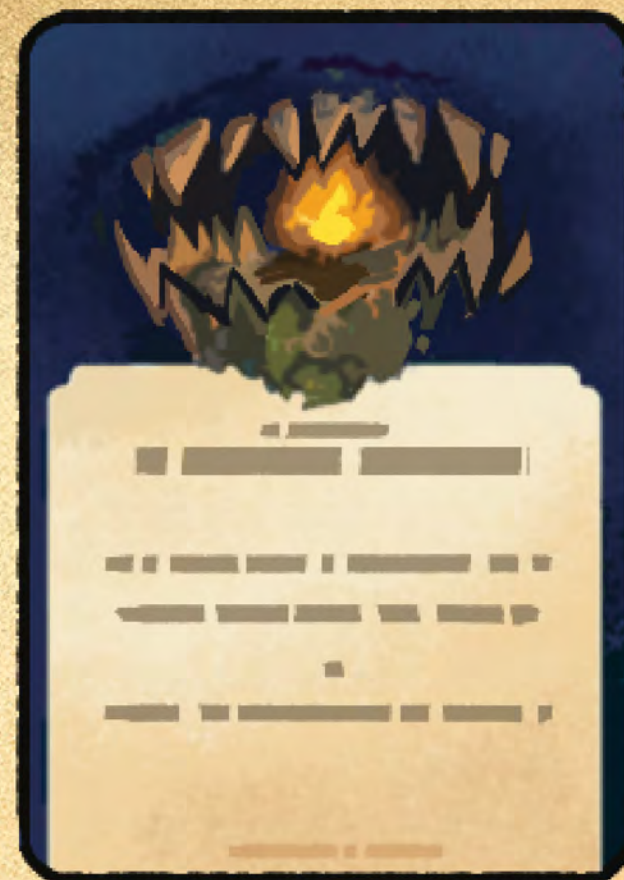
Inside will be a small selection of cards for you and your companions. Typically, cards can only be added or removed from Seeker decks when you sleep at an inn, (as will be detailed in the **Town Exploration** booklet) but sometimes you'll have the opportunity to add cards early. In that case, follow the instructions you're given. Unused cards - those you've acquired but aren't currently using - should be stored in the loot box.

PENALTIES AND REWARDS (CONT)

PROMPT CARDS

After Quest 2, you and your companions will be able to choose which quest you want to go on next from your available selection of **prompt cards**. These cards are a reminder of what quests you have available, each providing a short description of what that quest is about, and represent quests of an appropriate challenge for you. You will never be offered a quest beyond your capabilities.

New prompt cards are found either in the quest story deck or the city deck of wherever you are at the time you're given the quest. When you gain a new prompt card, you can set it aside until you're ready to undertake that quest.




SOME STUFF FOR LATER


SEEKER-SPECIFIC OPTIONS

While adventuring, some options are only available to specific Seekers and may not be chosen if that Seeker is not currently being played. Perhaps Asha's training helps her to detect a secret door, or Roland's scholarly knowledge lets him read a bit of ancient text.

The corridor seems featureless aside from a strange red scribble on the wall.

◆

 You may try pulling a secret latch that you've spotted near the red scribble. **To do so, go to 0-6.**

 You recognize the red scribble as an ancient symbol of magic. **To read it, go to 0-7.**

Otherwise, continue down the corridor to 0-8.

7-6

When encountered, such special options will look like the one on the left. You may only pull the secret latch if Asha is in your group, and you may only read the red scribble if Roland is in your group. If neither Seeker is being played, your only option is to continue down the corridor and read card 0-8.

Note that your group can still choose not to follow a special path, even if the proper Seeker is being played.

LEVELING UP

Sometimes, after a particularly intense battle, you'll be instructed to open a **level-up pack**. These packs contain new cards specifically intended for each of the Seekers, as well as an interlude card for each Seeker. Cards that have a Seeker's picture on them may only be used by that Seeker. (Remember: unless otherwise stated, you can only add new cards to your deck when you sleep at an inn.)

Interlude cards tell a small story of personal significance to your Seeker. You may read these silently, or take turns reading them aloud, as your group prefers.

TOWN EXPLORATION

READ THIS AFTER CARD 2-16



CITY ACTIONS

Starting at the end of Quest 2, each time you complete a quest, you and your companions will be given a number of "city actions" in order to explore your current town. To use a city action, look at the map of the city you are in and choose a **numbered location** that you wish to visit as a group. Then, look in that city's deck of cards for the matching numbered card and read it.

For example, in the town of Vinna, if you choose to visit Luca's Tea Wagon as one of your city actions, you will first have to find the card matching its location number. On the Vinna map, you'll see that Luca's Tea Wagon is location 5, so you will need card V-5.

Your city action usually ends after you visit a location and follow any instructions on the card. The card itself will tell you specifically when your city action is over.

Once you've used up your available city actions, you must go on another quest before receiving more. Choose from among the **prompt cards** you've acquired so far. This represents your limited time and funds in an abstract way, and also keeps you from exhausting all of a city's secrets at once. Don't want you to get bored, after all.

If the numbered card isn't in that city's deck, then that location is not available to you. You've either been there already and seen all the location has to offer, or you'll have to try again at a later time. If you try going to a location only to find out that you can't visit it, this does not use up your city action.

SHOPS AND SHOPPING

When you visit a shop, the numbered city card will instruct you to add that **shop card** to the market the first time you visit it. You will then need to find the shop card, which lists the various items available for purchase at that particular shop along with their prices. For Vinna, you can find the shop cards with the Vinna city cards. Underneath each shop card, you will find the item cards available for purchase at that shop.

When you buy something from a shop, you may either add it to your supply of unused cards or immediately swap it into a Seeker's deck using the rules listed under **Sleeping at Inns**.

When you visit a shop as a city action, you purchase some or all of the shop's inventory before your city action ends.

SELLING TROPHIES AT BOUNTY HOUSES

At some shops, you may be able to sell the **enemy focus tokens** you've claimed in battle for coin. This will be listed on the shop's menu card. Some shops may even offer special items in return for specific enemy focus tokens. You might want to shop around a bit before selling all of your enemy focus tokens, or you might miss out on one of these unique items. You may only have one special item crafted per visit to a bounty house, though you may sell as many focus tokens for coin as you wish.

DISPOSABLE ITEMS

Some cards purchased from shops, such as medicines, are disposable. Disposable items must be returned to the shop's inventory after being used in combat, but can be purchased again later.

SLEEPING AT INNS

When you visit an inn as a city action, you will typically be offered the option to sleep at the inn (though you may have to pay coin for the privilege.) Sleeping at an inn allows you and your companions to **remove all lingering status cards** (such as Exhausted cards) from your Seeker decks, returning them to the correct card piles on the board.

In addition, when you sleep at an inn, you will usually each be given the opportunity to **customize your Seeker deck** using the cards you've found or by trading cards with other Seekers.

CUSTOMIZING YOUR SEEKER DECK

When an inn allows you to customize your Seeker deck by swapping out one or more action cards, you must obey the following limits.

LIMIT 1: SECRET TECHNIQUES

If a card shows a Seeker's face on it, it's unique to that Seeker, and no other Seeker may add it to their deck.

LIMIT 2: DECK SIZE

Your Seeker deck must always have **18 cards**, which includes **9 action cards** plus their **9 linked boost cards** (which are named after the action card they're linked to).

Your lantern card and any disposable cards in your deck do not count towards this limit. Any time you remove an action card from your deck, you must also remove its linked boost card, and any time you add an action card to your deck, you must also add its linked boost card. You can almost think of them as 2 halves of the same card.

SLEEPING AT INNS (CONT)

LIMIT 3: COLOR REQUIREMENTS

Your Seeker sheet has a **color bar** down the center that shows the color requirements of your Seeker deck. This is the number of actions of each color that your Seeker deck must include, not counting your lantern card or any disposable cards.

For example, on Asha's Seeker sheet, her color bar shows that she must have 4 green actions, 3 blue actions, and 2 red actions in her Seeker deck, along with those actions' linked boost cards.

An action card that is more than one color can count as any one of its colors for this limit. So, a red and blue card could count as either red or blue. White cards and void (colorless) cards can count as red, green, or blue for deck-building purposes.



LIMIT 4: KINFIRE

Some cards have a kinfire requirement shown at the bottom. You can only add **1 kinfire** worth of cards to your Seeker deck for **each kinfire token** you've accumulated. For example, if you have 3 kinfire tokens, your Seeker deck may contain cards with a total kinfire cost no greater than 3.

Should you lose one or more of your kinfire tokens (which can occasionally happen), you must make sure that your Seeker deck is within its kinfire limit before embarking on your next quest, and the group must spend a city action to rest at an inn to make the adjustment if need be.



SLEEPING AT INNS (CONT.)

LIMIT 5: NO MORE THAN 3 INSTANT CARDS

Finally, some powerful cards take place in an instant and do not use up a Seeker's action. These cards have the **instant** icon on them in the bottom corners.

Usually, these cards have the **“Free Action”** ability, but not always. An action card that can be played as a boost instead (therefore leaving your hand without using up your action) might also be marked with the instant icon.



A Seeker's deck may not contain more than 3 action cards with the instant icon on them.



EVENTS AND UNLOCKING QUESTS

EVENTS

Events are typically one-time encounters that you have while exploring a town. When you're told to go to an Event, take the card out of the city deck, read it, and do what it says.



UNLOCKING QUESTS

Another useful thing you can accomplish in town is unlocking new quests. Locations you visit may offer you a new quest to go on immediately, or you might have to solve a mystery or overcome an obstacle in order to unlock it.

When you do so, the location will tell you to take a **prompt card**. Search through that city's deck to find the proper prompt card and add it to your available prompts.

When you're out of city actions, you'll choose a quest from among your available prompt cards, discarding that prompt card afterwards (place it next to the void box, which is found in the loot box). Available prompts should be stored with the Seekers' unused cards.

SOME STUFF FOR LATER

TRAINERS

Some locations are a special type of shop known as trainers who can train you in special skills. They work like regular shops, but require a successful skill check of some sort to gain the new cards.

When training, you can attempt the skill check as many times as you can afford for a single city action.

