LEGENDS UNTOLD™

How to Play

Start Here

Your people, the Sax, flee before the wrath of a brutal conquering culture known as the Newcomers. The Earl is dead, the Elders have chosen you to make the journey into the Weeping Caves to find refuge for your kin. All you have left is the ragged clothes upon your back and your old worn axe...

...but perhaps you have something more than that. Perhaps you have fate on your side, if you can only live up to that fate; to save your people and forge a tale of your journeys, for the bards of the Sax to sing long into the night!

Cards in this scenario are marked with yellow corners.

WELCOME TO THE

This training scenario is set up for two Heroes to explore a part of the Weeping Caves. You can play with two players taking a Hero each, or one player taking both Heroes. It's important to have both Heroes in this adventure to show how the rules and game interact with multiple Heroes.

Words which mean something specific in game, such as reference to a deck or card type, a Test, or a game mechanic, will be marked with **RED TEXT**.

THE FORGEHAND

» the "Forgehand" **OCCUPATION** card (WC-OC02)

» the "Rough Staff" **WEAPON** card (WC-WE02)

» the "Momentum" **WEAPON TALENT**. (WC-WT04)

» the "Smithing" (WC-ST09), and "Caving" (WC-ST07) **SKILL TALENTS**.

TRAINING SCENARIO

Hero Setup

To setup the Heroes, take the cards listed below and on the opposite page and lay them out as shown in the diagrams. They can be identified by a Card Code at the bottom of each card. Use either side of the Occupation card. Tuck the "Broken" part of the Weapon card hidden beneath the Occupation card, as it is not broken.

THE PERFORMER

» the "Performer" **OCCUPATION** card (GS-OC03)

» the "Rough Bow" **WEAPON** card (GS-WE03)

» the "Defensive" **WEAPON TALENT** (GS-WT09)

» the "Acrobat" (GS-ST13) and "Rough Upbringing" (GS-ST05) **SKILL TALENTS**.

Adventure Setup

We need to create a number of decks to play our Adventure. Normally these decks are shuffled to randomise them, but for this training scenario they are in a fixed order to help teach you the game using specific examples of the rules.

For each of the 4 decks below, take the listed cards from the game box, note each type has the same card back making it easier to find them. Create each deck by placing the cards face-up in a stack, from first on the list at the top of the stack to the last on the list at the bottom. Use the diagrams here to check that the order is correct. When you are finished, flip the entire stack face down, such that the bottom of the stack is now at the top of the deck.

LOCATION DECK

LOCATION cards are used to build the map of the Adventure. Each LOCATION joins to the previous one. Their card codes are normally beneath their names.

» Great Cavern (WC-LO03)

» Cross Roads (WC-LO08)

Also take the Cave Mouth (WC-LO01), but **keep this card aside;** you'll use it as the entrance to the Adventure.

OBSTACLE DECK

OBSTACLES block the way into a new LOCATION. They are either TRIALS to overcome or TRAPS to avoid.

» Chasm (WC-OB05)

Adventure Deck

The **Adventure Deck** contains a mixture of **Foes**, **Discoveries**, **Loot** and **Booby Traps**. It is used to determine what the Party faces when they explore **Locations**.

- » Master Shug (WC-DI07)
- » Goblin Guard (WC-FO04)
- » Shiny Rocks (WC-IT10)
- » Runestone (WC-DI11)
- » Spiked Pit (WC-BT01)
- » Discarded Food (WC-IT04)

Event Deck

The **Event Deck** is used to track **Time** spent during the Adventure.

- » A Molog Approaches (WC-EV08)
- » Flooded Caves (WC-EV03)
- » Darkness (WC-EV07)
- » Bat Swarm (WC-EV05)

Dice

Place the 4 six-sided dice next to your Occupation card. Most rolls are made using three dice, but sometimes a fourth die is needed for certain bonuses. When you roll the dice, you add them up to get the result.

Combat Aid

Set out the **Combat Aid** next to the decks that you have created..

Take the **Hero Tokens** that resemble your two Heroes, and 2 **Creature Tokens**. Place these tokens beside the Combat Aid.

Readiness Tracker

Place the **Readiness tracker** next to the play area. Take the following tokens to use with it:

» the Brightness token that has the Bright/Dark sides

» the Pace token that has the Sneak/Rush sides

» the Readiness token that has the Alert/Careless sides

» the Surprise token that has the Heroes Surprised/Foes Surprised sides

Scout and Guard Tokens

Used for showing the Party's marching order.

Party Token

Used for showing which Location the party is currently in.

Starting Location

Place the "Cave Mouth" Location card (that you kept aside earlier) in the middle of the play area.

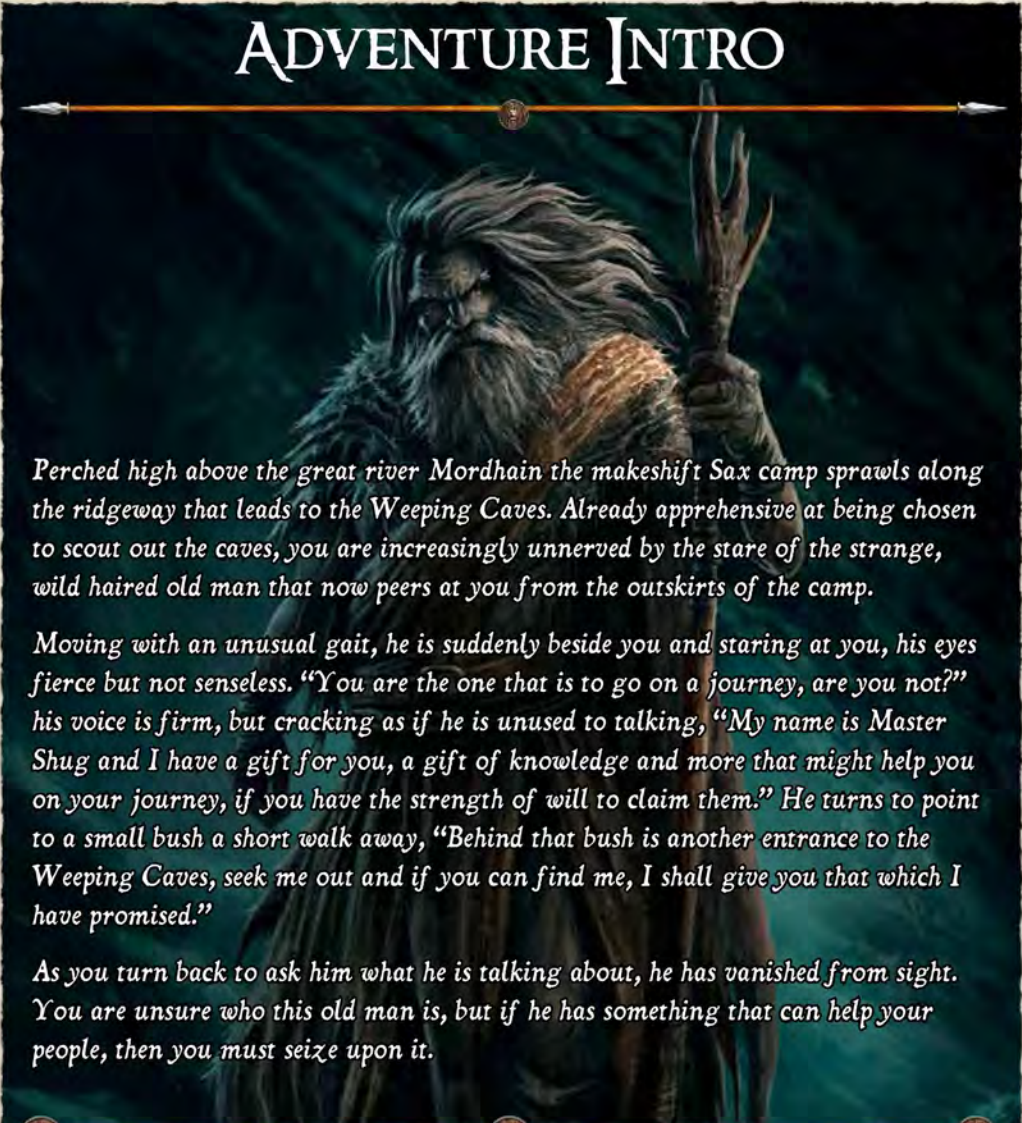Place the Party token at the centre of the start Location with the dark side face up.

You are now ready to play!

Yout table should look something like this:

ADVENTURE INTRO

Perched high above the great river Mordhain the makeshift Sax camp sprawls along the ridgeway that leads to the Weeping Caves. Already apprehensive at being chosen to scout out the caves, you are increasingly unnerved by the stare of the strange, wild haired old man that now peers at you from the outskirts of the camp.

Moving with an unusual gait, he is suddenly beside you and staring at you, his eyes fierce but not senseless. "You are the one that is to go on a journey, are you not?" his voice is firm, but cracking as if he is unused to talking, "My name is Master Shug and I have a gift for you, a gift of knowledge and more that might help you on your journey, if you have the strength of will to claim them." He turns to point to a small bush a short walk away, "Behind that bush is another entrance to the Weeping Caves, seek me out and if you can find me, I shall give you that which I have promised."

As you turn back to ask him what he is talking about, he has vanished from sight. You are unsure who this old man is, but if he has something that can help your people, then you must seize upon it.

Seek out Master Shug in the Weeping Caves and convince him to help you! You can take any outcome from finding him into your first full Adventure.

This guide will explain how to play the Training Adventure on a Turn-by-Turn basis. Each Turn you will explore a new Location. A Turn is split into 4 phases: **Scouting**, **Adventure**, **Exploration**, and **Rest**.

TURN 1

The Adventure starts in the "Cave Mouth" Location (WC-LO01).

Scouting Phase

There are 5 steps in the Scouting Phase:

» Decide **Marching order**

» Choose an **Exit**

» Choose your **Pace**

» Add the **Location** to the Map

» **Scout** the Location

» Spend **Time** ⌛

Decide Marching Order

Choose one Hero to be the **Scout**, at the front of the Party, and who should be the **Guard** at the rear. Place the Scout token on the chosen Hero's **Occupation Card** to help you remember that they are the Scout and place the Guard token on the other Hero's **Occupation Card**. The **Scout** gets to make the choices as to which Exit the Party will take this Turn, and what **Pace** they will travel at.

Choose an Exit

Your first choice is which direction to Scout in. The **Scout** has two choices in the "Cave Mouth" Location; the Dark Exit at the bottom left or the Ambient Exit at the bottom right.

» **Bright Exits** make it easier to pass the **Scouting Test**, but makes it easier for **Foes** to spot you.

» **Dark Exits** make it harder to pass the **Scouting Test**, but make it harder for **Foes** to spot you.

» **Ambient Exits** don't help against **Foes** or the **Scouting Test**.

Choose which of the two **Exits** you'd like to take by moving your **Party Token** towards that **Exit** and place the **Brightness Token** with the corresponding side face up on the **Readiness Tracker** (no token is required if you chose Ambient).

Choose your Pace

The Scout has the choice to March, Rush or Sneak through the Exit.

» **Sneaking** takes 2 Time, but grants a +2 bonus on Scouting and Surprise Tests.

» **Marching** takes 1 Time and grants no bonus on Scouting and Surprise Tests.

» **Rushing** takes 0 Time, but grants a -2 penalty on Scouting and Surprise Tests.

Place the Pace token with the corresponding side face up on the Readiness Tracker (no token is required if you chose to March). You do not spend the Time yet, you spend it after you have made the Scouting Test.

Note: You can ignore the 🔥 symbol shown on the "Cave Mouth" Location as it is not currently relevant.

Add the Location to the Map

Reveal the top card of the **Location Deck**. This should be the "Cross Roads" Location (WC-LO08). Place the "Cross Roads" **Location** so that the footsteps on it sit underneath the corner of the **Exit** you chose from the "Cave Mouth" **Location**.
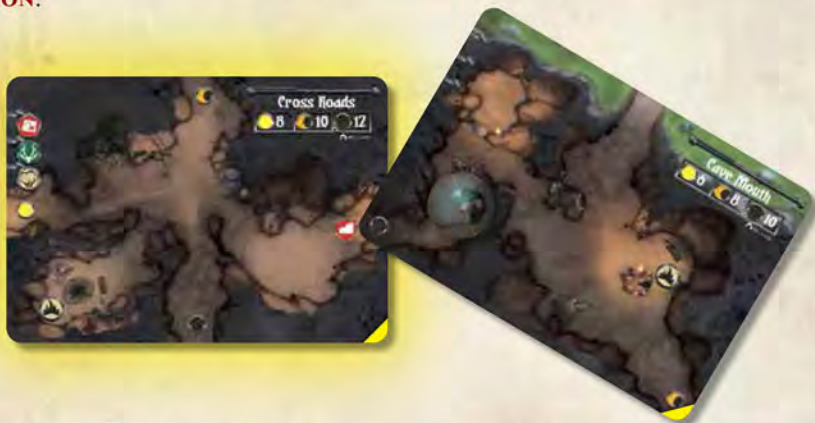
Scout the Location

Look at the Cross Roads Location card's **Brightness Difficulties** (shown under the card name). Find the one matching the **Brightness** of the exit you chose on the Cave Mouth **Location** card. This will tell you the **Difficulty** of the **Scouting Test** you need to make. For example: if you chose the Ambient Exit, the **Difficulty** is 10.

The **Scout** rolls 3D6 (three six-sided dice) and adds up the combined score (this is how you make all **Tests** in Legends Untold). Compare the result to the **Scouting Test** difficulty. You will get a +2 bonus to this Test if you decided to **Sneak** earlier, or a -2 penalty if you **Rushed**.

» If you beat the **Difficulty** by 4 or more then you are **Alert** 🗻, place the **Readiness Token** with the Alert side face up on the **Readiness Tracker**.

» If you equalled or beat the **Difficulty** by 3 or less you are **Bold** ☗. This is the default position on the **Readiness Tracker**; no token is required.

» If you rolled less than the **Difficulty** you are **Careless** 👁, place the **Readiness Token** with the Careless side face up on the **Readiness Tracker**.

Readiness Tracker Example

The Brightness token is placed Dark side up over the Brightness as a Dark Exit was chosen.

The Pace is left on March.

The Readiness token is placed Careless side up as the Party failed the Scouting Test.

Spend Time

Lastly you need to spend the **Time** ⌛ that Scouting takes.

» If you chose to **Sneak**, spend ⌛⌛.

» If you chose to **March**, spend ⌛.

» If you chose to **Rush**, do not spend any ⌛.

Congratulations, you have now scouted your first new location!

Spending Time

⌛: You have spent 1 **Time**. For each ⌛ you spend, you must discard the top card of the **Event Deck** face down without looking at it. You may want to place the card discards some distance away from the **Event Deck** so that you do not confuse the two.

If you would discard the final card of the **Event Deck**, instead turn it over and resolve it rather than discarding it. Once you have Resolved it, gather all of the discarded **Events** and shuffle them, face down, to make a new **Event Deck** (this should have 2 cards in it, the first time you do it).

Adventure Phase

You have now entered the "Cross Roads" Location. There are a few things to note on this Location:

» There is an (1) **OBSTACLE** blocking the entrance.

» There is a (2) **DISCOVERY** in this **LOCATION**.

» There are (3) **ANIMALS** and (4) **GAS** in the **LOCATION** (no immediate effect)

» There is a (5) **CAMPFIRE**, useful for resting if you are injured

» There are (6) (7) (8) three **EXITS** from the Location

There are three steps in the Adventure phase:

» Resolve **OBSTACLES**

» Fight **FOES**

» Investigate **DISCOVERIES**

Resolve Obstacles

We will resolve the **Obstacle** first. Reveal the top card from the **Obstacle deck**; it will be the "Chasm" (WC-OB05).

This **Obstacle** says it is a **Party Basic Test** which means that each Hero in the Party needs to pass one of the **Basic Tests** in order to resolve it.

There looks like there is a lot going on, but here is a summary of what the card says:

» A Chasm blocks the way forward.

» Each Hero can try to ① climb across, ② throw a line to a stalactite to swing across, or just ③ leap the gap.

» If you choose to try the ① **Climb Test**, you'll need a total of 11 or more to succeed, for the ② **Throw Test** you'll need 13 or more, and for the ③ **Leap Test** you'll need 14 or more.

» Climbing across will take ⌛, whether you ④ succeed or ⑤ fail.

» ② Throwing a line or ③ leaping across will not take **Time** ⌛ if you ④ succeed, but if you ⑤ fail you will take **Damage** (🔻).

» If you have the Geology **Speciality** (⬤) you will gain ⑥ **Mastery** on these **Tests**.

» If you are **Alert** (◉) you will gain a bonus of +2 to your roll ⑦.

» If you have an appropriate **Kit** item, you'll double its bonus ⑧.

The Forgehand has the "Caving" **Skill Talent** which has the Geology **Speciality** (in the top right of the **Talent** card) which matches the **Speciality** icon on this card. This means the Forgehand will gain **Mastery** on all **Tests** on this card; having **Mastery** means you roll 4 dice and keep the best 3.

Then we look at the **Test Modifiers** on the right of the card. The top one means that if you were **Alert** this turn then you gain +2 to all **Tests** on this card. The second modifier means that if you have an appropriate **Kit** item then you'll gain double its bonus, but you do not have any **Kit** items yet, so it does not apply.

For the **Climb (Brawn) vs 11 Test**, you get to add your **Brawn** to the roll; this is +2 for the Forgehand or +1 for the Performer as shown on their **Occupation** card. As this is a **Climb (Brawn) Test** the Forgehand may **Exhaust** the "Caving" **Skill Talent** for the "Climber" ability to gain another +2. The Performer could **Exhaust** their "Acrobat" **Skill Talent** for the "Tumbling" ability to turn this into a **Leap (Grace) Test**, for which they could use their **Grace** of +2 instead of their **Brawn** of +1. If a Hero passes this **Test**, it will cost 1 ⧖. If the Hero fails it will cost 1 ⧖, and that Hero would have to retry one of the three **Tests** until they succeed.

For the **Throw (Handle) vs 13 Test**, you get to add your **Handle** to the roll; this is +3 for the Forgehand and +1 for the Performer as shown on their **Occupation card**. As this is a **Handle Test** the Forgehand may **Exhaust** the "Smithing" **Skill Talent** for the "Fix" Ability to add another +1 to the **Test** for a total of +4. If you pass there is no cost. If you fail then you'll take one **Damage** 🜄 and you'll have to retry one of the three **Tests** until you succeed.

For the **Leap (Grace) vs 14 Test**, you get to add your **Grace** to the roll; this is +2 for both the Forgehand and Performer as shown on their **Occupation** card. The Performer could **Exhaust** their "Acrobat" **Skills Talent** for the "Rope Walker" ability to add +1 to this **Test**. If you pass then there is no cost. If you fail then you'll take one **Damage** 🜄 and you'll have to retry one of the three **Tests** until you succeed.

Exhausting Talents

Each of these may be Exhausted to activate the Abilities listed on them. Exhausting a Talent means that you turn the card 90 degrees to show it has been Exhausted. Once a Talent has been Exhausted you cannot Exhaust it again until it is Restored, which turns it vertical again. Normally all Talents are Restored during the Rest Phase at the end of each Turn.

Draining Talents

Talents also work as the health of your Hero. When you receive **Damage** 🜄, you have to **Drain** a **Talent**, turning it face down. A **Talent** that has been **Drained** may no longer be used in any way. However, a **Talent** that has been **Exhausted** may still be **Drained** if you take Damage. A **Talent** that is both **Exhausted** and **Drained** should be face down and turned 90 degrees to show this.

Taking Damage

🜄 - You have taken 1 **Damage**. You must **Drain** one of your **Talents** (**Skill Talent** or **Weapon Talent**) by turning it face down.

If all of your **Talents** are **Drained** and you take any more 🜄, you are knocked **Unconscious**. If all heroes are **Unconscious**, you have lost the Adventure and must start again.

Making the Test

Both of the Heroes will have to make this **Test**, but as it is a **Party Basic Test** there is the possibility of a **Critical Success**. A **Critical Success** (exceeding the result by 2 or more) on a **Party Basic Test** means that another Hero who has not yet attempted the **Test** automatically succeeds without needing to roll, and without suffering any effects in the green column of the result.

Choose one of the Heroes to go first and which **Test** they are going to attempt. You make the **Test** by rolling the dice (3D6 normally, or 4D6 keep the best 3 if you have Mastery).

You can **Exhaust** your **Talents** before you make the roll to help you, but you can only **Exhaust** each **Talent** once each **Turn** (you'll **Restore** them when you **Rest** at the end of the **Turn**). If you fail you can choose to do the **Test** again, or

choose a different **Test**. You keep all the modifiers for all **Tests** of that type you make against this card, so if you Exhaust your "Caving" **Skill Talent** for the **Climb (Brawn) Test** then you keep the bonus if you fail and want to try again.

Once all Heroes have succeeded, discard the **Obstacle** as it is now **Resolved**. You would not need to resolve it again if you came back this way as you managed to find a successful route past the Chasm. Move your **Party Token** to the centre of the "Cross Roads" **Location** to show you have got past the **Obstacle**.

Fight Foes

There are no **Foes** in this **Location** so you do not need to fight any **Foes** this **Turn**.

Investigate Discoveries

Discoveries are found in the **Adventure Deck**. When attempting to reveal a specific type of card from the **Adventure Deck**, reveal cards from the deck until you reveal one of the required type. The cards you should reveal are detailed below:

Loot Items

The first card you reveal will be a **Loot Item**; "Discarded Food" (WC-IT04). You don't gain this **Loot Item** yet; you only gain it once you have resolved the card you are trying to draw. So set the "Discarded Food" to one side for the time being and you should keep drawing from the **Adventure Deck**.

Booby Traps

The next card you reveal is the Spiked Pit (WC-BT01), a **Booby Trap**! Sometimes in the **Adventure Deck** you'll run into **Booby Traps** which should be resolved immediately. A **Booby Trap** is triggered If the Party is **Careless** 👁, otherwise the **Booby Trap** is discarded.

If you were **Careless** 👁 this turn then the **Booby Trap** is triggered and you must resolve it. The "Spiked Pit" will cause the **Scout** of the Party, to take one **Damage** 🩸. The **Scout** must take 1 **Damage** 🩸 and then the **Guard** must make a **Leap (Grace) Basic Test vs 13** or take 1 **Damage** 🩸. This **Test** works in the same way as the **Leap (Grace) Test** on the Chasm. Once resolved, draw the next card from the **Adventure Deck** as we are still looking for a **Discovery** card.

Discoveries

The next card you draw will be the "Runestone" (WC-DI11), a **DISCOVERY**.

DISCOVERIES come in two types, and this one is a **CURIOSITY**.

This is a **TABLE TEST**, which means that one Hero will make one roll on the table and the Party will gain that result, which resolves the card.

This **CURIOSITY** has the ① Subterranean **SPECIALITY**, which unfortunately neither of our Heroes have. If they did have it, they would gain **MASTERY** on **TESTS** on this card.

One Hero may make a ② **SOLVE (REASON) TEST** with a +0 modifier to it on the ③ **TABLE**. The word "may" is important here, as you do not need to resolve this **CURIOSITY** if you do not want to. The Forgehand's **REASON** is 1 and the Performer's **REASON** is 2.

Lastly there is the table of difficulties and outcomes:

» If you roll a 9 or less on the **TEST** you get the bottom result; a -2 modifier to your next **SCOUTING TEST** and you must spend ⌛.

» If you roll a 10 or 11 on the **TEST** then you must spend ⌛.

» If you roll a 12-15 on the **TEST** then you gain a +2 on your next **SCOUTING TEST**.

» If you roll a 16 or higher on the **TEST** then you draw the next 3 **LOCATION** cards and return them in any order to the **LOCATION DECK**.

Making the Test

If you choose to make the **TEST**, then roll once on the table, adding the **REASON** of the Hero that made the Test and see which result you get. Any result will **RESOLVE** the card and you can then discard it.

If you achieved the top result and got to look at the next **LOCATION CARD**, then look at page 17 for a summary of what the icons on that card mean.

If you received the second highest or the lowest result, then keep the Runestone to remind yourself that you get a modifier on your **SCOUTING TEST** next turn. After you have rolled your **SCOUTING TEST** next turn, discard the Runestone.

If you got the third highest or the lowest result then spend the ⧗ now, which may trigger an **EVENT**.

Whatever result you obtain, you will also gain the "Discarded Food" **LOOT ITEM** which was drawn earlier. Place the card near your Hero cards. This item can be discarded at any time to **HEAL** up to two **TALENTS**, turning them face up, either on one Hero or between the two Heroes.

If you don't want to make the Test then leave the "Discarded Food" with the "Runestone" card on top of it in a pile next to the **LOCATION** to show they are still in play. If you returned to the **LOCATION** at a later point you could try the **TEST** then.

RESOLVING EVENTS

The first **EVENT** you should have to resolve is "A Molog Approaches". This requires you to make a **PERSUADE (CHARM) VS 12 BASIC TEST**. Your Charm is 1, so you will gain +1 to this Test.

» If you pass the **TEST** you gain +2 on your next **SCOUTING TEST.**

» If you fail the **TEST** you gain -2 on your next **SCOUTING TEST**.

Once you have made the next **SCOUTING TEST**, return this card to the box.

A MOLOG APPROACHES
EVENT

A Goblin Mole-dog, or Molog, appears in the caves before you.

One Hero must make a **Persuade (Charm)** vs 12 **Basic Test** with 👣. Failure grants a -2 to the next **Scouting Test** as the Molog runs away. Success grants a +2 to the next **Scouting Test** as the Molog leads you onwards.

LEGENDARY EFFECT

Failure on the Charm **Test** also causes 🗡. Resolve it immediately as the Molog howls to bring others to it.

WC-EV06

Exploration Phase

As all **Obstacles**, **Foes** and **Discoveries** in the **Location** have been resolved (or bypassed if you ignored the Runestone) we move onto the **Exploration Phase**. Normally this phase is used to resolve **Barriers**, and **Search Zones** in the **Location**, which are both optional extra icons you could interact with. There are no **Barriers** or **Search Zones** in this training scenario, so we can skip this phase.

Rest Phase

The last phase of the **Turn** is the **Rest Phase**. During the **Rest Phase** all of your **Talents** are **Restored**, which means if they are **Exhausted** you can turn them vertical again to use them next **Turn**.

If any of your **Talents** are **Drained** you can also choose to **Camp** to **Heal** them. As there is a ⚑ in the **Location** it will cost ⧗ to **Heal** 1 **Drained** Talents on both characters. For example; if the Forgehand has 2 **Drained Talents** and the Performer has 1 **Drained Talent** then if you spend ⧗ both Heroes will **Heal** one **Drained Talent** each or 2 Time will **Heal** both Heroes fully. If you have **Drained Talents**, it is worth healing them now. Decide how much ⧗ you want to spend in order to **Heal** your **Drained Talents**, spend the ⧗ and see if that triggers an **Event**.

After you have chosen to **Camp** or not the **Turn** ends and you are now ready to start Turn 2!

TURN 2

We have now started the second **TURN** of the game.

Scouting Phase

You are in the "Cross Roads" Location and there are three **EXITS** to choose from: **BRIGHT**, **AMBIENT** or **DARK**. Don't forget you might have a bonus, or penalty, to the **SCOUTING TEST** from the Runestone you encountered last **TURN**.

DECIDE MARCHING ORDER

Choose if the Forgehand or the Performer is going to be the **SCOUT**, the other Hero is the **GUARD**.

CHOOSE AN EXIT

» Do you want to take the **BRIGHT EXIT**, which will make your **SCOUTING TEST** easier, but will give you a -2 penalty to **SURPRISE FOES**?

» Do you want to take the **DARK EXIT**, which will make your **SCOUTING TEST** harder, but will give you a +2 bonus to **SURPRISE FOES**?

» Or do you want to take the **AMBIENT EXIT** which is the middle difficulty for **SCOUTING**, and gives you no modifier on your **SURPRISE TEST** against **FOES**.

Update the **BRIGHTNESS TOKEN** on the **READINESS TRACKER** (no token if you chose the **AMBIENT EXIT**).

CHOOSE YOUR PACE

Now you have the choice to **MARCH**, **RUSH** or **SNEAK** through the Exit.

» Sneaking takes ⧗⧗, but grants a +2 bonus on **SCOUTING** and **SURPRISE TESTS**.

» Marching takes ⧗ and grants no bonus on **SCOUTING** and **SURPRISE TESTS**.

» Rushing takes no ⧗, but grants a -2 penalty on **SCOUTING** and **SURPRISE TESTS**.

Update the **PACE TOKEN** on the **READINESS TRACKER** (no token is required if you chose to **MARCH**).

Remember, if you did really well on the Runestone **DISCOVERY** you might have got to see the next Location card and so know what is coming!

Add the Location to the Map

Reveal the next **Location Card**, which should be the "Great Cavern," and add it to the map, covering the footsteps on the "Great Cavern" card with the **Exit** you chose from the "Cross-Roads" Location.

Scout the Location

Make a **Scouting Test** against the **Brightness Difficulty** on the "Great Cavern" card, based on the **Exit** you took from the Cross Roads. For Example; if you took the **Ambient Exit** then your difficulty is 10.

Roll 3D6 (three six-sided dice) and compare the result to the **Scouting Test Difficulty**. You will get a +2 bonus to this **Test** if you decided to Sneak earlier, or a -2 penalty if you **Rushed**. Remember, you may also have a bonus or penalty from the Runestone **Discovery** and / or an **Event** card

» If you beat the **Difficulty** by 4 or more then you are **Alert** 👁, place the **Readiness** token with its **Alert** side face up on the Readiness tracker.

» If you equalled or beat the **Difficulty** by 3 or less you are **Bold** 👁. This is the default position on the **Readiness Tracker**, no token is required.

» If you rolled less than the difficulty you are **Careless** 👁, place the **Readiness Token** with the **Careless** 👁 side face up on the **Readiness Tracker**.

Spend time

Lastly, you need to spend the **Time** that **Scouting** takes.

» If you decided to Sneak, spend ⧗⧗.

» If you decided to March, spend ⧗.

» If you decided to Rush, spend no ⧗.

Adventure Phase

The Party has now entered the Great Cavern. There are a few things to note here:

» There is a Foe and a Discovery in this Location.

» There are Insects and Gas in the Location (no immediate effect).

» There is a Barrier, behind which there is a Search Zone (not used in this training scenario).

» There are 2 Exits from the Location.

Resolve Obstacles

There is no **Obstacle** at the entrance to this **Location**, so you can move your **Party Token** to the centre of the Great Cavern **Location**.

Fight Foes

As we resolve **Foes** before **Discoveries**, we now need to reveal cards from the **Adventure Deck** until we get a **Foe** card. Reveal a card from the **Adventure Deck** now and you should reveal the "Shiny Rocks" **Loot Item** (as before, set any **Loot** cards aside until the **Foe** is defeated) followed by the "Goblin Guard" **Foe**. **Defeat** the Goblin to get his shiny rocks!

Note: If you have been unlucky in your adventure so far, you may have had one of your Heroes knocked Unconscious. In this case you will find that your combat varies slightly from the combat explained below

Surprise Test

Drawing a **Foe** card means that the Party has met a **Foe** during their Adventure. The Party must make a **Surprise Test** against the **Foe** to see if they **Surprise** the **Foe**, the **Foe Surprises** the Party, or they both see each other at the same time.

Make your **Surprise Test** now (either Hero can roll), against the Goblin Guard's ① **Alertness** value of 12 (shown in the top left of the card). Check your **Readiness Tracker**, if you tried to **Sneak** or used a **Dark Exit** you will have a bonus to this roll. If you **Rushed** or came through the **Bright Exit** you will have a penalty on this roll.

Roll 3D6 and compare it to the **Alertness** value of the **Foe**. Remember you may have a bonus or penalty from an **Event** card.

» If you beat the **Alertness** value by 4 or more (16+), you have **Surprised** the **Foe.**

» If you equalled or beat the **Alertness** value by up to 3 (12-15) then neither side gains **Surprise**.

» If you rolled less than the **Alertness** value (<12) then you are **Surprised**.

Update the Surprise token on the Readiness Tracker to show which side is Surprised (no token if neither side is Surprised).

If you gain Surprise then you have **ADVANTAGE** (a +2 bonus) on all of your attacks for the first **ROUND** of **COMBAT** and **RANGED CREATURES** have **DISADVANTAGE** (a -2 penalty) against you.

If you are **SURPRISED** then **RANGED CREATURES** gain **ADVANTAGE** (a +2 bonus) against you for the first **ROUND** of **COMBAT** and you are at **DISADVANTAGE** (a -2 penalty) to attack them.

ADVANTAGE AND DISADVANTAGE

Throughout Combat a Hero or Creature may gain Advantage (+2) or Disadvantage (-2) to their attack. Each time this happens place an Advantage or Disadvantage token next to the Hero or Creature token on the Combat Aid. The next time that Hero or Creature makes an attack you must use the Advantage or Disadvantage modifier and discard the token.

Advantage and Disadvantage do not stack, you cannot gain either more than once. If you gain both Advantage and Disadvantage at the same time, they cancel and you should discard both tokens.

RETREATING

If you gain **SURPRISE** you can choose to **RETREAT**, which means you spend ⧖ and return to the previous **LOCATION**, moving straight to the **REST PHASE**. This might make sense if the Party is badly damaged, or the **FOE** is particularly powerful, like the "Goblin Queen" or "Mother Spore". For this Adventure you should try the combat, but it may be helpful in the future to remember that retreating is an option!

UNCONSCIOUS

If a Hero is knocked Unconscious then they take no further part in the Scenario until the Party can Rest. The Party can then spend Time to Heal, with the first point of Healing removing the Unconscious token.

If all Heroes are knocked Unconscious then the Party has lost the Adventure.

SETTING UP THE COMBAT AID

You now must fight the Goblin Guard.

Place the Combat Aid within easy reach of all players, with the Ranged Foe side face up as the Goblin Guard is a Ranged Foe.

Place the Goblin Guard Foe card so the bottom of the card covers just the area marked 'Place card here'.

Place 2 Creature tokens in the Ranged Foe area of the Combat Aid to represent the Goblin Guards. The number of Creatures depends on the number of Heroes in the Party, including Unconscious Heroes. In this case, as there are two Heroes, there are two Goblin Guards.

Place the Forgehand's Hero token in the Melee area of the Combat Aid as they only have Melee weapons.

Place the Performer's Hero token in the Ranged area of the Combat Aid as they have a bow.

If you **SURPRISED** the **FOE**, then place a **DISADVANTAGE** (-2) token next to each Creature token and an **ADVANTAGE** (+2) token next to each of your Hero tokens.

If you were **SURPRISED**, place a **DISADVANTAGE** (-2) token next to each of your Hero tokens and an **ADVANTAGE** (+2) token next to each Creature token.

In the example on the opposite page; the Heroes have **SURPRISED** the goblins, and so the Heroes have **ADVANTAGE** and the Goblin Guards have **DISADVANTAGE**.

Goblin Guard card
GOBLIN GUARD
Ranged, Unique, Goblin

12

-1
-1

13
11
≤10

1 / 0 2 / 0 3 / 1 4 / 1

The Elite Warriors of the tribe, tough and strong. They are adept with bow and spear.
"That's not a spear, this is a spear!"

WC-F004

2B Ranged Attack roll resolves Creature's attack. Creatures prefer to attack:
1. Ranged Heroes who haven't attacked this turn
2. Then other Ranged Heroes
3. Then any other Heroes

In the Engagement Round, Melee Heroes don't pin Creatures and may attack any target.

1 Melee Heroes each pin 1 different Creature, bringing them into melee. Creatures pinned by Melee Heroes can't use Ranged attacks.

3 Melee Heroes may attack any Creature in melee, not just those they've pinned.

Each Melee Attack roll resolves both Creatures and Heroes. Creatures in melee don't get a separate attack roll.

2A Ranged Attack roll resolves Hero's attack.

The Engagement Round

The first Round of Combat is called the Engagement Round. It works slightly differently to the later Rounds, as it allows for Ranged Heroes and Ranged Foes to use their weapons slightly more easily without the fear of being immediately pinned down by Melee attackers.

Combat has 4 steps:

» Choose Attacks

» Ranged Attacks

» Melee Attacks

» Check Morale

Choose Attacks

The Forgehand's main weapon is their Rough staff, a **Melee Weapon**. This means they are a **Melee Hero** and their token goes in the Melee area of the **Combat Aid**. The Performer's main weapon is the Rough Bow, this is a **Ranged Weapon** so they should place their token in the Ranged Hero area of the **Combat Aid**.

Ranged Attacks

Ranged combat starts with a **Ranged Hero** making an attack, and then a **Ranged Creature**, alternating until all **Ranged Heroes** and **Ranged Creatures** have made their attack.

If all of the **Ranged Heroes** have made an attack and there are still **Ranged Creatures** who have not, all of those **Ranged Creatures** will then make an attack. Similarly, if all of the **Ranged Creatures** have made an attack and there are still **Ranged Heroes** who have not, all of those **Ranged Heroes** will then make an attack.

As the Performer is a **Ranged Hero** and the Goblin Guards are **Ranged Foes**, the Performer gets to make their attack first.

Combat Results - Ranged

The combat results table on the Rough Bow shows what happens if you roll that result or higher, taking the highest outcome.

✸ – Critical Strike – You have hit the Creature for 1 **Damage** 🜄 and the next Hero to attack gains **Advantage**.

✹ – Strike - You have hit the Creature for 1 **Damage** 🜄.

🜄 – Advance - The next Hero to attack gains Advantage.

⋀ – Miss– Your attack has missed.

🦃 – Fumbled – You have hit a Melee Hero for 1 Damage 🜄.

Hero Ranged Attacks

To attack you roll 3D6 and add the Creature's **RANGED MODIFIER** (in this case -1) to the roll. Remember to add +2 if you have **ADVANTAGE** or -2 if you have **DISADVANTAGE**.

» If you rolled a total of 15 or more you have a **CRITICAL STRIKE** ✷ result, which inflicts 1 **DAMAGE** ◗. As the Goblin Guard only has 1 **HEALTH** this kills it! Remove the Goblin Guard's token from the **COMBAT AID**. This also gives the next Hero **ADVANTAGE**.

» If you rolled a 13 or 14 you have a **STRIKE** ✸ result, which inflicts 1 **DAMAGE** ◗ and as the Goblin Guard only has 1 **HEALTH** it dies! Remove the Goblin Guard's counter from the **COMBAT AID**.

» If you rolled a 11-12 you have an **ADVANCE** ◗ result, giving **ADVANTAGE** to the next Hero to act. Place an **ADVANTAGE** token next to the Forgehand Hero token (if the Foreghand is **UNCONSCIOUS** then the Performer gains the **ADVANTAGE** token). Note if one hero is **UNCONSCIOUS** and there are two Goblins left then one of the Goblins will not be pinned and will get to shoot before the remaining Hero in Melee. In this case you grant that Goblin an Advantage token instead of giving the remaining Hero a Disadvantage token.

» If you rolled an 8-10 you **MISSED** ⋀ and there is no effect.

» If you rolled a 7 or less you have **FUMBLED** ⚔ and shot the Forgehand. They take 1 **DAMAGE** ◗.

Instead of shooting at a Goblin Guard, you can also choose to **EXHAUST** your Defensive **WEAPON TALENT** for its "Covering Fire" ability. This counts as your ranged attack for the combat round and gives **ADVANTAGE** to the Forgehand for their next attack.

Creature Ranged Attacks

Heroes and Creatures normally alternate Ranged Attacks, but in this case all of the **Ranged Heroes** (the Performer) have already attacked. Therefore, the remainder of the **Ranged Creatures** (either one or two Goblin Guards, depending on whether the Performer killed one) will now make their attacks.

Each time it is a Creature's turn to make a Ranged Attack, choose the Creature that is attacking (one that has not attacked yet this Round) and a Hero to be the target of that attack (one that has not been attacked yet this round, with **Ranged Heroes** being chosen before **Melee Heroes**). This means that the first Goblin Guard to attack will attack the Performer. The Foe has 3 outcomes on its combat results table:

≥13: ✸ – **Strike** – Inflicts 1 **Damage** 🔹

11-12: 🔹 – **Advance** – Grants you **Disadvantage**

<10: ⚚ – **Miss** – No effect

Roll 3D6 for the Goblin Guard, add +2 for **Advantage** or -2 for **Disadvantage** if it has them, to see if it managed to hit you. You should discard the **Advantage** or **Disadvantage** token once the roll is made.

If the Goblin Guard gets a **Strike** ✸ result, then your Hero must take 1 **Damage** 🔹.

If the Goblin Guard gets an **Advance** result, then place a **Disadvantage** token next to your **Hero Token**. Remember, you may only have one **Disadvantage** token next to your Hero token at any one time. If you have both an **Advantage** token and a **Disadvantage** token at the same time, discard both.

If the Performer didn't manage to kill a Goblin Guard then the second Goblin Guard will attack the Forgehand in the same way.

Melee Attacks

Now is the Forgehand's chance to smite a Goblin Guard! Move one of the **Creature tokens** into the Melee area of the **Combat Aid** to show the Forgehand has engaged it in Melee; this is called **Pinning** and will prevent that Goblin Guard from shooting its bow again.

Melee Attacks are resolved in a single dice roll, made by the Hero, to determine if the Hero hits the Creature, if the Creature hits the Hero, or if Hero and Creature both hit each other.

To make a Melee Attack roll 3D6 and add the creature's **Melee Modifier**, which is -1 for a Goblin Guard. Add +2 if you have Advantage, or -2 if you have Disadvantage.

If you do have **Disadvantage** then you can use the Forgehand's "Momentum" **Weapon Talent** for its "Back on Track" ability to remove **Disadvantage** from your attack (discard the **Disadvantage** token). You must choose to do this before you make your attack.

Roll your Melee Attack now, add any bonuses or penalties, and then discard any **Advantage** or **Disadvantage** token you may have.

Combat Results - Melee

The combat results table on the Rough Staff shows what happens if you roll that result or higher, taking the highest outcome. Note: while you could use the Knife shown on your Forgehand Occupation card to attack with, the Rough Staff is a far more effective weapon.

✳ – **Critical Strike** – You have hit the Creature for 1 **Damage** 🝆 and the next Hero to attack gains **Advantage**.

✶ – **Strike** - You have hit the Creature for 1 **Damage** 🝆.

♠ – **Advance** – The next Hero to attack gains **Advantage**.

✕ – **Trade Blows** – You have hit the Creature for 1 **Damage** 🝆 and the Creature has hit you for 1 **Damage** 🝆.

⊞ – **Pushed Back** – The next Hero to attack gains **Disadvantage**.

⚔ – **Fail** - The creature has hit you for 1 **Damage** 🝆.

You can also **Exhaust** your "Momentum" **Weapon Talent** after the roll to reduce the damage you take from a **Trade Blows** ⚔ result by 1. This would mean that you would take no damage from the attack against the Goblin Guard if you Traded Blows.

» If you rolled a total of 15 or more you have a **Critical Strike** ✷ result, which inflicts 1 **Damage** 🩸 and as Goblin Guard only has 1 **Health** this kills it! Remove its token from the **Combat Aid**. This would normally give the next Hero Advantage as well!

» If you rolled a 13 or 14 you have a **Strike** ✳ result, which inflicts 1 **Damage** 🩸 and as the Goblin Guard only has 1 **Health** it dies! Remove its token from the **Combat Aid**.

» If you rolled a 12 you have an **Advance** 🩸 result, giving **Advantage** to the next Hero to act. Place an **Advantage** token next to the **Performer Hero** token. (If the Performer is **Unconscious** then the Forgehand gains the **Advantage** token).

» If you rolled 9-11 you have **Traded Blows** ⚔ with the Goblin. You take 1 **Damage** 🩸 and the Goblin takes 1 **Damage** 🩸, which kills it as it only has 1 **Health**. Remove its token from the **Combat Aid**. You must **Drain** 1 **Talent** to show you are injured, turning that **Talent** face down.

» If you rolled a 5-8 you are **Pushed Back** 🔲. The next Hero to Attack gains **Disadvantage**. Place a **Disadvantage** token next to the Performer token. (If the Performer is Unconscious then the Forgehand gains the **Disadvantage** token).

» If you rolled a 4 or less you have **Failed** 🗡 and been struck by the Goblin. You take 1 **Damage** 🩸 forcing you to **Drain** a **Talent**, turning it face down, to show you are injured.

Morale

If both Goblins are not dead and you are not **Unconscious** continue to Round 2 of Combat. The goblins will not Flee, so continue the Combat until it is dead.

Round 2

Round 2 and beyond work in a similar way to the **Engagement Round**, with one exception. During the **Choose Attacks** step, any Hero that chooses to make a **Melee attack** this Round may **Pin** one **Ranged Creature**, preventing it from making its **Ranged Attack**. Move its **Creature token** to the Melee area of the **Combat Aid** to show it has been pinned. A **Ranged Creature** must continue to be **Pinned** each Round to stop it from making its **Ranged Attack**.

If they want to, the Performer can also become a **Melee Hero** by using their Knife (the combat track is on the **Occupation** card) in which case they work in the same way as the Forgehand, including **pinning** one of the Goblin Guards.

Continue with **Combat Rounds** until either the Heroes or the Goblins are defeated! Hopefully this should result in victory after a few attacks. Don't forget you get the Shiny Rocks **Loot item** once the Goblin Guards are defeated.

Investigate Discoveries

After defeating the Goblin Guard Foe, you now have to draw from the Adventure Deck until you draw a Discovery. This should be the next card; "Master Shug"

You have found Master Shug, the Goal of your Adventure. Now you must convince him of your need. Master Shug is an ENCOUNTER, you must deal with this card, unlike the Runestone which was a CURIOSITY and therefore optional.

Master Shug is a STAGED TEST. That means you can attempt to improve your outcome by making increasingly difficult TESTS against him.

You start at the lowest STAGE ① at the bottom of the card. To get to the next STAGE you can try to pass a TEST ⑤ and beat the STAGE DIFFICULTY ⑥ between that STAGE and the next one up; in this case, that DIFFICULTY is 11. You may attempt either an INTRIGUE (CHARM) TEST or COERCE (WILL) TEST. The Forgehand has a CHARM of 1 and a WILL of 1, but the Performer has a CHARM of 3! The COERCE (WILL) Test also has a modifier of -2 to TESTS (because Master Shug doesn't like being Coerced as much as he likes being Intrigued).

Each time you pass a TEST you go up a STAGE. You can choose to either stop at that STAGE or attempt to move to the next STAGE up. So, the TEST to get to the 3rd stage has a DIFFICULTY of 13 and the TEST to get to the 4th STAGE has a DIFFICULTY of 16 to pass. The 4th/top STAGE is the best result you can get.

However, if you fail a TEST then you drop one STAGE (if able) and cannot make further TESTS. You have pushed your luck far enough and the ENCOUNTER is over.

The Performer can EXHAUST their "Rough Upbringing" SKILL TALENT for its "Fast Talker" ability to gain a +1 to their CHARM for the Test, giving them a +4 overall. The Performer is generally better at being Charming, just like the Forgehand is better at making Handle Tests.

As you defeated the Goblin Guard you should have picked up some "Shiny Rocks" **Loot Item** earlier. The Shiny Rocks can be discarded to gain +1 on the **Intrigue (Charm) Test**. Any bonuses you gain will apply to all **Intrigue (Charm) Tests** that Hero makes against Master Shug this **Turn**.

There is also a **Test Modifier** (7) on the "Master Shug" card of "🗴+1" which means you get a +1 bonus if you discard a **Loot Item**. You could use the "Discarded Food" for this, if you still have it. If the Forgehand's Smithing **Talent** has not been **Exhausted** or **Drained** it can be used for its "Solid Construction" ability that allows the Forgehand to double the bonus from a **Loot Item** on the **Test**, in this case to +2, if they are chosen to make the **Test**.

As you can see its often worth using **Loot Items**!

See how high a **Stage** you can push Master Shug to help.

» If you get the top **Stage** (4) then both Heroes gain an additional **Talent** for the next Adventure only.

» If you get the 3rd **Stage** (3) then draw a random **Loot Item** at the start of the next Adventure

» If you get the 2nd **Stage** (2) nothing happens.

» If you get the lowest **Stage** (1) spend ⧖ immediately. If this triggers an **Event** then resolve it, otherwise the Adventure is complete.

As finding Master Shug is the Goal for the Adventure, you will have succeeded once the card is resolved. As stated at the start of the Adventure; any bonus you get from the top two **Stages** you can keep for your first full Adventure in the Weeping Caves! This is a unique bonus, specific to this training scenario.

Adventure Summary

This is the end of the training scenario; you have explored the Weeping Caves, swung over chasms, avoided (or not) spiked pits, found valuable Loot, investigated Runestones, defeated Goblins and convinced Master Shug to aid you on your Adventures to come.

This is truly a great start to the Untold Adventures you have to come!