
ROLL PLAYER
ADVENTURES
Rulebook

Overview

After a thousand years of peace, Dragul armies raided from the north, prompting you and every other loyal citizen of Nalos to sign up as soldiers of the King's Guard. The armies of Nalos fought long and hard against the North's monstrous generals and their minions, finally turning the tide of the Dragul Invasion.

But new threats arise to jeopardize all of Ulos. A mysterious cult prepares for the return of an ancient god. The long-abandoned gate at Brizoor Waal, a portal between planes, rumbles with new life. Strange rifts appear in the sky, unleashing bizarre creatures into your world. Dragul invaders seek to exploit this instability to conquer Nalos.

As a humble soldier of the King's Guard, you are called away from your regiment on a special mission that will allow you to uncover the secrets of your world. You will discover powerful artifacts and meet members of the cult working to unearth them. You will confront Dragul warriors and discover the motives behind their invasion. And you will encounter strange beings from other planes who threaten to disrupt the very fabric of your universe.

Objective

Roll Player Adventures is a cooperative storytelling board game for 1-4 players set in the world of Ulos. Players portray characters to face challenges, and make decisions that will change the story as they progress through a campaign of 11 adventures and one optional sidequest.

Important! *Roll Player Adventures* does **NOT** require the *Roll Player* base game or any of its expansions to play, though it's possible to import characters generated in *Roll Player* using any number of its expansions.

NOTE: Players will need a pencil to record and erase different elements on various game materials as they play.



Components

1 Party Marker



12 Storybooks



1 Tome of Encounters



1 Skillbook



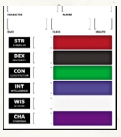
6 Adventure Maps



4 Character Sheets



Character Inserts (50)



1 Pad of Party Journal Sheets (10)



4 Player Aid Cards



1 Dice Bag



36 Attribute Dice



15 Familiar Dice



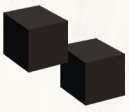
40 XP Markers



70 Stamina Markers
- *50 One Value*
- *20 Five Value*



3 Favor Markers



3 Round Markers



30 Gold Tokens



1 Rest Token



10 Encounter Tokens



10 Bonus Play Tokens



6 Event Tokens



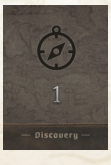
1 Sentry Token



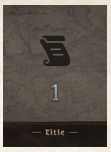
1 Rulebook



103 Discovery Cards



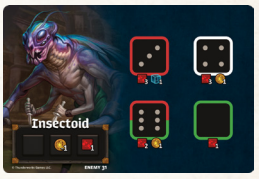
107 Title Cards



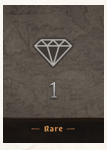
38 Modifier Cards



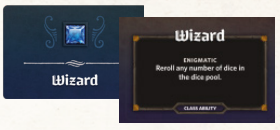
61 Enemy Cards



60 Rare Cards



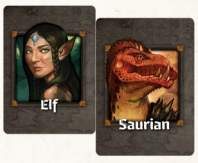
36 Class Cards



6 Pregenerated Portrait Cards



17 Portrait Cards



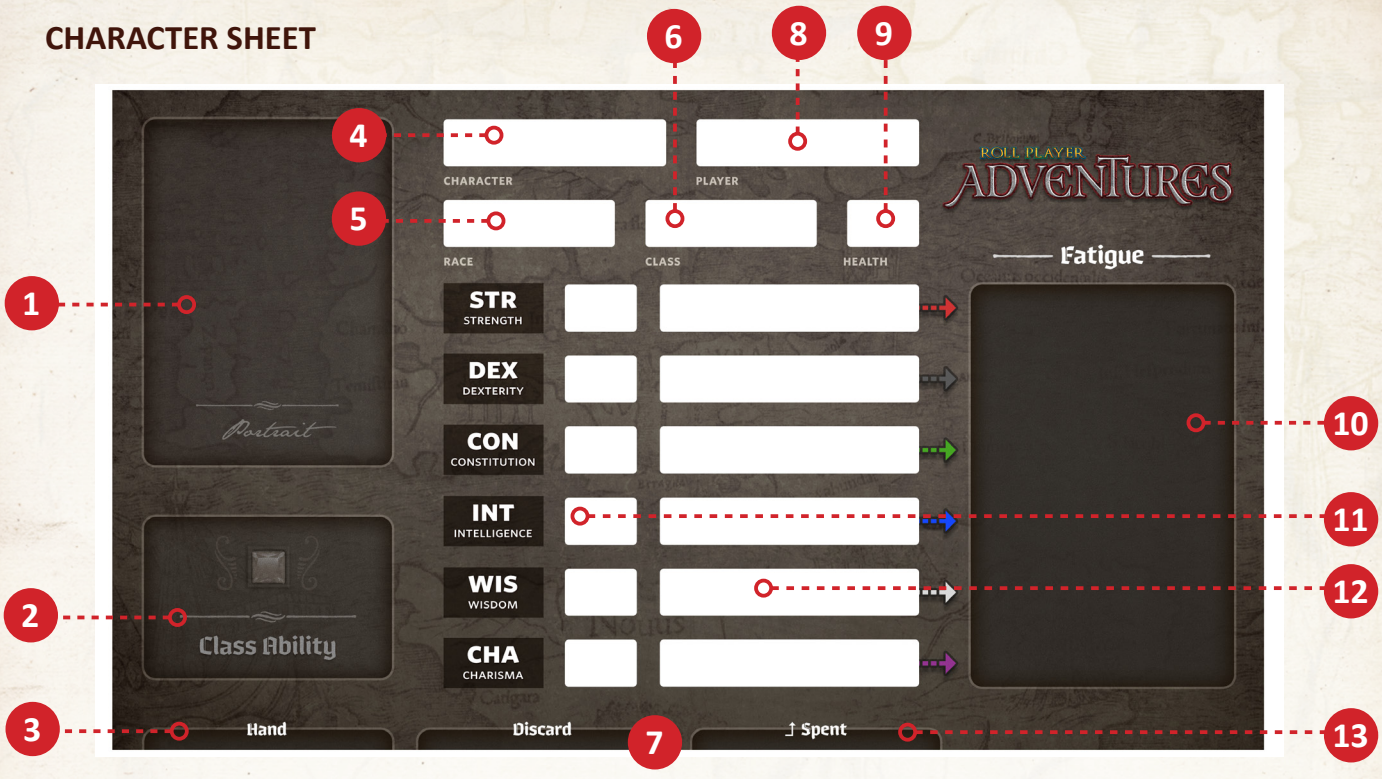
144 Market Cards

- *23 Armor Cards*
- *19 Scroll Cards*
- *25 Skill Cards*
- *36 Trait Cards*
- *26 Weapon Cards*
- *15 Familiar Cards*



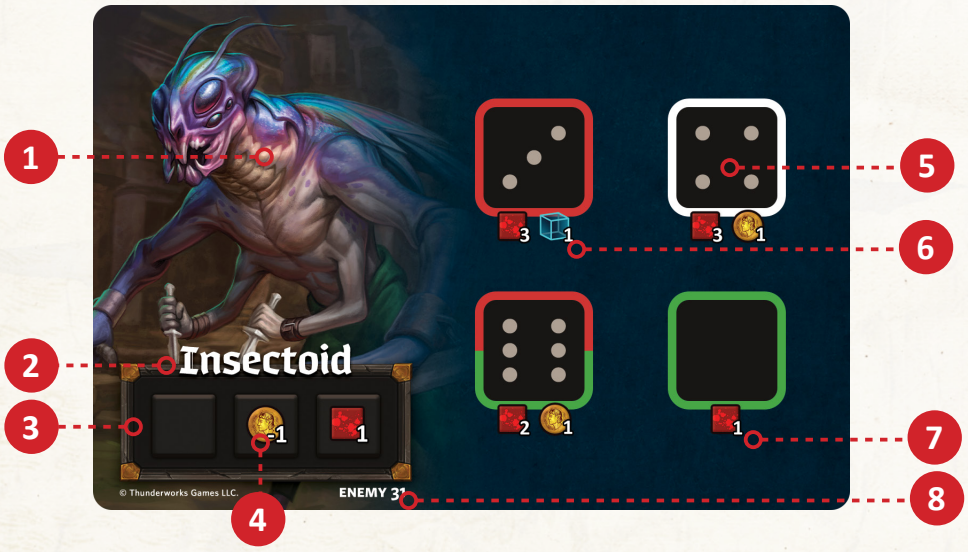
Component Overview

CHARACTER SHEET



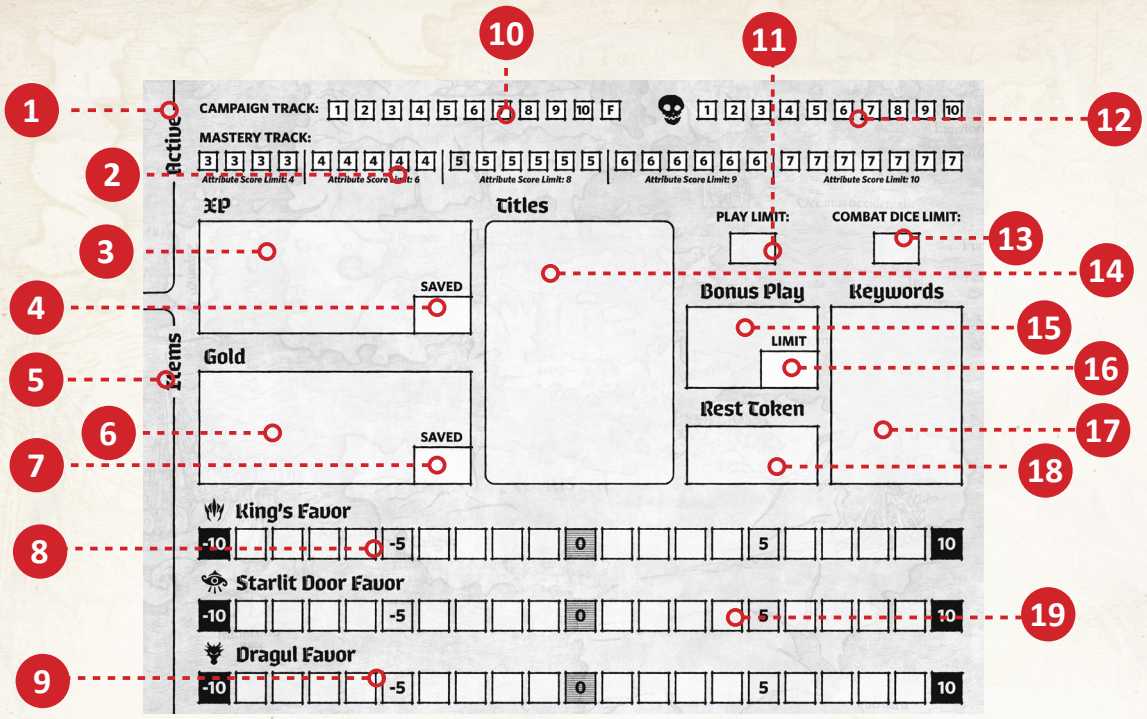
1. *Portrait Space*
2. *Class Ability Space*
3. *Hand Space*
4. *Character Name Space*
5. *Race Space*
6. *Class Space*
7. *Discard Space*
8. *Player Name Space*
9. *Health Space*
10. *Fatigue Box*
11. *Attribute Score Space*
12. *Attribute Row*
13. *Spent Space*

ENEMY CARD



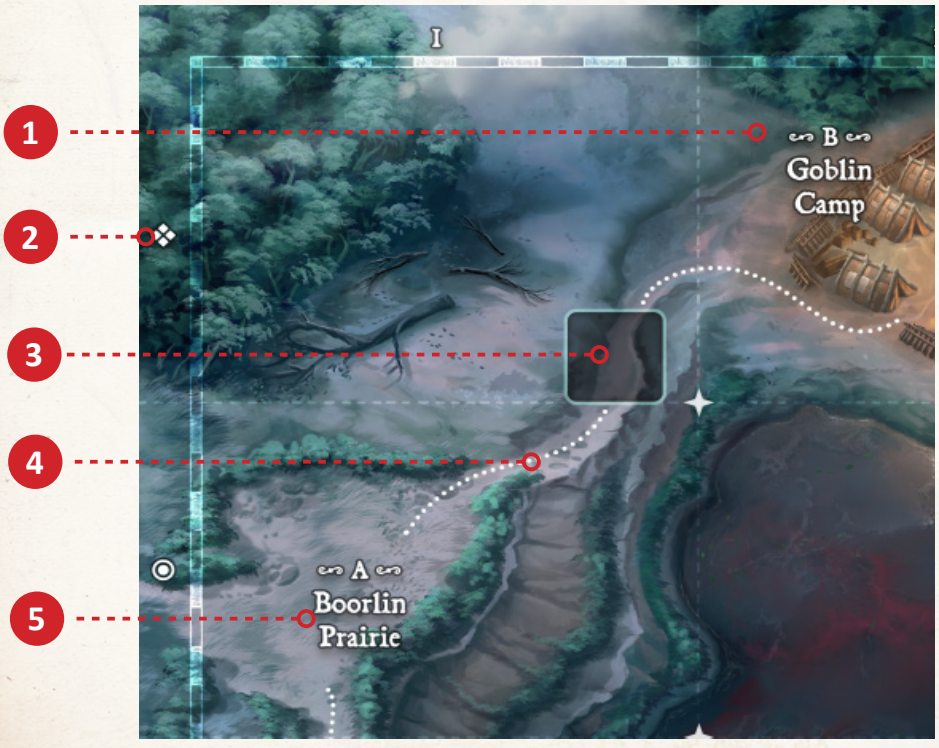
1. *Enemy Illustration*
2. *Enemy Name*
3. *Round Track*
4. *Round Penalty*
5. *Dice Slot*
6. *Reward*
7. *Counterattack Icon*
8. *Enemy Number*

PARTY JOURNAL



1. *Active Space*
2. *Mastery Track*
3. *XP Space*
4. *Saved XP Space*
5. *Items Space*
6. *Gold Space*
7. *Saved Gold Space*
8. *King Faction Track*
9. *Dragul Faction Track*
10. *Campaign Track*
11. *Play Limit Space*
12. *Death Track*
13. *Combat Dice Limit Space*
14. *Titles Space*
15. *Bonus Play Space*
16. *Bonus Play Limit Space*
17. *Keywords Space*
18. *Rest Token Space*
19. *Starlit Door Faction Track*

ADVENTURE MAP



1. *Location Letter*
2. *Map Coordinate*
3. *Encounter Space*
4. *Path*
5. *Location Name*

Campaign Setup

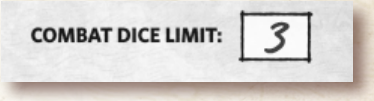
When starting a new campaign, follow these steps:

1. Build Dice Bag

Find the 36 attribute dice and place them in the black drawstring bag. Leave the familiar dice in the game box.

2. Prepare Party Journal

Find a party journal. Write 3 in the combat dice limit box.



3. Record Play Limit and Bonus Play Limit

According to the number of players, record the play limit and bonus play limit numbers in their respective spaces of the party journal as indicated.

Player Count	Play Limit	Bonus Play Limit
1	4	1
2	2	1
3	1	2
4	1	1

4. Assemble Character Sheets

Give each player a character sheet and a blank character insert. Slide the character insert into the top portion of the character sheet so that the colored bars show through the windows. Return unused character sheets to the game box. Record the player's name in the indicated space.

5. Choose or Import a Character

- If the players would like to import characters from *Roll Player* instead of using a pregenerated character, ignore the remaining steps of the Campaign Setup and skip to the "Importing a Character" section on page 6.

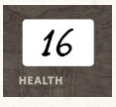
- If the players would prefer to use pregenerated characters, have each player select one of the pregenerated portrait cards, making sure that each character uses a different class color. Return any unused portrait cards to the game box.

6. Record Character Details

Each player should record their character's name, race, and class from their portrait card on their character sheet.

7. Record Health

Record the number 16 in the health space of each player's character sheet.



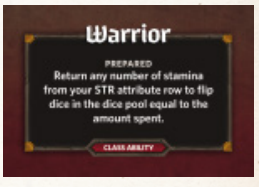
8. Record Attribute Scores

Record the attribute score for each of the six attributes (strength, dexterity, constitution, intelligence, wisdom, and charisma) in the attribute score spaces on the character sheet. Then place a number of small stamina in the colored row to the right of each attribute score equal to the recorded attribute score.



9. Find Class Card

Find each character's matching class card and place it face up in the class ability space of their character sheet. Return unused class cards to the game box.



10. Build Character Hand

Find the armor, scroll, skill, trait, and weapon decks. Each player then examines the back of their pregenerated character card and gathers the matching cards from each deck to create their hand. Shuffle and place these cards face down on the hand space of their character sheet. When complete, place the chosen pregenerated portrait card with the image showing on the portrait space of each player's character sheet.

11. Determine Starting Gold

Place gold in the designated space on the party journal as indicated below:

1 Player	2 Players	3 Players	4 Players
7	5	3	2

12. Setup Adventure

Complete the "Adventure Setup" section on page 8 before starting Adventure 1: Battle at Blacklake.

Importing a Character

Instead of using one of the pregenerated characters, players can choose to import a character created by playing *Roll Player*, as long as each player imports a character of a different class color. To import a character from *Roll Player*, follow these steps:

1. Record Character Details

Have each player invent a name for their character and record it on their character sheet. Then complete these areas based on the character built in *Roll Player*:

- Record the character's race from the *Roll Player* character sheet.
- Record the class from the *Roll Player* class card.
- Record the health based on the number of final reputation stars achieved when building the character in *Roll Player* as indicated below:

Roll Player Reputation Stars	Roll Player Adventures Health
0-20	14 Health
21-25	15 Health
26-35	16 Health
36-40	17 Health
41 +	18 Health

- Each player reduce their health by 1 for each unbanished fiend they have from the Fiends and Familiars expansion
- Record the attribute scores based on the final attributes of the *Roll Player* character as indicated below. Include any racial bonuses or penalties for each attribute when determining the *Roll Player* character's attribute scores.

Roll Player Attribute Score	Roll Player Adventures Attribute Score
0-13	0
14-15	1
16-17	2
18 +	3

- Sum the attribute scores recorded on the *Roll Player Adventures* character sheet. If the total is less than 6, increase any attribute scores of the player's choice until the sum of the attribute scores equals six.

2. Fill Attribute Rows
In the colored row to the right of each attribute score, place a number of stamina equal to the attribute score.

3. Find Portrait Card
Find each player's portrait card that matches the race of their character and place it in the portrait space on their character sheet with either side face up. Return unused portrait cards to the game box.

4. Find Class Card
Find the matching class card, and place it face up in the class ability space of the character sheet. Return unused class cards to the game box.

5. Build Hand
Find the armor, scroll, skill, trait, and weapon decks. To create the player's hand, note which market cards were purchased in *Roll Player* and gather the matching cards in their respective decks in *Roll Player Adventures*.

- The market decks contain only one copy of each card. If more than one player's hand requires the same card, one or more players must replace their copy with a random card from the matching deck.

- If a character was built using *Roll Player: Fiends & Familiars*, find the deck of familiar cards, locate the familiar card that matches the character's familiar, and place the card in the player's hand. Then place the familiar die shown on the familiar card in the dice bag.

6. Determine Starting Gold / XP
Each player gathers the following resources near the party journal based on the character built in *Roll Player*:
- One gold for each gold earned in *Roll Player.*
- One XP for each XP earned in the *Monsters & Minions* or *Fiends & Familiars* expansion.

Divide the amount of gold gathered by the number of players, rounding down. Add this amount of gold to the gold space of the party journal, returning any excess to the supply.

Divide the amount of XP gathered by the number of players, rounding down. Add this amount of XP to the XP space of the party journal, returning any excess to the supply.

7. Setup Adventure
Complete the "Adventure Setup" section below before starting Adventure 1: Battle at Blacklake.



Adventure Setup

Once campaign setup is complete, follow these steps before playing any adventure:

1. Prepare Party Journal

Place the party journal in the center of the table.

2. Create Supply

Place the dice bag, skillbook, enemy cards, modifier cards, XP, gold, stamina, encounter tokens, bonus play tokens, favor markers, round markers, market decks, and party marker near the party journal.

3. Discovery, Title, and Rare Decks

Place the discovery, title, and rare decks face down near the party journal. **DO NOT** shuffle these decks. These cards are in numerical order. Their numbers are on their backs. **DO NOT** examine these cards unless a storybook instructs the players to do so.

4. Player Aid and Character Sheets

Find each player's character sheet with inserts and portrait card. Give each player a player aid card.

5. Storybooks

Find the storybook for the current adventure according to the campaign track on the party journal and give it to any player. That player is the storyteller. Give the Tome of Encounters to the player on the storyteller's right. They are the tome keeper. Return all other storybooks to the game box.

6. Begin the Adventure

Have the storyteller open the storybook to the first page and follow the adventure-specific setup. Once complete, read the "Your Adventure Begins" text.



Key Concepts

Unlike many board games, *Roll Player Adventures* does not have traditional turns. The storybook drives the action and presents players with choices. Over the course of an adventure, players will read from a storybook, encounter challenges, and engage in combat scenarios that will lead to rolling and manipulating dice using their hand of cards. The following concepts will help you navigate the various objectives of the story.

ENTRIES

Storybooks are divided into entries. Each entry has a unique label. The base entry for a location is always the letter of the map location with no number. This is the first entry read when the party marker is placed at a location on the adventure map.

> *For example, in Adventure 1, the Boorlin Prairie has the location letter "A". When the party arrives at Boorlin Prairie, the storyteller turns to entry "A" in the storybook and reads it aloud.*

The base entry for a location will often direct players to other entries within the same section of the storybook. These entries include the location letter and a number (i.e. A4). All entries that take place at a location will begin with that location's letter.

KEYWORDS

As players progress through an adventure, they will gain various keywords. The storybook will instruct the party to record or erase them. To record a keyword, write it in the keyword space of the party journal. At the end of each adventure, all keywords are erased.

TITLES

Title cards track important decisions and outcomes between adventures. When an entry instructs the players to reveal a title card, read it and place it in the titles space of the party journal. The players save this collection of cards between adventures. Storybook entries will often refer to title cards to see what choices the party made.

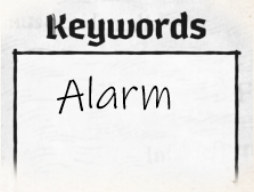
ACTION INDICATORS

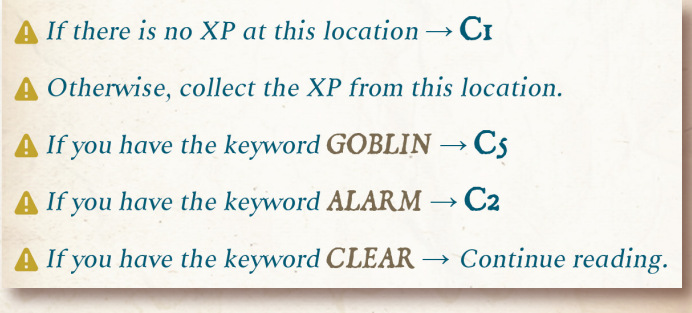
As players read entries in the storybook, they will find two types of instructions: action indicators, and choice indicators.

Action indicators are represented as an exclamation point <!>. These indicators precede actions the players must complete. Some action indicators include a statement that should be completed only if the condition is true. If there are multiple action indicators in a series, review them and take their actions **in order** from top to bottom.

If the party has an indicated keyword or title, then immediately move to the storybook entry indicated, ignoring remaining action indicators. As a result, players will often not complete all action indicators within an entry.

> *For example, the party has just arrived at location C for the first time. They have the keyword ALARM recorded on their party journal, and there is one XP on the adventure map location. The storyteller reviews the action indicators, and the party gains the XP from the location, immediately turns to entry C2 and reads it.*
>
> *If the party had both the keywords GOBLIN and ALARM, the players would go to entry C5 instead.*
>
> *On future visits to the location, players will immediately go to entry C1, as there is no longer XP at location C.*





REVEALED CARDS

Action indicators will sometimes instruct the players to reveal cards. Unless the storybook provides specific instructions, the players perform one of the following actions based on the card type.

- **Discovery:** If the card is a map segment, place it on the adventure map in the indicated space. If it's an item, place it near the "Items" area of the party journal.
- **Rare:** Place the card in any player's hand.
- **Title:** Place the card in the "Titles" space of the party journal.

CHOICE INDICATORS

Choice indicators are represented by a question mark (?). When the party finds a series of choice indicators, the players must decide as a group which choice to make. Sometimes a choice indicator will direct the players to a new entry in the storybook, while others give them an opportunity to take particular actions like resting or moving on the adventure map. If the players cannot agree on a choice, the party takes a vote and the current storyteller breaks any ties.

For example, the choice indicators offer the party a choice between combat and exploring. If the players choose to attack, they must turn to entry F9 in the storybook and engage in combat. If they choose to explore, they must turn to F10 and complete a skill check using their dexterity and wisdom.



MOVEMENT

In the storybook, the players will often find the special choice indicator, "(?) Move to another location." To complete this action, move the party marker from one location on the adventure map to another along a connected path.

When moving to a location, if there is an encounter token along the path, stop moving, place the party marker next to the encounter token, and resolve it. See the "Encounter Resolution" section on page 11 for more information. After resolving the encounter, continue moving the party marker along the path.

When the party arrives at a new location, the current storyteller passes the storybook to their left to the tome keeper, who in turn passes the Tome of Encounters to the player on their left. The new storyteller finds the location letter for the party's current location in the storybook and reads the corresponding base entry aloud.

When the party moves to a location they have previously explored, they do not need to stop at the location. They may keep moving through the location, only stopping at encounter tokens and locations that have XP or some other token on them.



ENCOUNTER RESOLUTION

When moving from one location to another, the party will often find an encounter token along a path. When this happens, immediately stop moving, place the party marker next to the encounter token, and flip the token face up to reveal its number.

To resolve an encounter, the tome keeper finds the section corresponding to the current adventure and reads the entry matching the number shown on the encounter token.

> *For example, the party is exploring the adventure map during Adventure 2: Taron's Trophy. They begin to move the party marker between two locations, but there is an encounter token along the path. They place the party marker next to the encounter token and flip it over. They find a 4 on the reverse side. The current tome keeper opens the Tome of Encounters and finds entry ADV2-4 (Adventure 2, Encounter 4) and reads it aloud.*

After resolving the encounter, return the encounter token to the game box and continue moving the party marker along the path.

ITEM USE

Players will discover various items as they adventure. The storybook will indicate when players may attempt to use these items by presenting the choice indicator, "(?) Use an item."

To use an item, combine the letter of the party's current location with the item number. Read the corresponding entry with the letter and number combination in the storybook (i.e. F60).

> *For example, while at location C, the players decide to use the Sleeping Potion, which is item number 25. To see its effect, the storyteller reads storybook entry C25, where they find that the Sleeping Potion puts the monster to sleep.*

It is also possible to use a combination of two items at a location by combining the letter of the location with the numbers on both items. When combining two numbers, they are not added together. They are placed side-by-side with the lower number first (i.e. F25.60).

> *For example, item 34 is the Tinderbox. Item 31 is the Shield. At location D, the players have discovered a fire pit, but it is very windy. The storyteller turns to entry D31.34 (Location D + Item 31 + Item 34) in the storybook and reads it aloud, describing how the party is able to start a fire in the fire pit using the shield to block the wind.*

Important!

- Players may ***not*** attempt to use an item while at an entry without the "(?) Use an item" choice indicator.
- Players may ***not*** use the same combination of items multiple times in the same location.
- Players may ***not*** use an item by itself multiple times in the same location.

XP / GOLD

When the party gains XP or gold, take the appropriate token from the supply and place it on the designated area of the party journal. At the end of each adventure, the party may spend XP and gold as part of character advancement.

REST

As players explore an adventure, they may need to rest before continuing. The storybook indicates when the party can rest by presenting the choice indicator, "(?) Rest." Unlike most choice indicators, resting does not direct the party to another entry or location. To rest, the party's rest token must be face up.



To rest, follow these steps:

1. Return any number of XP from the party journal to the supply (minimum 1). If the players do not have XP, they cannot choose to rest.
2. Each player draws and rolls dice from the dice bag equal to the number of XP returned.
3. Each player returns stamina from their fatigue box to the supply equal to the sum of their roll. This may leave stamina in the player's fatigue box.
4. Each player adds stamina to their attribute rows from the supply so that each row has stamina equal to its attribute score. If a player has more stamina in an attribute row than their attribute score, remove stamina until the amount is equal to its attribute score.
5. Return all dice to the dice bag.
6. Flip any face-down class cards on character sheets face up.
7. Return all bonus play tokens in any players' fatigue box to the bonus play space of the party journal.
8. Each player returns all spent [ICON] cards to their hand.
9. Flip the the rest token on the party journal face down.



After resting, return to the list of choice indicators in the entry of the current storybook and make another selection from the list.

FACTION TRACKS

As the party makes important narrative choices, their favor with different groups in Nalos is affected. These changes are recorded on the faction tracks of the party journal.

When an entry instructs the players to increase or decrease their standing with a faction, adjust the party's favor with the indicated faction by moving the favor marker left or right on the faction track equal to the number indicated.

If a favor marker is already at one of the furthest positions on the faction track, and a storybook instructs the party to adjust it in that direction, do not adjust the favor marker. Instead, gain one XP for each adjustment.

> *For example, the party has lost favor with the King's Guard and is currently at 9, but due to an important decision, the storybook instructs the players, " <!> [King's Favor Icon] +2." The players move the favor marker from the 9 space to the 10 space on the faction track to indicate the change and gain one XP for the unused movement.*

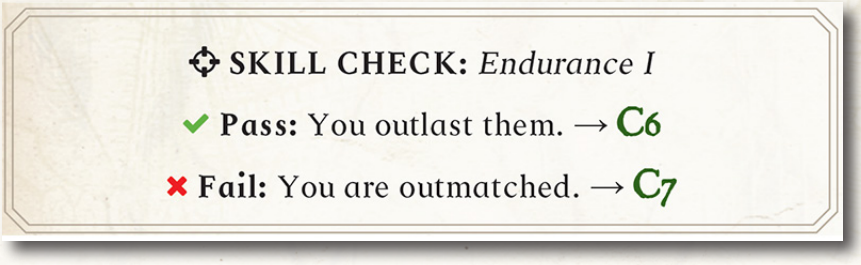
THE END

Near the end of each adventure storybook, the players will find a section called THE END. Some adventure storybooks offer the choice to go to THE END whenever the party is ready. Once the storybook indicates that THE END is available, players may turn to THE END when they have an opportunity to move to another location.



Skill Check

As the party explores the world of Ulos, they will encounter situations that test the party's skills. Skill checks are indicated in storybooks by a skill check box displaying the name of the skill check plus its difficulty level (I-IV).



OBJECTIVE: To complete a skill check, players will work together to cover every dice slot on a row in the skillbook with a matching die. If players cover all the dice slots, they have passed the skill check. If any dice slots remain uncovered after the skill check, the players have failed.

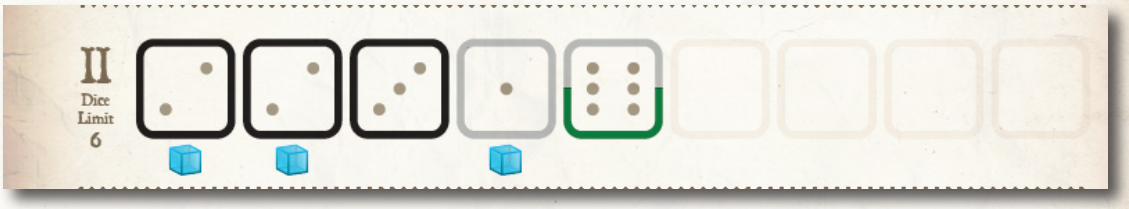
SKILL CHECK: SETUP

1. Open the skillbook, find the skill check referenced in the skill check box, and place it face up on the table.

2. If the skill check box includes a modifier in brackets before the name of the skill check, find the corresponding modifier card from the modifier deck and place it face up near the skillbook.

For example, if the skill check box displays SKILL CHECK: [Dangerous] Stealth II, find the second row of dice slots on the Stealth page of the skillbook. Then find the Dangerous modifier card, and take its modification into account during the skill check.





SKILL CHECK: BUILD DICE POOL

The dice pool is a collection of dice that the party will manipulate to complete a skill check. It is always built with the number of dice indicated by the skill check's dice limit.

For example, the skill check Stealth II, has a dice limit of six. Players attempting this skill check must build a pool of exactly six dice.

3. Players may spend stamina to add dice of a specific color to the pool. Stamina spent this way must be moved to the player's fatigue box from an attribute row whose color matches the color of the desired die. The cost of one die is equal to the number of players. This cost may be paid by one player or shared among players.

For example, in a three player game, to add one black die to the dice pool, players must move three stamina from one or more dexterity attribute rows into their fatigue boxes. One player may spend three stamina alone, or any combination of players may collectively spend three.

4. If players do not have enough stamina in the proper attribute row to add the desired die, they can replace one or more missing stamina by spending any three stamina from any of their attribute rows to take the place of each missing stamina. This can be repeated multiple times in place of any number of missing stamina.

For example, in a three player game, the players want to add a black die to the dice pool. To add the die to the pool, the players need to spend three dexterity stamina. One player has two stamina in their dexterity attribute row, while the others have none. After spending the two dexterity stamina, one player spends two stamina from their strength, and another spends one from their charisma to take the place of the third dexterity stamina needed to add the black die to the pool.

Important! Players may not spend stamina to add dice to the dice pool if it would cause the number of stamina in their fatigue box to equal or exceed their health.

5. Once the players have decided to stop spending stamina to add dice, they then draw random dice from the bag until the number of dice in the pool equals the dice limit.

6. Roll all dice in the dice pool.

SKILL CHECK: MANIPULATE AND PLACE DICE

7. Each player gathers their hand from their character sheet. They do not gather spent cards.
8. Players then play cards from their hands to adjust the dice in the dice pool. Players should discuss and coordinate with each other to determine who should play which cards and in what order. For an explanation of card icons, refer to the "Card Icons" section on page 22.

    - Played cards are placed in the player's discard space unless they have the spent icon in the upper left corner. These cards are placed in the spent space on the character sheet instead.
    - Each player may only play a number of cards up to the play limit listed on the party journal.
    - Some cards allow players to add dice to the dice pool beyond the dice limit.



- The party may spend any number of bonus play tokens from the party journal to play cards beyond the play limit.

    - For each bonus play token spent, one player may play an additional card.
    - After spending a bonus play token, place it in the fatigue box of the player playing the extra card.

- Players may also activate the ability on their class card to adjust the dice pool. To do this, perform the action on the class card and flip it face down. This does not count against the play limit.

9. Place dice on their matching dice slots in the skillbook. For an explanation of dice slot iconography, see the "Dice Slot Icons" section on page 21.

SKILL CHECK: RESOLUTION

10. Examine the entry in the current storybook to determine the outcome of the skill check.

    Pass: If all dice slots in the row are covered, the party has successfully completed the skill check. Read the "Pass" result in the current storybook and turn to the indicated entry.

    Fail: If all dice slots in the row are **NOT** covered, the party has failed the skill check. Read the "Fail" result in the current storybook and turn to the indicated entry.

11. Return all dice to the dice bag and return any modifier cards to the supply.
12. Each player returns all cards from their discard and hand to their hand space. Do not return cards from the spent space.
13. No matter the result of the skill check, gain one XP for each XP icon beneath a covered dice slot on the skill check row.
14. If the rest token on the party journal is face down, flip it face up.



Combat

The party will encounter adversaries as they progress through adventures, which often leads to combat. Combat is indicated in the storybooks by a combat box that includes the name of any modifiers, a unique enemy name, and a unique enemy number.

> **COMBAT:** *[Cornered] Goblin (22)*
>
> ✔ **Victory:** You silence her before the alarm is raised. → B5
>
> ✖ **Defeat:** You have to set fire to the camp and flee. → B6

OBJECTIVE: To complete combat, players will work together to cover all dice slots on an enemy card with a matching die. Combat can last up to three rounds. If players cover all the dice slots before the end of the third round, they are victorious. If any dice slots remain uncovered after the third round, the players have been defeated.

COMBAT: SETUP

1. Find the enemy card using its unique enemy number and place it face up near the party journal.
2. Place one of the green round markers on the leftmost space of the round track on the enemy card.
3. If the combat indicator includes a modifier, find the corresponding modifier card from the modifier deck, and place it face up near the enemy card.

For example, if the combat box indicates "COMBAT: [Cornered] Goblin (22)", the party finds the Cornered modifier card, places it next to the Goblin enemy card and takes into account its modification during combat.



COMBAT: BUILD DICE POOL

At the start of each round, players create a dice pool which they roll and manipulate during combat.

The dice pool is always composed of a number of dice equal to the party's combat dice limit listed on the party journal. The process for creating a dice pool for combat works in the same way as when building a dice pool for a skill check (See the "Build Dice Pool" steps of "Skill Check" on pages 13-14 for more detail).

4. Spend stamina from players' attribute rows to add dice of a matching color to the pool.
    - Optionally spend three stamina from any combination of rows to replace one stamina of a specific color.
    - Players may not spend stamina if it would cause the number of stamina in their fatigue box to equal or exceed their health.
5. Add random dice from the bag until the dice pool equals the combat dice limit.
6. Roll all dice in the dice pool.

COMBAT: MANIPULATE AND PLACE DICE

Players may now play cards to attempt to adjust the dice in the dice pool to match the dice slots shown on the enemy card. The process for manipulating and placing dice works in the same way as in a skill check except that the dice are placed on the dice slots of an enemy card (See the "Manipulate and place" steps of "Skill Check" on page 14 for more detail).

7. Each player plays cards to adjust the dice in the dice pool up to the play limit.
    - Played cards are placed in the discard space, unless they have the spent icon. These are placed in the spent space.
    - Spend bonus play tokens to play additional cards.
    - Optionally activate a player's class ability.
8. Place dice on their matching dice slots on the enemy card.

COMBAT: RESOLUTION

If all dice slots on enemy cards are covered, the party is victorious. Skip to the “End of Combat” section below. Otherwise, continue following these steps:

END OF ROUND

9. Each player suffers the penalty on the next uncovered space of the round track. Refer to the “Round Track Icons” section on page 21 for more information.
10. Add up the values of the counterattack icons under each uncovered dice slot on the enemy card. Each player adds a number of stamina equal to the total from the supply to their fatigue box. Do not add stamina in excess of the character's health.



11. Any player who has stamina in their fatigue box equal to their health is immediately exhausted. Refer to the “Exhaustion” section on page 17 for more information.
12. Move the round marker forward one space to the right. If the round marker is already on the last space of the round track or if your entire party is exhausted, the party has been defeated. Skip to the “End of Combat” section below.
13. Leave all placed dice on the enemy card, and return all other dice to the dice bag.
14. Return to the “Build the Dice Pool” section to start the next round of combat.

END OF COMBAT

15. Collect the rewards shown under each covered dice slot. For a full explanation of rewards see the "Reward Icons" section on page 21.

Important! Even if defeated, players still gain rewards for covered dice slots.

16. Return all dice to the dice bag, all round markers to the supply, and all enemy and modifier cards to their respective decks.
17. Each player returns all cards from their discard and hand to their hand space. Do not return cards from the spent space.
18. If the rest token on the party journal is face down, flip it face up.
19. Examine the entry in the current storybook to determine the outcome of combat.



Victory: If all dice slots are covered, the party is victorious. Read the “Victory” result in the current storybook and turn to the indicated entry.

Defeat: If all dice slots in the row are **NOT** covered, the party has been defeated. Read the “Defeat” result in the current storybook and turn to the indicated entry.

FIGHTING MULTIPLE ENEMIES

Sometimes an entry will require the players to fight multiple enemies. During setup, find all enemy cards listed in the combat box. During the Manipulate and Place Dice step, players can place dice on any dice slots on any enemy cards in play. Once all the dice slots are filled on a card, remove its round marker and flip all attached modifier cards face down. To achieve victory in combat, all enemies in play must be defeated.

Exhaustion

When the number of stamina in a character's fatigue box is equal to their health, the character is exhausted. Exhausted characters can no longer add stamina to their fatigue box. An exhausted character cannot play cards and cannot spend stamina during skill checks or combat. An exhausted character can, however, contribute to group decision making. The party continues the current action as long as at least one character is not exhausted.

There are three ways to revive from exhaustion:

1. When prompted by a choice indicator in a storybook, a party can take the rest action, which removes stamina from the fatigue box of each player's character sheet.
2. When resolving action indicators in a storybook, the party may be instructed to remove stamina from their fatigue boxes.
3. During combat or a skill check, another player may play a card that removes stamina from an exhausted character's fatigue box.

Once a character is revived, they can continue playing cards and spend stamina normally.

If all players become exhausted, the storybook will instruct the players to mark the leftmost unmarked box on the death track of the party journal and read the corresponding entry in the "Death" section at the end of the Tome of Encounters.

> *For example, if it is the third time the entire party has been exhausted during the campaign, the players will mark the "3" space on the death track and read the entry "Death-3" in the Tome of Encounters.*

Character Advancement

At the end of each adventure, players have the opportunity to advance their characters.

PREPARE THE MARKET

1. Find and shuffle each of these five market card decks: armor, scroll, skill, trait, and weapon. Familiar cards are not available in the market.
2. Reveal the top card of each deck. If there are no longer cards in a deck, do not reveal cards from it.

VISIT THE ADVENTURER'S GUILD

After preparing the market, the party may spend XP at the adventurer's guild to train their characters and strengthen the party.

Advancement	XP Cost
Increase the party's mastery level.	Indicated on the mastery track.
Increase the party's combat dice limit by 1.	Current combat dice limit + 5 XP
Increase the party's bonus play limit by 1.	Current play limit + Current bonus play limit + 5 XP
Increase a character's health by 1.	1 XP if health is <25 2 XP if health is 25+

VISIT THE MARKET

The party may spend gold to acquire new market cards. While visiting the market, players may sell or buy items.

Buy: Buy one of the revealed cards by paying the cost in gold to the supply and adding the card to any player's deck. A card's cost is indicated in the upper-right corner of the card.

Sell: Return any number of cards from a player's hand to its deck in exchange for two gold. Place the gold on the party journal. Only cards with a cost in the upper-right corner may be sold this way.

Some card costs are discounted based on the details of the character buying the card.

Trait Cards: Trait cards include a discount based on the race of the player's character. If the character's race matches the race on the trait card, the cost of the card is reduced by two. The discount and the eligible race are displayed near the cost.



For example, the Courageous trait card costs six gold, unless the player's character is an Orc. In that case, the cost is four instead.

Skill Cards: Skill cards include a discount based on a character's attribute score. The player adding the card to their hand subtracts the indicated attribute score from the cost. The relevant attribute is listed underneath the cost of the card.

For example, the Negotiate skill card costs nine gold minus the intelligence attribute score of the player's character. If a character's intelligence attribute score is four, it costs five instead.



MASTERY TRACK

When advancing characters, the party may spend XP to increase their mastery level on the party journal. Players may spend the amount of XP as indicated in the leftmost unmarked box on the mastery track and mark it. Each player then increases one of their attribute scores by one. Each party member may increase a different attribute score. Note that each tier on the mastery track shows an attribute score limit that cannot be exceeded during advancement by any player.

NOTE: There may be instances in which a storybook allows a player to increase an attribute score past the limit.



Adventure Cleanup / Saving the Campaign

After an adventure, save the party's campaign progress to prepare for the next adventure.

1. Erase all keywords from the keywords space on the party journal.
2. Return all map segment and item discovery cards to the discovery deck.
3. Save all title cards along with the party journal for use in the next adventure. Do not return title cards to the title deck.
4. Save each player's hand separately for use in the next adventure.
5. Record any remaining gold and XP in their respective saved boxes on the party journal.
6. Return all dice to the dice bag. Return all bonus play tokens, gold and XP to the supply.
7. Mark the box underneath the favor marker on each of the faction tracks to save the current status of King's favor, Starlit Door favor, and Dragul favor.
8. Mark the leftmost unmarked box on the campaign track unless the party has just completed the sidequest. When resuming the campaign, play the adventure corresponding to the next unmarked box or play the sidequest adventure.

NOTE: Adventures 1-10 contain a continuous story and are meant to be played in order, followed by the Finale. The sidequest adventure exists independently of the narrative contained in the campaign and can be played anytime after Adventure 1: Battle at Blacklake, including after completing the campaign.

Adjusting the Player Count

As the party continues to explore Ulos, they may gain or lose a player along the way. Use the following to adjust the number of players between adventures.

ADDING A PLAYER

The party completes the following steps:

- Adjust the play limit on the party journal to reflect the new number of players following the chart in step 3 of "Campaign Setup" on page 5.
- If the number of players is increasing from two to three, increase the bonus play limit on the party journal by one.
- If the number of players is increasing from three to four, decrease the bonus play limit on the party journal by one.

The new player completes the following steps:

- Find a character sheet with a blank character insert inside.
- Select a pregenerated portrait card that does not share a class color with any of the other characters in the party. It is not possible to import a character from *Roll Player* between adventures.
- Record the player's name, the character's name, class, race, and attribute scores in the appropriate spaces on the player's character sheet.
- Record the number 16 in the health space.
- Find the corresponding class card and place it face up in the class ability space on the character sheet.
- Find these five market card decks: armor, scroll, skill, trait, and weapon. Collect the listed market cards and place them face down in the hand space of the character sheet. For any cards that are already taken by another character in the party, take a random card from the matching market deck instead.
- Place the portrait card face up in the portrait space of the character sheet.
- Take one of the following actions for every completed adventure marked on the campaign track.
    - Increase an attribute score by one.
    - Increase the character's health by one.
- Fill the attribute rows on the character sheet with the number of stamina matching each attribute score.
- For every two completed adventures marked on the campaign track, rounded up, choose a market deck (armor, scroll, skill, trait, and weapon) and gain a random card from it. Do not choose the same deck twice.

REMOVING A PLAYER

The party completes the following steps:

- Distribute any cards without a cost from the removed player's hand amongst the other players as desired.
- Return all other cards from the removed player's hand to their decks.
- Return any familiar dice matching returned familiar cards from the dice bag to the game box.
- Adjust the play limit on the party journal to reflect the new number of players following the chart in step 3 of "Campaign Setup" on page 5.
- If the number of players is decreasing from three to two players, decrease the bonus play limit on the party journal by one.
- If the number of players is decreasing from four to three players, increase the bonus play limit on the party journal by one.
- For every completed adventure shown on the campaign track, gain two gold and two XP.

Familiars

If a player gains a familiar card and adds it to their hand, find the matching familiar die and add it to the dice bag. Familiar dice are considered two colors at the same time. They can only be added to a dice pool by drawing them randomly or if a familiar card is played during the Manipulate and Place Dice step of combat or a skill check. If a player ever returns a card to the familiar deck, find the familiar die in the dice bag that matches the card and return it to the game box.

Additional Notes

General: If the players encounter a rules conflict between a storybook entry and the rulebook, follow the rules in the storybook.

Depleted Decks: If a storybook instructs the players to gain a card and there are no cards remaining in the specified deck, gain two XP instead.

Market Cards: Armor, scroll, skill, trait, and weapon cards are all considered market cards. The familiar, rare, discovery, and title cards are not considered market cards.

Partial Actions: If a player is ever instructed to do an action they are unable to fully complete, they perform as much of the action as possible and disregard the remainder of the action.

> *For example, if the storybook instructs the players to return three gold to the supply, but there are only two gold on the party's player journal, return only two.*

Stamina Token: Players may exchange five small stamina for one large stamina or vice versa as needed at any time.

Trading: Players may ***not*** trade cards with one another unless instructed to by a storybook.



Dice Slot Icons

Dice slot icons are found in the skillbook and on enemy cards. Players place matching dice on dice slot icons to complete skill checks and combat.

	A die placed in this dice slot must be the color and value indicated. *Example: Must be a green die with a value of 2.*
	A die placed in this dice slot must be the value indicated, but can be either color shown. *Example: Must be a red or blue die with a value of 3.*
	A die placed in this dice slot must be the value indicated, but can be of any color. *Example: Must be a value of 4, but can be any color.*
	A die placed in this dice slot must be the color indicated, but can be any value. *Example: Must be a purple die, but can be any value.*

Round Track Icons

Round track icons are found on the round track of an enemy card. Players suffer these penalties or benefits at the end of each combat round.

	Each player adds stamina from the supply to their fatigue box equal to the amount indicated. *Example: Add three stamina to each player's fatigue box.*
	Return gold from the party journal to the supply equal to the amount indicated. *Example: Return two gold to the supply.*
	Return XP from the party journal to the supply equal to the amount indicated. *Example: Return one XP to the supply.*
	Each player returns stamina from attribute rows of their choice to the supply. *Example: Return two stamina to the supply. This can be from different attribute rows.*
	Each player adds stamina to any attribute row on their character sheet from the supply. *Example: Add one stamina to each players' attribute rows.*

Counterattack Icons

Counterattack icons are found below dice slots on enemy cards to the left of reward icons. Players suffer these penalties for uncovered dice slots at the end of a combat round.

	Each player adds stamina from the supply to their fatigue box equal to the amount indicated. *Example: Add three stamina to each player's fatigue box.*

Reward Icons

Reward icons are found below dice slots on enemy cards to the right of counterattack icons. Players gain rewards for placing dice on the dice slots of an enemy card.

	Gain XP. *Example: Add one XP to the party journal.*
	Gain gold. *Example: Add two gold to the party journal.*

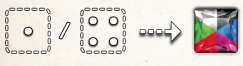
Card Icons

Card icons are found on cards in a player's hand. Players use these icons to manipulate dice in the dice pool.

ICONS

	Flip a die to its opposite side.		A die of a specific color.
	Increase or decrease a die by 1. A die with a value of 6 cannot be increased to a 1, nor can a 1 be decreased to a 6.		A bi-colored familiar die.
	Reroll a die.		Any die of the player's choice.
	Treat one die as another color or value.		A die of a specific value.
	Draw a die from the dice bag, roll it, and add it to the dice pool. This does not count against the dice limit.		A random die.
	A divider between multiple options. Meaning "or".		This card is placed in the spent space instead of the discard after being played.
	This card may only be played once per adventure.		This card may only be played once and then must be returned to its deck.

EXAMPLES

	*Reroll any die in the dice pool.*
	*Flip one green or red die in the dice pool to its opposite side.*
	*Increase or decrease the value of up to two blue dice. The player may not alter a single die twice. One die may be increased, while the other decreased.*
	*Find a green die in the dice bag, roll it, and add it to the dice pool. Adding this die does not count against the dice limit.*
	*Find a blue and black familiar die in the dice bag, roll it, and add it to the dice pool. Adding this die does not count against the dice limit.*
	*Draw a die, add it to the dice pool, and set its value to 6. Adding this die does not count against the dice limit.*
	*Treat any one die in the dice pool as green or purple.*
	*Pick a color. Treat one black die in the dice pool as that color.*
	*Treat one die in the dice pool with a value of 1 or 4 as any color.*
	*Reroll one blue die, or increase or decrease one blue die by 1.*
	*Flip one red die to its opposite side, increase or decrease one red die by 1, or reroll one red die.*

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