

Gearloc Adventuring Reference Guide

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Adventure Routine



The Gearloc Council's Guide to Recovery

At the end of each day, after your Encounter has been resolved, your party enters the Recovery Phase *(may be done in any order)*:

- Trade loot within your party: Any loot! Any amount! To anyone!
- Make a Lockpicking Attempt: Gearlocs may do this on their own or another Gearloc's Trove Loot *(to help them open it)*.
- Individual Options *(each Gearloc may choose one of the following)*:

Rest and recover – Heal HP to full.

Search for better Loot – Discard 1 loot. Roll 6 Atk Dice. For each ☞ you roll, reveal a Loot card – you may keep 1.

Scout the area – Roll a D6. On 1-3: Reveal a 1Pt Baddie, 4-5: Reveal up to a 5Pt Baddie, 6: Reveal up to a 20Pt Baddie. Once revealed, you may cycle Baddie to bottom of Active Stack.

Training Points!

Earn these precious points from Encounters. With a Training Pt, do one of the following:

- Unlock a Skill Die *(place it in your Gearloc's Skills Area)*.
- Increase HP Stat Die by 1 and add 1 Health Chip to your Gearloc.
- Increase Dex Stat Die by 1.
- Make an Attack Stat Training Attempt: Roll your current Atk Dice. No misses? Success! Increase Atk Stat Die by 1. If unsuccessful, spend Training Pt elsewhere.
- Make a Defense Stat Training Attempt: Roll your current Def Dice. Roll any misses one more time. No new misses? Success! Increase Def Stat Die by 1. If unsuccessful, spend Training Pt elsewhere.

Encounter Card Icons



This Choice will result in a battle. *Must succeed to gain rewards and Progress.



This Choice does not result in battle. *May still have requirements for success.



Gain # Progress Points for completing this Encounter.



Each Gearloc draws 1 Loot.



Draw # Loot. *Party decides how to distribute.



Each Gearloc gains 1 Training Point.



Each Gearloc draws 1 Trove Loot.



Draw # Trove Loot. *Party decides how to distribute.

Encounter Text Colors

Choice, Result, **Battle Modifier**, Flavor, Special Instructions

Battle Sequence

- Before Battle
- Battle Set-up
- Start of Battle
- Start of Round
- Unit Turns:

Gearloc Turn Sequence:

- Start of Turn
- Move Gearloc
- Determine Target
- Select and Roll Dice
- Resolve the Roll *(in any order)*
 - Resolve Target Dmg & Effects
 - Resolve Non-Target Dmg & Effects
 - Allocate Active/Locked/BP Dice
 - Use Backup Plan
- Baddies React
- End of Turn

*Anytime During Your Turn:
Use Loot*

Baddie Turn Sequence:

- Start of Turn
- Determine Target(s)
- Move
- Skills
- Roll Dice
- Resolve the Roll *(in this order)*
 - Place Def on Baddie
 - Apply Dmg to Target(s)
 - Resolve ☞-Triggered Skills
 - Resolve Tyrant Die
- Gearlocs React
- End of Turn

F. End of Round

G. After End of Round

Add Baddies from BQ *(20Pts & Tyrants to top, all others to bottom)*

H. Repeat Steps D-G

Until all Baddies or Gearlocs are defeated

I. End of Battle

Encounter Terms

Persistent - Place this card next to your Tyrant Card. Its effect persists for the remainder of the Adventure *(or until otherwise stated)*.

Surprise - After setting Ini for this battle, move all opposing units to bottom of Ini Meter *(maintaining their relative order)*.

Surprised - After setting Ini for this battle, move all Surprised units to bottom of Ini Meter *(maintaining their relative order)*.

Battle Modifiers *(Unbreakable Only)*

Darkness - Baddies enter the Battle Mat face-down on Ranged Positions with no HP. On their turns, they move 2 positions toward the closest opposing unit. Unrevealed Baddies immediately flip over and gain their full HP if they are adjacent to an opposing unit. If targeted by an opposing unit, they will flip at End of Turn.


Shaky Ground - Anytime a Baddie deals Dmg to a Gearloc that causes the Gearloc to lose HP, the Gearloc's position immediately becomes Lava.


Dangerous Darts


Each Gearloc starts with 10 HP and 3 Dice of their choice between Atk Dice, Def Dice, and Poison Status Effect Dice *(no more than 2 of any kind)*. Non-Gearloc opponents also have 10 HP and always choose 2 Atk Dice and 1 Poison Status Effect Die. Non-Gearloc takes the first turn. First to remove all of their opponent's HP wins!


Sequence of a Turn

1. Roll available dice (unavailable if set as Poison or removed by Weaken)
2. Apply rolled Def to self
3. Deal Dmg to opponent
4. Apply rolled Status Effects to opponent



 **Poison #** - Set on opponent *(removing existing Poison)*. Opponent takes # True Dmg at the start of its turn, then reduces Effect Die by 1.

 **Weaken #** - Player chooses # of opponent's available dice to make unavailable to roll on their next turn.

 **Stun** - Opponent loses their next turn.

5. Optionally use a Backup Plan with rolled  *(Gearlocs only; cannot be saved)*:

 - Remove Poison Effect Die from self or Def Die from opponent.


  - Opponent loses their next turn.


   - Instant Knockout - You win!


Loot Die *(Undertow Only)*


Spend 1 Dex anytime on your turn to pick up an adjacent Loot Die. Immediately roll and gain results:

 Heal yourself for 2 HP. Draw 1 Loot.

 Heal yourself for 2 HP. Acquire a Consumable Die of your choice.

 Draw 2 Loot.

 Draw 1 Trove Loot.

 Shuffle *Special Encounter - The Ebonite Doorway* into Encounter Deck, if not already shuffled in or completed *(otherwise, this result does nothing)*.

Special Baddie Chip Icons



Baddie may move diagonally in all rounds.



When this Baddie enters Battle Mat, add this many 5Pt Baddies to top of BQ.



When this unit enters Battle Mat, place Def Dice totaling # Def on this unit *(use fewest Def dice possible)*.

The Art of Lockpicking

Any time you are facing a lock, be it on a Trove Loot or chains around your ankles, the art of Lockpicking can be put to good use!

You will find that most bindings in Daelore are comprised of 3 Locks: Lever, Trip, and Force. To unlock them, you must roll Lockpicking Dice (3 Action Dice and 1 Intuition Die) to equal or surpass the number for the Lock type you are working on. Rolled Action Dice of the same Lock type may be added together to solve a Lock. Used Action Dice are Exhausted for the remainder of the Attempt. Any Action Dice not used to solve your current Lock may be carried forward to the next *(within the same Attempt)*. Your Attempt is over when you fail to open a Lock, you have no more Action Dice to apply to a Lock, or you solve all your Locks. You may not unlock multiple Locks in a single roll.

Unlike Action Dice, the Intuition Die is always rolled with your Action Dice and never Exhausted. This die grants you ways to alter or improve your Action Dice:



Re-roll - Re-roll 1 Action Die and also the Intuition Die. *Rolled another Re-roll? Do it again!



Convert - Treat the Lock type (L, T, & F) of 1 Action Die as the Lock type of your choice.



Save +1 - Give an Action Die +1 and do not Exhaust it if used on this Lock.

Locks must be solved from left to right. Locks you open will stay open, even for future Attempts. If you fail to open the first Lock you face in an Attempt, you are able to make a second Attempt immediately *(once per day)*.

Example: Let's assume you are facing a rather easy Trove Loot: 2 L - 2 T - 2 F. That's 3 Locks, each with a difficulty of 2.

Working left to right, you need to open the 2 L first. Because this is your starting Lock for this Attempt, you get 2 chances to roll a total of 2 L or more with your 4 Lockpicking Dice.

A typical Attempt would proceed as follows:

- Roll all 4 Lockpicking Dice.
- Resolve your Intuition Die result and use it to help you decide which Action Dice you will use on the current Lock *(2 L in the example)*.
- Total the dice you have chosen to use *(only L Dice will work)*, and compare them to the Lock. A tie or better is a success, and you may now immediately move to the next Lock. However, you may only roll your Intuition Die and unused Action Dice for this next Lock.