



**WILD  
ASSENT**

THE HUNT RULEBOOK



# RISE OF THE SEEKERS

The days following Vareclea's coup were marked by fear and bloodshed. Entire families were dragged from their homes by the Silvestrem guard, forced to fight in the arena, or bound to serve in the elf's lavish residences. Within a week, the city of Protioch was no more; only the Silvestrem remained. Vareclea quickly realized her reach was limited, and if her aspirations were to be realized, she needed an army to take the capital.

Well acquainted with the underworld of her kingdom, Vareclea contacted the leader of a band of brigands operating out of the edge of the Wilds. Their leader, a pragmatic and ambitious man by the name of Kander, recognized Vareclea's power and gladly joined her in her quest to murder the king. He began recruiting every scoundrel, criminal and villain he could find, until his army was unrivaled on the continent. He promised glory and riches to the starving and downtrodden, enlisting the victims of Vareclea's greed to unwittingly do her bidding. For her part, Vareclea martialled her own forces of guards, assassins and monsters, then together she and Kander marched on Everan.

The siege took only three days. Word spread quickly that the king had fallen, his head planted firmly on a pike while his heirs burned alive in their keep. The surviving nobles prepared for the worst. They barricaded themselves in their castles and estates and waited for Vareclea to come for them. Instead the elf sorceress sent a messenger to each with an invitation, and tickets, to the Silvestrem's next match. Some chose not to go. The ones who did, attended one of the arena's greatest matches to date while their every desire was indulged. Vareclea ignored them entirely, instead choosing to scream at her gladiators with fury and glee. She did not tell the nobles their lives belonged to her. She did not declare herself queen. She never took a title greater than she already had, owner of the Silvestrem, because she did not need to. Her power on the continent was now without question. The nobles could fill the Silvestrem's seats or their own graves. The choice was theirs, and their decision was unanimous.

As for Kander's brigands, Vareclea had no desire for a standing army; she needed gladiators. Men, women and monsters now fell every week at the Silvestrem and the sorceress tasked Kander with refilling her dungeons with combatants. Kander saw an opportunity to position himself as the second most powerful person on the continent and thus the Seekers were born. Kander developed a strict code of conduct for the fledgling organization, ensuring that loyalty would be automatic for fear of reprisal from the rest of the group. Every Seeker was branded with a magical tattoo and their date of initiation. Each time a Seeker brings flesh to sell at the markets, be it man or beast, a new date is seared below the last. If the dates ever reach the Seeker's wrist, they can retire with their wealth; nobility paid with the lives of others. If the last date is more than two years old, the Seeker becomes fair game for other Seekers, ensuring desperation would always drive the organization forward.

Early Seekers were true to their villainous roots, plaguing on the poor and the unarmed. They enslaved whoever they could find and sold them at the Silvestrem's markets. However, Vareclea still desired creatures. So, Kander led an expedition, the first of many, into the Wilds, taking a hundred Seekers into the land of monsters. Fewer than 20 returned, but their cages were full and the owner of the Silvestrem was pleased. As the years passed, the number of people who were off limits to the Seekers began to outnumber the rest. Soon, expeditions into the Wilds became the only reliable source of new gladiators. The next generation of Seekers began with this new normal as an allure of adventure and riches began to surround employment in the group.

It has been over 30 years since Vareclea killed King Oranak and four new Seekers have just left the Silvestrem in search of glory, gold, and one day, freedom. Their expedition into the Wilds will succeed or fail based on their individual skills and determination. They will either return victorious with monsters in tow, or disappear into the wilderness, another band of foolish souls claimed by the birthplace of the gods.







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# COMPONENTS



• The Hunt Rulebook



• Game Board (The Wilds Side)



• Encampment Board



• 8 Obstacles (The Wilds Side)



• 4 Seeker Cards



• 8 Dice



• 50 Instinct Cards



• 30 Wild Creature Cards



• 20 Equipment Cards



• 14 Health Trackers



• 20 Worker Cards



• 30 Scout Cards



• 15 Building Tokens



• 50 Status Tokens



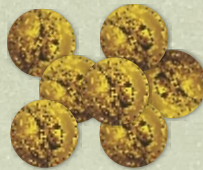
• 30 Resource Cards



• 14 Skill Tokens



• 20 Unlocked Skill/Cooldown Tokens



• 10 Gold Tokens



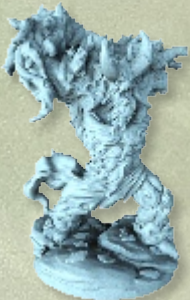
• 5 Capture Tokens



• 9 Captured Creature Tokens



• 4 Exhaust Tokens



• Wildwood Sentinel



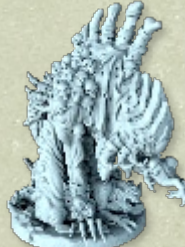
• 4 Wildwood Skirmishers



• Phoenix



• 4 Daemonspawns



• Daemonretch



• 4 Waterbounds



• Streamcaller



• Gryphon



• Fani



• Illithena



• Berlyne



• Zaxos



• Horned Golem



• Wildflower



• Lava Fiend



• Exalted Effigy



• River Guardian



## • MODES OF PLAY

**Wild Assent features two distinct game modes** sharing only miniatures and some other basic components. Read the two summaries below carefully before deciding which mode you would like to play. If you choose the Hunt, you are holding the correct book in your hands and should continue reading the rules. Otherwise, return this book to the box and retrieve the Arena rulebook. Note that there are similarities in combat between the two games, so you will see familiar information in those sections should you choose to read both rulebooks. Pay special attention to the Instinct Cards, Activating Creatures and Capturing Creatures sections of this rulebook, as that is where combat for the two modes diverges most.

## • THE HUNT

**The Hunt is a one to four player cooperative campaign mode** that will require multiple game sessions to complete. Each player chooses one or more upgradeable Seekers (for a total of four), to venture into the dangerous and mystical Wilds to track and capture Creatures for gold and glory. The players will maintain an Encampment, erecting useful buildings and hiring workers, to support the Seekers in their expedition. **The primary goal of the Hunt is to survive 10 seasons** so the Seekers may retire with their wealth. If all the Seekers fall in battle at the same time, the expedition ends and the players lose. Players on the Hunt must consider positioning and target priority while in combat, and resource and worker management while in the Encampment.

## • THE ARENA

**The Arena is a two or four player competitive game mode.** Each player chooses an Assent, a customizable champion they will use to lead a troupe of Creatures into battle. **The goal of the Arena is simple: kill or be killed.** Players choose to either make slaying the enemy Assent(s) the objective of the game or wiping out the entire enemy troupe. Players in the Arena must consider team composition and Assent loadouts prior to the match, and positioning, target priority and crisis management once combat begins.

## VICTORY CONDITIONS

Players begin Wild Assent's Hunt mode by deciding on a victory condition. Once all players are familiar with how the game mode is played, they can begin customizing their experience by adding new challenges, such as facing tougher threats earlier in the expedition or by lowering the amount of gold players receive for selling Creatures at the Silvestrem's markets.



### SURVIVAL

Surviving 10 Seasons is the default victory condition for the Hunt and recommended for new players. All players will need to work together to build up their Encampment and hunt/kill/capture as many Creatures as they can to survive for the full 10 Seasons. If all four Seekers are inured in combat, the game ends and the players lose.



### SCENARIOS

The Wild Assent Scenario Book contains individual scenarios with objectives and setups that differ from the Survival victory condition. These scenarios are designed for veteran players as many focus on condensed gameplay experiences and ramped up difficulty. Consult the Introduction section on page 3 of the Scenario Book for more information.





# GAME OVERVIEW

This section describes how to play an entire campaign of Wild Assent's Hunt mode. While the rest of the rulebook goes into detail for each of the mechanics needed to play, there are some rules here that are not found anywhere else. Once you are more familiar with the Hunt, you will be able to use this section as a quick reference for how the game is played.

## ● SETUP

Setup is as simple as selecting Seekers and populating the Encampment.

- **Selecting Seekers.** The Hunt is always played with four Seekers. If four players are present, each will control one Seeker. Any fewer players and one or more will need to control more than one Seeker.
- **Create the Encampment.** Place the Encampment board within reach of all players. The Seekers begin their expedition automatically with the Barracks and two buildings of the players' choice. Place Level 1 Building tokens on the three buildings to identify they have been built. Take all of the Worker cards and set aside the Workers who cost 2 gold (in the base game, the Veterinarian and the Trader). Shuffle the rest of the Workers and draw three. Players select one to add to their encampment and shuffle the rest (including the 2-gold ones) together and place them next to the Encampment. Place the Season token on "1" on the Encounter board. Shuffle the Threat 1 Scout cards together and draw two. Pick one and prepare the Encounter.

## ● PLAYING THE GAME

The Hunt mode is divided into two phases, Encounter and Encampment, which are combined to create one Season. Encounters are played across a series of rounds following the same basic structure seen below. The Encampment phase grants each Seeker five Actions to use as they wish and will usually, but not always, end with an Encounter.

- **Encounter Setup.** Players use the selected Scout card to determine which Creature (and Threat) is automatically part of the Encounter and set its three Wild Creature cards aside. Sort the rest of the Wild Creature cards into three stacks by Threat and shuffle each. Draw the number of Creatures indicated on the Scout card (discarding any duplicate Creatures and drawing again) and then combine and shuffle the Instinct cards for all Creatures in the Encounter. Roll 1D6 to determine which setup will be used (see Encounter Setup, page 14) and place the Creatures, Seekers and obstacles as indicated. Seekers and Creatures alternate activations, beginning with the side identified in the Encounter Setup.
- **Activate Seekers.** Seekers may activate in any order, but each Seeker may only activate once per round. Seekers may move up to their Speed in fields, then perform one action: either attack, use a Skill or Equipment, or capture. Any action, even a free action, ends movement. Place an Exhaust token on the Seeker's card to indicate they have activated.
- **Activate Creatures.** To activate a Creature, draw one Instinct card and resolve it. If the Creature is slain or captured, draw a new card. If the second Instinct card drawn is for a slain or captured Creature, discard it and activate the next Seeker. If an Instinct card is ever drawn for a Creature with at least one capture token, Assign 2 damage to each Seeker capturing it.





and draw a new Instinct card. If all remaining Creatures have capture tokens, assign the damage but do not draw a new card. If all Instinct cards have been discarded, remove the cards for captured and slain Creatures from the discard pile and shuffle the remaining cards to form a new Instinct deck.

- **Resolution.** If the Seekers activated first in the round, the round ends after the last Seeker activates and one additional Creature activates. If the Creatures activated first, the round ends when the last Seeker activates. Discard all Exhaust tokens and begin a new round with the group that activated first in the previous round.
- **End the Encounter.** Play continues until either all Creatures have been captured or slain or all Seekers are injured. If all Seekers are injured, they are lost to the Wilds and players lose the entire campaign. If the Seekers are victorious, they receive Resources based on the Threat of the Creatures they slayed and hang on to the Wild Creature cards of the Creatures they captured.
- **Enter the Encampment.** Trade captured Wild Creature cards for Captured Creature tokens of the appropriate Threat and place the tokens on any available storage slots. If no slots are available, the remaining tokens are discarded. Next, each Seeker automatically receives healing from the Barracks. Players return any injured Seekers' Health trackers to the board; their current Health is equal to the amount of healing the Barracks provides.
- **Spend Actions.** Each Seeker has five actions to spend on various tasks. Certain tasks require more than one Seeker or more than one action to complete. Seeker actions must be used sequentially; all Seekers use their first action, then all use their second, etc. If a Seeker uses two actions, they are

simply "locked in" for the next round of actions. If the Encampment does not have a building required for a task, that task may not be performed. In addition to the tasks listed on the Encampment board, Seekers may perform:

- **Scouting** - 2 Seekers spend 2 actions each to draw 2 Scout Cards, selecting one and discarding the other. Scouting ends the Encampment phase.
- **Crafting** - 1 Seeker spends 1 action per Equipment card. Requires the Workshop.
- **Upgrade a Building** - Upgrade an existing building for gold. It costs 2 gold to upgrade from Level 1 to Level 2 and 3 gold to upgrade from Level 2 to Level 3.
- **Travel to the Silvestrem** - 2 Seekers spend 3 actions each to travel to the Silvestrem. The below tasks become available at no further cost until the two Seekers perform new actions.
  - **Sell Creatures** - Exchange Captured Creature tokens for gold based on Threat. Threat 1 sells for 1 gold, Threat 2 for 2 gold and Threat 3 sells for 3 gold.
  - **Hire Workers** - Draw 2 Worker cards. Players may hire one, both or none. Workers cost 1 gold unless otherwise noted.
  - **Purchase Building Materials** - Purchase a new building for 2 gold. The building may not be used or upgraded until after the end of the next Encounter.
- **A New Season & Growing Threat.** Once all Seekers have used their actions, a new Season begins. Move the Season token up by one. At the beginning of Seasons 3, 5, 8 and 10, the Scout deck is modified and shuffled:

**Season 3: Add Threat 2 Scout Cards**  
**Season 5: Remove Threat 1 Scout Cards**  
**Season 8: Add Threat 3 Scout Cards**  
**Season 10: Remove Threat 2 Scout Cards**

- **Derelict Encampments.** If the Seekers did not use their final actions to Scout (thereby initiating a new Encounter), the Encampment is considered Derelict and a new Encampment phase begins. Scouting in the new Season removes Derelict status. If the Seekers do not Scout for two Seasons in a row, the Encampment is attacked. Shuffle the Scout cards as if the next Season threshold had been reached (in Seasons 5-7, you would act if it was Season 8, adding Threat 3 Scout cards). Draw one Scout card and initiate the Encounter.

- **The Price of Dereliction.** If the Seekers survive the Encounter, their encampment is no longer Derelict, but they must roll 1D6 twice to assess the damage. The first roll determines whether a Worker was slain or a building was damaged beyond repair: **1-3: Worker and 4-6: Building.**

The second roll determines the Worker or building affected. For Workers, there are six Worker slots; imagine them numbered 1-6 from left to right. The Worker in the slot rolled is returned to the box. If the slot is empty, no Workers are slain. The results for buildings are: **1: Temple of Vil, 2-3: Workshop, 4-5: Seeker's Den and 6: Creature Pens.** Any tokens on a destroyed building are lost. If the Encampment does not have that building, no buildings were destroyed.

- **The Final Encounter.** Play continues until the victory condition is met. For Survival, that means reaching the 10th Season and scouting one additional time. Always add one Threat 3 Creature to the Scout card drawn for this final encounter. If players do not Scout in the last Season, do not add an extra Threat 3 Creature. Instead, all Threat 2 Creatures on the Scout card become Threat 3 Creatures.





# SEEKERS

Seekers are the brave men and women who scour the Wilds in search of dangerous Creatures to capture and sell at the Silvestrem markets. Each Seeker fills a vital role within the

expedition and their prowess on the hunt will be the difference between returning with captured monsters and disappearing in the Wilds forever. Seekers all have the same basic statistics, including two default Skills and five Skills that can be unlocked by upgrading your Encampment. Consult the diagram on the opposite page to see which buildings and upgrades are required for each Skill. The Seeker's card (seen below) includes all the information a player will need to control the Seeker in battle.



- 1 Name:** The name of the Seeker.
- 2 Speed:** The number of fields the Seeker may move during an activation. Rotating in any direction costs 1 Speed.
- 3 Movement Type:**
  - ▶ Normal: This Seeker has no special movement ability.
  - ▶ Swift: This Seeker may move diagonally forward.
  - ◀ Flying: This Seeker ignores other miniatures and obstacles while moving. They may not end their movement on an occupied field.
- 4 Health:** The amount of damage the Seeker can sustain. When a Seeker receives damage equal to or greater than their Health, they are injured and removed from the game board.
- 5 Range:** The potential reach of the Seeker's default attack. A Seeker with a Range of 1 may only attack adjacent Creatures.
- 6 Base Damage and Damage Type:** The number is the damage of the Seeker's default attack. This is added to the result of the Seeker's Attack Dice roll to determine the total damage of their attack. The symbol identifies the form of damage the Seeker's default attack uses. It can either be physical or magical.
- 7 Attack Dice:** The number of Attack Dice rolled when the Seeker attacks. This is added to the Seeker's Base Damage to determine the total damage of their attack.
- 8 Physical Defense:** The hardness of the Seeker. This number is subtracted from the damage of any physical attack made against the Seeker.
- 9 Magical Defense:** The mystical fortitude of the Seeker. This number is subtracted from the damage of any magical attack made against the Seeker.
- 10 Skills:** Special talents unique to the Seeker. Some are passive bonuses or traits, others are active spells or abilities that may be used instead of attacking. The symbol on the far left of the Skill identifies basic information about the type of Skill.
- 11 Unlockable Skills:** Skills that can be unlocked by upgrading the Encampment. Place an Unlocked Skill token on the Skill to show it is available for use. If the Skill must be placed on Cooldown, simply flip the token to the Cooldown side.
- 12 Unlock Requirement:** The specific building(s) and levels required to unlock that particular Skill. If the building is destroyed, the Skill becomes unavailable.









# ENCAMPMENT

The Seeker's Encampment is the staging area for all of their hunts in the Wilds. Its buildings provide vital services for the Seekers during the Encampment phase such as passive healing and storing of Creatures. They are also required for unlocking Seeker skills to be used in the Encounter phase.

The Encampment is represented by a persistent board (seen below) players add and update during the course of the campaign. The Encampment board has three main areas: the buildings on the top, the Workers slots at the bottom and the building descriptions on the bottom right. Each building has an outline to place a Building token to show if the building has been purchased and what level it has been upgraded to, if at all. Upgrading buildings and hiring Workers is vital to taking full advantage of the Encampment and the overall success of the campaign.



**1 Temple of Vil:** A modest temple for Vil, god of travelers, explorers and thieves. Seekers can spend actions at the temple to heal. Upgrading the Temple of Vil increases the healing and the number of Seekers who can visit simultaneously.

**2 Workshop:** A cramped deathtrap of flame, smoke and steel, the Workshop is different from the other buildings in that it doesn't provide a passive or active benefit by itself. The Workshop allows Seekers to craft powerful Equipment cards, but the Encampment must have at least one Worker with a Crafting Recipe. Some equipment becomes more powerful depending on the level of the Workshop.

**3 Barracks:** Obtained automatically, the Barracks is the living quarters for the entire Encampment. The Barracks provides passive healing and Worker Slots, both increasing with each building upgrade. The Barracks also houses 1 Creature and is a lynchpin for unlocking several powerful Seeker Skills.

**4 Seeker's Den:** A command tent of sorts, the Seeker's Den is where all scouting and other incursions into the Wilds are planned. Upgrading the Seeker's Den results in more options while Scouting and more resources when slaying Creatures.

**5 Creature Pens:** Arguably the most important building in any Seeker Encampment, the Creature Pens house Creatures and, if fully upgraded, increase the gold those Creatures sell for at the Silvestrem's markets. Captured Creature tokens are placed directly on the Creature Pen's picture on the Encampment board.

**6 Worker Slots:** An extra bedroll or tent for those willing (or conscripted) to ply their craft at the Encampment. There are six slots available to place Workers. The first two are available automatically; the rest must be unlocked by upgrading the Barracks. The slot symbols printed on the hanging hides are fancy looking, but do not affect gameplay.

**7 Building Details:** Concise descriptions of the benefits each building provides to the Encampment as well as what bonuses are gained from upgrading them.

**8 Building Level Slot:** Each building has a slot for a Building token to identify what level the building currently is. When purchased, always begin with Roman numeral 1.





## WORKERS

Workers are hired at the Silvestrem's markets and provide valuable bonuses and useful Crafting Recipes for the Seekers and their Encampment. The default cost for a Worker is 1 gold, but there are some that cost more (consult their Skill text before hiring). Each Worker is associated with a specific building; if the required building has not been purchased/built, the Worker may still be hired, but their Skill and Crafting Recipe(s) cannot be used. The Encampment begins with two Worker slots and upgrading the Barracks unlocks additional slots. If all of the Encampment Worker slots are full, hiring a new Worker requires discarding an existing Worker. The Worker is returned to the box, not added back to the Worker deck.

## ENCAMPMENT ACTIONS

Each Seeker receives five actions at the beginning of the Encampment phase to spend on tasks as they wish. Actions must be used in order, with each Seeker spending their actions one at a time. It's recommended all players consult with one another about spending actions at the beginning of the Encampment phase so no task is missed, especially scouting. Two Seekers must each have at least one action each remaining to Scout to begin the next Encounter. If they do not, a new Encampment phase will begin and the Encampment will become Derelict. This not only increases the danger to the Encampment, but leaves the Seekers less prepared for the challenges ahead.



- 1 **Name:** The name of the Worker's profession or field of study.
- 2 **Skill:** The unique boon the Worker provides to the Seekers and/or their Encampment.
- 3 **Crafting Recipe:** A piece of Equipment that can be crafted by a Seeker at the Workshop if this Worker is hired by the Encampment. The symbols on the right are the Resources required to craft the Equipment. Consult the Equipment card for more details about the Equipment.
- 4 **Building:** The building required to make use of this Worker's Skill and Crafting Recipe(s).

The below actions require specific buildings to be performed.

- **Heal at the Temple of Vil**  
Seekers may spend 1 action to Heal at the Temple of Vil. The amount of healing depends on the building level (see the Temple of Vil description on the Encampment board).
- **Craft at the Workshop**  
If the Encampment has both the Workshop and a Worker with at least one Crafting Recipe (and the players have enough Resources), a Seeker may spend 1 action to craft an Equipment card at the Workshop. Discard the Resources and set the Equipment card anywhere on Encampment board. It may be taken by any of the Seekers on their next Encounter.

**EQUIPMENT CARDS** add a new Skill to the Seeker who carries them. Each Seeker can bring only one Equipment card to an Encounter. Equipment cards are activated the same as Skills; simply resolve the text as normal, though some may be discarded after use (or after the Encounter). There is no limit to the number of Equipment cards that can be stored in the Encampment.

- 1 **Name:** The name of the Equipment.
- 2 **Skill:** Special abilities unique to the Equipment card. Some are passive bonuses or traits, others are spells or abilities that may be used instead of attacking. The symbol on the far left of the Skill identifies basic information about the type of Skill. More detail about Skill Symbols can be found on Skills, page 9).



The below actions can always be performed regardless of the existing buildings in an Encampment.

- **Upgrade a Building**

Seekers may upgrade an existing building by paying the appropriate gold cost. Upgrading from building level 1 to 2 costs 2 gold and upgrading from 2 to 3 costs 3 gold. This does not use any Seeker actions, but the upgrade does not take effect until the next Encampment phase. A building cannot be upgraded the same Encampment phase it was purchased.

- **Visit the Silvestrem's Markets**

Traveling to the Silvestrem requires two Seekers spend 3 actions each, but grants them access to the below tasks at no further cost. These free tasks can be performed in any order (you can sell Creatures first to earn enough gold to purchase Workers and/or building materials).

- **Sell Creatures**

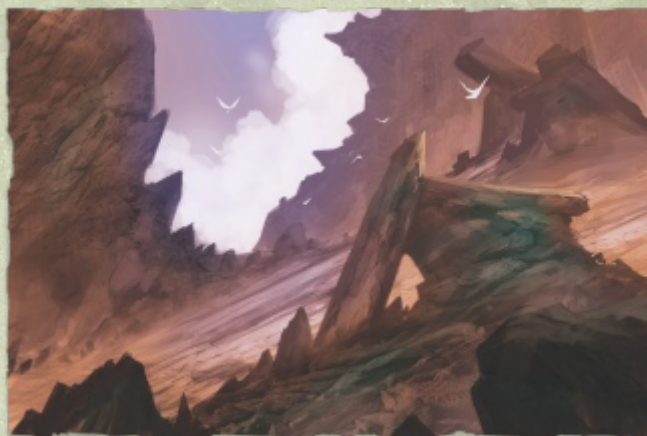
The Seekers may sell as many Creatures as they like. Creatures sell for gold equal to their Threat. For example, a Threat 1 Creature sells for 1 gold while a Threat 3 Creature sells for 3 gold. Players discard each Creature token they wish to sell and obtain the appropriate number of gold tokens.

- **Hire Workers**

Unlike selling Creatures, the Seekers may only attempt to hire Workers once per visit to the Silvestrem's markets. Players draw 2 Worker cards and may hire as many (or as few) as they like.

- **Purchase Buildings**

Seekers may purchase new buildings to add to their encampment. Each building costs 2 gold. Place a building token with the Roman numeral 1 facing up to show the building is now part of the encampment. The new building may not be used until the next Encampment phase.



- **Scouting**

Two Seekers venture into the Wilds in search of dangerous (and valuable) Creatures to hunt. The players draw two cards from the Scouting deck (or more depending on buildings and Workers) and select one to determine the Encounter they will face. Scouting cost 2 actions per Seeker and ends the Encampment phase to begin a new Encounter phase. See the next section for how to use the Scouting card to set up the Encounter.

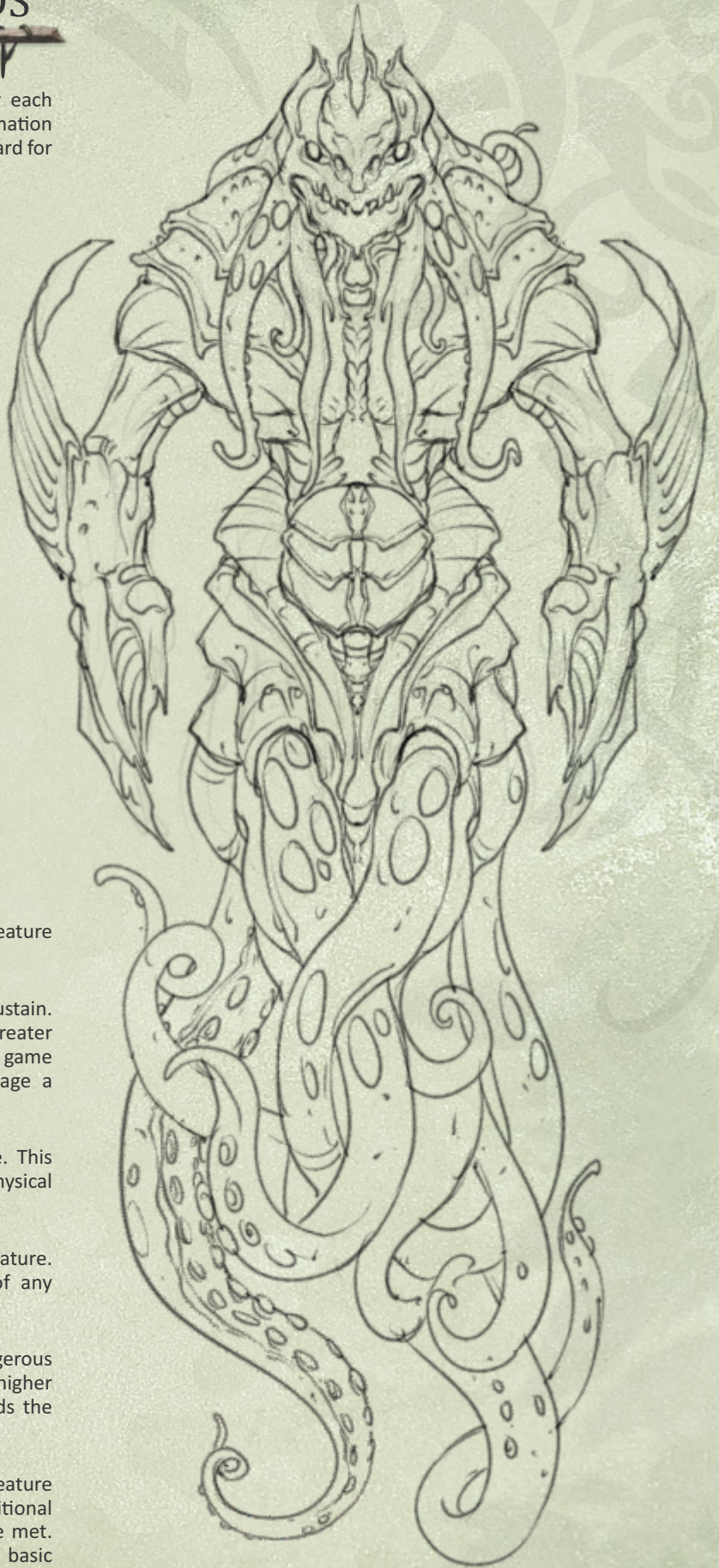
- 1 **Name:** The region the Seekers have scouted.
- 2 **Threat Level:** The difficulty of the Encounter.
- 3 **Environment:** A global effect that persists during the Encounter.
- 4 **Prey:** The Creatures present and their Threat levels. There is always at least one named Creature as well as the number of Creatures that must be drawn from the three Threat levels (3/2/1 would mean one Threat 3 Creature, one Threat 2 and one Threat 1).





# WILD CREATURE CARDS

Each Creature has three Wild Creature cards, one for each Threat level. The cards contain basic statistical information about the Creature and should be kept near the game board for easy reference.



- 1 **Name:** The name of the Creature.
- 2 **Resource Category:** The type of Resources this Creature drops, if slain.
- 3 **Health:** The amount of damage the Creature can sustain. When a Creature receives damage equal to or greater than its Health, it is slain and removed from the game board. Health also determines how much damage a Creature must receive before it may be captured.
- 4 **Physical Defense:** The hardness of the Creature. This number is subtracted from the damage of any physical attack made against the Creature.
- 5 **Magical Defense:** The mystical fortitude of the Creature. This number is subtracted from the damage of any magical attack made against the Creature.
- 6 **Threat Level:** A numerical identifier for how dangerous the Creature is. There are three Threat levels; the higher the Threat, the greater the challenge and rewards the Creature provides.
- 7 **Skills:** Special talents unique to the Creature. Creature Skills are either passive bonuses or traits or conditional effects that occur when specific requirements are met. The symbol on the far left of the Skill identifies basic information about the type of Skill. More detail about Skill Symbols can be found on Skills, page 9).



# OBSTACLES

Obstacles are special fields that influence how Seekers and Creatures can move around the game board. Below is a list of each obstacle and its effects. Obstacles are represented on the game board by tokens as seen below. They are placed at the same time as the Seekers and Creatures; refer to Encounter Setup in the next column.



## Partial Cover (1-2)

Seekers and Creatures adjacent to this field have +1 Defense. Neither can end their movement on Partial Cover, but they may move over it at the cost of 3 Speed. See an example of moving over Partial Cover on Example 4, page 18.



## Full Cover (3-4)

Seekers and Creatures may not end their movement on, or move over, this field. Any attack that draws line of sight through Full Cover cannot be made, even if the miniature is adjacent to the Full Cover (no aiming around corners).



## Thornbrush (5)

Thornbrush is identical to Full Cover with one addition: any Seeker or Creature that is pushed (via Knockback) into this field is assigned 2 damage and Bleed. More information about Knockback can be found on Example 10, page 20.



## Pit (6)

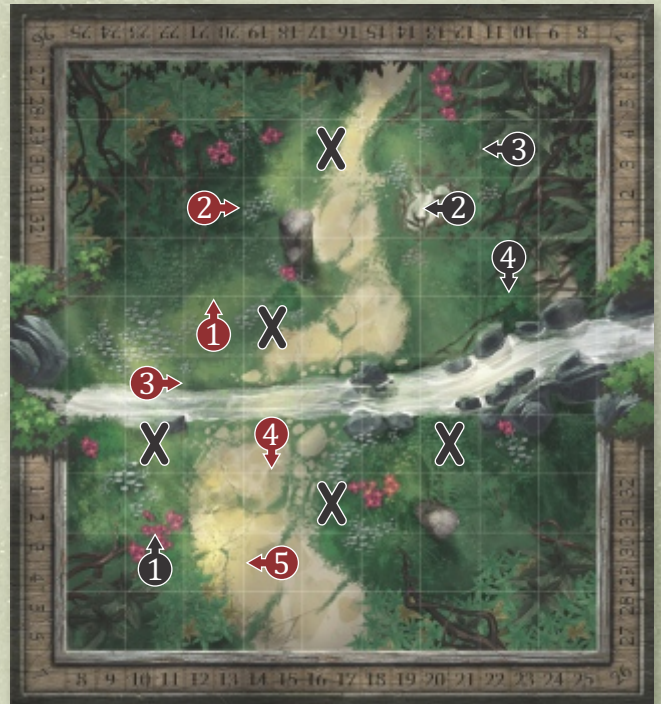
Any Seeker or Creature who enters a Pit field must end their activation immediately, forfeiting any unused Speed/Actions. They must also spend their entire next activation to move to an adjacent field.

# ENCOUNTERS

## ENCOUNTER SETUP

After players select a Scout card and draw the listed number of Creatures, they roll 1D6 to determine the starting locations of the Seekers, Creatures and obstacles. The setups for 1 - 5 can be found in the diagrams below and on the following page (the text to the right of the title identifies which group activates first). If the players roll a 6, they may choose any setup they wish. The black circles on the maps are Seekers, the red circles are Creatures and the X's are obstacles. Each circle has an arrow to show the direction the Seeker or Creature should be facing.

Place the Creatures on the red circles with the number that corresponds with the order they were drawn on the Scout card (the first named Creature is always on 1, etc). Then place the Seekers in any order on the black circles. Finally, roll 1D6 for each X to determine which obstacles are placed, the results matching the numbers to the right of the obstacle titles (there are two of each obstacle; reroll if an obstacle is rolled more than twice).



## 1. THE LOST SEEKER

(Creatures)

*After marching for what seems like hours, you finally reach your destination deep within the Wilds. You've spotted your prey, there's just one problem: someone has gone missing. There's no time to track them down, the local fauna is now aware of your presence. You prepare for the fight of your lives, hoping your fellow Seeker can find time in their busy schedule to join you.*

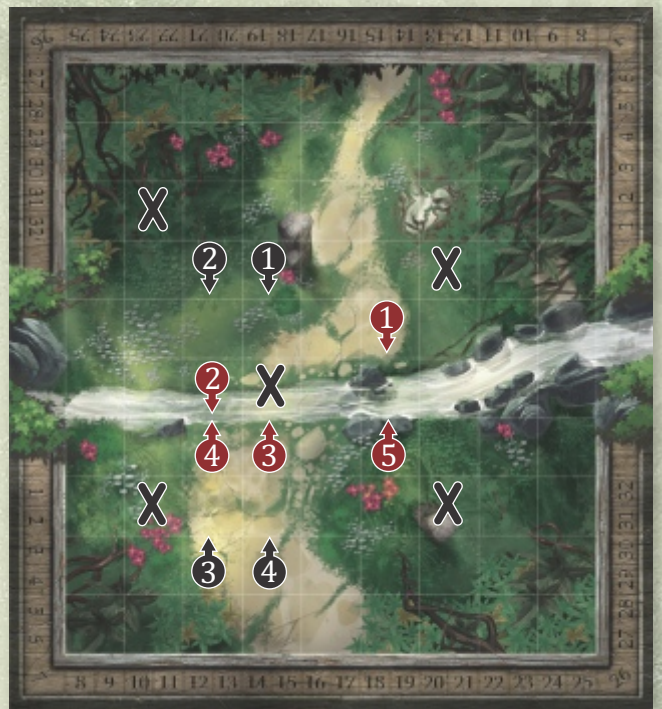






## 2. SURROUNDED! (Creatures)

Your expedition into the Wilds has taken an unexpected turn as you and your fellow Seekers have become prey to the Creatures you were supposedly hunting. Surrounded and with few options, you ready your weapons and hope the monsters aren't as good at fighting as they are at making you look like fools.



## 4. FRESH MEAT (Seekers)

You tracked the beasts across their home turf without so much as a heavy footstep to alert them of your presence. Once they stopped to rest, you and your fellow Seekers carefully surrounded them. It's not often you can get the jump on the denizens of the Wilds, but today is a good day.



## 3. A CHANCE ENCOUNTER (Seekers)

As you pass your sixth hour of walking, you quietly curse the fresh blisters forming on top of the blisters already on your feet. You consider turning back, but the idea is interrupted by you almost colliding with one of the Creatures you were hunting. It looks as surprised as you, if that is even possible, your blisters instantly becoming the least of your concerns.



## 5. THE BRAWL (Creatures)

After half a day of marching your search for your quarry has reached something of a middle; the middle of your hunting party, in fact. You can see your fellow Seekers on the opposite side of an impressive gathering of monsters; it looks like all parties involved came prepared for a fight today. You wouldn't have it any other way.



# FINAL SETUP

## BOARD, TOKENS AND CARDS

With the Creatures, Seekers and obstacles placed, it's almost time to begin the Encounter. Your play area should look something like the image below. Take the Instinct cards for the Creatures in the Encounter and shuffle them together to form the Instinct deck. Also be sure to place the Creature (and Seeker)

Health trackers on the board. Both halves of the board have the same set of numbers; it doesn't matter which is used (though putting all health trackers on the same side may make that side feel a bit crowded). The Scout card should be placed nearby so players do not forget the environment effects active during the course of the encounter. Now is also the perfect time to read aloud the opening text from the Encounter Setup, or in the case of Scenarios, the opening stage text.

Let the Hunt begin! Either activate the first Seeker or draw the first Instinct card, depending on who was identified as activating first in the Encounter Setup.





# ACTIVATING SEEKERS

When activated, each Seeker may move and then perform an action. Both require an understanding of the facing of a miniature on the board:



Each square on the board is known as a “field.” The green field directly in front of Zaxos is his “Front.” That field and the green fields on the left and right of it are considered his “Frontal Arc.” Finally, the red field directly behind Zaxos is his “Back.”

## MOVEMENT

Seekers and Creatures may move up to their Speed value in fields at the start of their activation. They can only move to the adjacent field in front of them (Front in the diagram above), or the adjacent fields on their left or right (unless they have Swift; see Example 2 in the next column). Moving in any other direction requires rotating first, at the cost of 1 Speed to rotate in any direction. Seekers and Creatures may not enter a field occupied by another miniature or certain obstacles unless they have Flying (see Example 3, page 18). Performing any action, even a free action, ends movement. Any unused Speed is lost.



## EXAMPLE 1: NORMAL MOVEMENT & VAULT

Fani wants to attack the Horned Golem from behind. Unfortunately she would need 6 Speed to walk around him as seen in the first image below. Instead, she can use her Vault skill, allowing her to leap over him (as seen in the second image below). She spends 1 Speed to move forward, then 3 to use Vault. She spends 1 more Speed to rotate and she is ready to attack the Horned Golem from behind.



## EXAMPLE 2: SWIFT MOVEMENT

The Streamcaller's Instinct card determines that Illithena should be its target (Enemy – Lowest PDEF – Lowest HP and Swift Advance 4; see Instinct Cards, page 21). Zaxos and Fani are doing their best to keep Illithena from harm, but the Streamcaller has Swift movement. It moves two fields diagonally forward to the left and then one field diagonally forward to the right. It spends its remaining 1 Speed to rotate so it may attack.





### EXAMPLE 3: FLYING MOVEMENT

The Gryphon's Instinct card determines it should attack Illithena (Enemy - Lowest PDEF - Farthest and Flying Advance 3, see Instinct cards, page 21), but there is a whole mess of Seekers and obstacles in its way. The Gryphon can ignore them all, using its Flying movement to soar to Illithena with its modest 3 Speed.



### EXAMPLE 4: PARTIAL COVER

Illithena has +1 Defense for being adjacent to Partial Cover. That said, she'd like there to be a little more distance between herself and the Wildswood Sentinel behind her. Unlike Full Cover, Partial Cover can be crossed over at the cost of 3 Speed, so Illithena may leap over the Partial Cover, rotate and attack. Xaxos may then put himself in front of the Sentinel and use his Taunt Skill, solidifying Illithena's escape while both still take advantage of the +1 Defense from being adjacent to the Partial Cover.



### ACTIONS

After moving, a Seeker may perform one action. Actions generally consist of either making a default attack using the stats on the Seeker's card or using an active Skill available either on their card or from Equipment. Using an action usually ends a Seeker's activation unless they have a Skill that overrides that rule, such as the Illithena's Royal Bloodline Skill. Skills identified as "free action" do not require an action to use and may be used without ending a Seeker's activation.

### LINE OF SIGHT AND RANGE

To make an attack against an enemy, the attacker must establish both line of sight to, and range of, the target. Line of sight is established by drawing an invisible line from the center of the field the attacker occupies to the center of the field the target occupies. That imaginary line must be within the attacker's frontal arc (between the center of the two fields on either side of the front field) and not cross a field occupied by Full Cover or another miniature. Range is established the same way movement is, except diagonal fields may be used. Count up to the Range value of the attack in fields (as seen in Example 7 on the opposite page) to see if a target is in Range. If the imaginary line of sight crosses the back of the target, the attack has +2 damage. Seekers and Creatures may not directly target or attack their allies, but some area of effect Skills may result in an ally taking damage.

### EXAMPLE 5: LINE OF SIGHT

Illithena has line of sight of all the blue highlighted fields in the diagram below as there are no miniatures or obstacles blocking her view. The non-highlighted fields on either side and behind her are not in line of sight; she will have to rotate if she wishes to target a Creature in those fields. The fields beyond the blue fields in front of her are out of Range, requiring Illithena to move forward if she wishes to attack a target on them.





### EXAMPLE 6: TARGETING & BACK ATTACKS

In the diagram below, Illithena has line of sight to the Daemonspawn and the River Guardian. Zaxos is blocking line of sight to the Horned Golem, and, though the Daemonretch is in the same position as the River Guardian (on the opposite side), a straight line from the center of its field to Illithena's field crosses over part of the Daemonspawn's field. An attack cannot be made without moving Illithena. The River Guardian is an especially tempting target as its back is to Illithena, meaning her attack would have +2 damage.



### EXAMPLE 7: RANGE

Illithena has a Range of 3. The diagram below shows what Range is needed to attack each field in her line of sight. Even though she has line of sight to the Streamcaller, she cannot attack it without moving. The Lava Fiend, River Guardian and Gryphon are all fair game, however.



### ATTACKING AND DEFENDING

If the attacker has range and line of sight of its target, it may perform an attack. Roll the indicated number of Attack Dice and add the number of damage symbols rolled to the Base Damage of the attack. The result is the total damage of the attack, which is compared to the corresponding defense of the defender (physical or magical). The defender's defense value is subtracted from the total damage of the attack and any remaining damage is assigned to the defender. Move the defender's Health tracker along the side of the board to indicate the Health lost. If the Health token reaches "1" and there is still damage to account for, the defender is slain (or injured, if a Seeker). Remove their miniature and Health tracker from the board and place them on their card; they may not be used for the rest of the Encounter.



- ① Success - One additional damage to the attack.
- ② Special - One additional damage to the attack and also activates Skills with the word "Special" in the text.
- ③ Blank - No effect.

### EXAMPLE 8: ATTACKING

Berlyne wants to attack a Threat 3 Streamcaller with his default attack. He rolls his 2 Attack Dice and gets one Success. He adds that 1 to his Base Damage of 4 for a total of 5 damage for his attack. Berlyne does Magical Damage with his default attack, meaning he must contend with the Streamcaller's Magical Defense. The Streamcaller's Magical Defense of 3 negates all but 2 damage of Berlyne's attack; there's certainly a better use of his activation. **Calculation: (4 + 1) - 3 = 2.**



### EXAMPLE 9: DAMAGING

Let's look at a different outcome for the example above. Recognizing the Streamcaller's Magical Defense would negate much of his attack, Berlyne instead uses his Temporal Flux Skill on Illithena, giving the elven Seeker a free activation. Illithena positions herself behind the Streamcaller and attacks. She rolls her 5 Attack Dice and gets 1 Special and 2 Successes. She adds that and the 2 damage for attacking from behind to her Base Damage of 2 for a total of 7 damage. Her Elven Aim Skill allows her to ignore Defense if she rolls a Special, so the Streamcaller takes the full damage! **Calculation: (2 + 3 + 2) - 0 = 7.**





## EXAMPLE 10: KNOCKBACK

Some Skills have the Knockback effect, like the attack Skill on one of the River Guardian's Instinct cards. In this example, a Threat 3 River Guardian's Instinct card tells players it will target the most enemies in melee range, so it uses its Swift movement to move between the Thornbrush and Full Cover obstacles and into the field adjacent to Berlyne, Zaxos and Illithena. The River Guardian then makes a magical attack with a Range of 1, 0 Base Damage, and 6 Dice. The players roll for the River Guardian, getting 3 successes. Berlyne's Magical Defense is 2, so he takes 1 damage and is moved one field away from the River Guardian. Zaxos's 1 Magical Defense causes him to take 2 damage and he is also moved 1 field away from the River Guardian. Like Berlyne, Illithena has 2 Magical Defense, but she will not get away with just 1 damage. She is knocked into the adjacent Pit obstacle; she will have to forfeit her next activation to be placed on an adjacent field.



## UNIQUE TOKENS

Unlike the general tokens in the Status Effect section below, some Seekers and Creatures have Skills that need tokens unique to them. These are easily identified by the character portrait on one side of the token. Note that some Creatures may have tokens that are needed for the Arena mode but not the Hunt. That's okay. If you have all of a Creature's tokens together you will always have the token you need when they activate. Below are some examples of unique tokens.



## STATUS EFFECTS

Certain Skills inflict negative status effects, such as Zaxos's default Skill, Maim. Place the token on the Seeker or Creature's card to serve as a reminder they are afflicted. Remove the token at the end of that target's next activation.

- **Immobilize** – The target may not use Speed on their next activation. If a Seeker or Creature is afflicted with Immobilize when they already have the token, they are Stunned (see below).
- **Bleed** – The target is Assigned 1 damage at the beginning of each activation. Bleed is not removed after the target activates. Instead, Bleed is only removed by healing; the target removes the Bleed token but their Health remains the same (regardless of how much they should have been healed).
- **Fatigue** – The target has -2 Speed on their next activation. Speed may not be reduced below 1.
- **Blind** – The target has -2 Attack Dice on their next activation. Attack Dice may not be reduced below 1.
- **Stun** – The target skips their next activation.



IMMOBILIZE



BLEED



FATIGUE



BLIND



STUN



## INSTINCT CARDS

Each Creature has five Instinct cards that control how the Creature moves and attacks.



- 1 Name:** The name of the Creature.
- 2 Target:** The target of the Creature's action.
- 3 Movement:** How and where the Creature will move. The three numbers separated by slashes (3/3/4) are the different Speed stats for each Threat.
- 4 Action:** What action the Creature will take (usually an attack). Just like with movement, any set of three numbers separated by slashes are the different stats for each Threat (in the card above, a Threat 1 Wildwood Sentinel would have 4 BD and 3 Attack Dice).

### SUMMONS

Summons are special Creatures that enter the board via another Creature's Skill, such as the Wildwood Sentinel's Wildwood Skirmisher. Summons do not have cards of their own; their stats and Skills are listed on the summoning Creature's or Seeker's card. Unless otherwise noted, Summons always have 1 Health, share the Damage Type of their summoner and activate as part of their summoner's activation (before that Creature or Seeker moves or performs their action). For example, if a Summon is added to the game board by the summoner activating (as with the Wildwood Sentinel), that Summon may activate immediately. Summons may not be captured and if a summoner leaves the board, its Summons are destroyed.

## ACTIVATING CREATURES

Activating Creatures is as simple as following the instructions on their Instinct cards line by line, beginning with identifying the Creature's Target.

### CREATURE TARGETING

Creatures select their target using specific criteria. The first word is always the type of target, either itself (Self), its fellow Creatures (Ally or Allies) or the Seekers (Enemy or Enemies). Players must calculate the Creature's target based on its movement and range; a Creature will never target a miniature it cannot perform its action on unless no miniatures are in range. The following keywords narrow down the target in case there are multiple that fit the initial criteria:

- **Lowest / Highest:** The target with the lowest or highest of a particular stat; HP (Health), Physical or Magical Defense (PDEF or MDEF), etc.
- **Nearest / Farthest:** The target closest or farthest away.
- **Highest Missing:** Reserved for Health; the target that has received the most damage.

### EXAMPLE 11: CREATURE TARGETING

The players draw the Instinct card on the opposite column of this page for a Threat 1 Wildwood Sentinel. The Wildwood Sentinel will first try to target the Seeker (Enemy) with the lowest Physical Defense (PDEF). Unfortunately, that is Illithena, with 1. The Wildwood Sentinel cannot reach Illithena with its 3 Speed and Berlyne and Fani both have the same 2 Physical Defense, so the second criteria triggers. Berlyne is closer than Fani, so the Wildwood Sentinel moves 1 field forward and attacks.





## CREATURE MOVEMENT

Creatures move the same way Seekers do, taking the shortest path to their destination. If no valid target is within range, the Creature will move forward toward the closest available target that meets its basic Ally/Enemy criteria. There are three keywords used to simplify where the Creature will move (see below); these might be prefaced with a movement type, such as Swift or Flying.

- **Halt:** The Creature does not move at all.
- **Advance:** The Creature moves toward its target, stopping only if it runs out of Speed or is adjacent to its target.
- **Careful Advance:** The Creature moves just within range of its target and stops. If the Creature is already in range at the beginning of its activation, it will move as far away from its target (and any other Seeker) as possible while staying in range.

### EXAMPLE 12: CREATURE MOVEMENT

The Wildsflower's Instinct card tells the players it will try to attack Zaxos. The Wildsflower has Careful Advance 3 and an attack with a Range of 2. The Wildsflower moves 2 fields forward and then stops because Zaxos is now in range. If the Wildsflower had Advance 3 instead of Careful Advance, it would have moved its full Speed. Instead, the Wildsflower ignores its remaining Speed and make its attack against Zaxos.



## CREATURE ACTIONS

Creatures attack and perform other actions the same way Seekers do. Once the Creature's target has been confirmed and it has moved, simply resolve its action and end its activation by discarding its Instinct card. If the action is an attack, the Creature's Instinct card will list the type of attack first (magical or physical), followed by the Range, Base Damage (BD) and Attack Dice (Dice).

## ACTIVATION QUESTIONS

If a Creature is unable to reach any of the targets established by its Instinct card criteria, it will instead move to the closest target. If players are unsure what a Creature's target should be (multiple Seekers with the same health, etc.), always assume the Creature will act in the Seekers' best interest. If the players can't agree who the target should be, roll 1D6 to determine the Seeker who should be attacked.

# CAPTURING CREATURES

Capturing is the most important feat the Seekers can accomplish. Not only is it their reason for journeying to the Wilds, it is also the only way for them to earn gold. To be eligible to be captured, a Creature must be at half Health or less. The number of Seekers required to capture a Creature is equal to that Creature's Threat plus one (a Threat 2 Creature requires 3 Seekers to capture, for example).

To initiate a capture, a Seeker uses an action while adjacent to a Creature. Assign 2 damage to the Seeker and place a capture token on the Creature's card with the "capturing" side face-up. At the end of the Seeker's next activation, Assign 2 more damage to the Seeker and flip the capture token to the "captured" side. The Seeker must continue using their action (and be assigned 2 damage) every activation until the Creature is fully captured. If the Seeker moves or performs a different action, their part of the capture is canceled and the token removed. The capture process is the same regardless of how many Seekers are attempting to Capture; each must use their actions and be assigned 2 damage each activation.



A Creature cannot activate while at least one capture token is on its card. If an Instinct card is drawn for that Creature, Assign 2 damage to each Seeker capturing it and discard the card and draw again. If all remaining Creatures have capture tokens, do not draw again. A Creature is captured when it has captured-side capture tokens equal to the number of Seekers required to capture it.

### EXAMPLE 13: CAPTURING

It is Zaxos's turn. He spent his last activation to begin capturing a Threat 1 Gryphon. He is assigned 2 damage and flips the capture token to the captured side. The Gryphon is the only Creature left, so drawing its Instinct card causes Zaxos to be assigned an additional 2 damage and then it is Fani's turn. She moves to be adjacent to the Gryphon and begins capturing. She is assigned 2 damage and adds another capture token to the Gryphon's card. If Zaxos and Fani both use their next activations to capture (Zaxos to maintain and Fani to flip her capture token), the Gryphon will be captured (after both Seekers take damage).





# RESOURCE CARDS

When a Creature is slain, it drops a certain number of Resource cards based on its Threat Level. Threat 1 Creatures drop one Resource card, Threat 2 Creatures drop two and Threat 3 Creatures drop three Resource cards. The type of Resources dropped by the Creature is identified on the top left of its Wild Creature Card (see Wild Creature Cards, page 13).



● ESSENCE



● HORN



● BLOOD



● EYE



● FEATHER



● HEART

## ● KEYWORDS

**1D6:** The six-sided dice included in the box that has dots totaling 1 through 6.

**Adjacent:** All of the eight fields that surround the miniature's field.

**Assign Damage:** The damage is applied to the target, ignoring their defense statistics. Defensive Skills may still be used against attacks that Assign damage.

**Automatically:** The effect is resolved immediately without allowing any sort of intervention (such as a Defensive Skill).

**BD:** Base Damage.

**Defense:** The miniature's resistance to damage. Any bonus to defense is added to both Magical and Physical Defense.

**Destroy:** The summoned Creature has been killed and its miniature removed from the board, waiting to be summoned again.

**Dice:** On Instinct cards, "Dice" by itself refers to Attack Dice.

**Escape:** The Seeker or Creature is removed from the board. If a Creature, it does not award resources. If a Seeker, they cannot be brought back by any Skill (such as Revive).

**Field:** One square on the game board.

**Free Action:** This Skill does not use an action (but will end movement).

**Free Activation:** The Seeker or Creature making a free activation may activate without cost. For

Seekers, this activation does not add, or is prevented by, an Exhaust token.

**Free Attack:** The Seeker or Creature making a free attack makes their default attack without cost. This is not considered an activation nor an action.

**HP:** Health.

**Ignore:** Ignore whatever the text describes.

**Injured:** A Seeker who has no remaining Health is considered injured and removed from the board.

**Life Steal:** The Seeker or Creature Heals for the amount of damage it inflicts with its attack.

**MDEF:** Magical Defense.

**Melee (Range):** The three fields that make up the miniature's Frontal Arc.

**On Activation:** Resolve the following text as soon as the Seeker or Creature activates.

**On Attack:** Resolve the following text whenever the Seeker or Creature makes an attack.

**On Damage:** Resolve the following text as soon as the Seeker or Creature is damaged by an attack.

**On Defense:** Resolve the following text when the Seeker or Creature is attacked. Depending on the Skill, this may occur after the attack is resolved; consult the Skill text.

**On Instinct:** Resolve the following text as soon as the Instinct card is drawn.

**PDEF:** Physical Defense.

**Place:** If a miniature is "placed" on a field, it ignores all other miniatures and obstacles except on the field it is placed.

**Range X:** This attack or Skill may target any miniature on the game board.

**Regain:** This skill causes the Seeker or Creature to regain something it has lost; usually a token or other beneficial effect.

**Retaliate:** The Seeker or Creature makes a free attack against their attacker.

**Revive:** Return an injured Seeker or Creature to the board adjacent to the whoever performed the reviving.

**Round:** A round consists of each Seeker activating once. If the Seekers activated first in the round, the round ends after the fourth Seeker activates and one additional Instinct card is drawn and resolved. If the Creatures activated first, the round ends with the fourth Seeker's activation.

**Slain:** The Creature has been killed and its miniature removed from the board.

**Summon:** This skill adds the summoned Creature to the board adjacent to its summoner.

**Unoccupied:** Any field without a miniature (or certain obstacles, including Full Cover, Partial Cover and Thornbush) on it.





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