



Adventures of Old

BY BANNED BANDITS STUDIOS

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OVERVIEW

In **Adventure of Old (AoO)**, race against the growing Chaos by journeying across various lands to defeat the Chaos Acolytes. Every second counts as the longer you take, the stronger the Chaos becomes. Whether or not your party of 2 to 6 are capable of defeating the impending doom is up to your teamwork, skills, and equipment!

WHAT & WHY?

AoO brings a new approach to old-school role playing games. Taking the best from them and mixing in new additions such as the **Evolving Chaos** campaign and the all new **Power Contest!** Combine these with our specially crafted campaign map, unique quests, and randomized loot to have a fresh experience for everyone to enjoy!

EVOLVING CHAOS

The world was already dangerous as is, but the Chaos has come to make it even harder. The longer the game goes on, the stronger your enemies will become with increased power, health, and abilities. You'll have to balance your time wisely or you'll risk losing your life and dooming the world.

POWER CONTEST

Battling monsters isn't like the usual turn-based combat. Every attack leads to a Power Contest, where you'll roll your power against the monster's to see who gets to strike that round.

DEFEAT ACOLYTES

Your party of adventurers must travel the danger-filled regions of the world in search of the Chaos Acolytes referred to as **Bosses**. Each imbued with special abilities and the power to doom the world, your party will have to be prepared for battle against them, lest all of you meet your end.

GAME SETUP

BOARD COMPONENTS

<input type="checkbox"/> (2) 6-Sided Dice <input type="checkbox"/> (1) Game Board <input type="checkbox"/> (6) Player Pieces <input type="checkbox"/> (1) Chaos Counter <input type="checkbox"/> (1) Chaos Marker <input type="checkbox"/> (10) Treasure Tokens <input type="checkbox"/> (100) Encounter Cards	<input type="checkbox"/> (172) Loot Cards <input type="checkbox"/> (6) Mini-Boss Cards <input type="checkbox"/> (6) Minion Cards <input type="checkbox"/> (54) Equipment Cards <input type="checkbox"/> (6) Quest Cards <input type="checkbox"/> (1) Chapter Boss Card <input type="checkbox"/> (6) Character Sheets
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PLAY AREA SETUP

Everyone will place their **Player Piece** at the “Start” tile of the **Game Board** and will complete the following steps:

- 1) Set the **Chaos Counter** to 1 with the **Chaos Marker**.
- 2) Place a **Treasure Token** over all Treasure Tiles on the **Game Board**.
- 3) Shuffle the **Quest Cards**, deal 1 Quest Card face-up for every 2 players (rounded down) and discard the rest of the deck.
- 4) Shuffle the **Chapter Boss Cards**, place 1 card face down beside the board and discard the rest of the deck.
- 5) Shuffle the **Loot Cards** and the **Encounter Cards** set it next to the board (leave room for a discard pile for each).
- 6) Place the **Mini-Boss Cards** and **Minion Cards** next to the board.
- 7) The **Equipment Cards** will be used in Character Creation, and discarded afterwards.
- 8) Hand each player a **Character Sheet** they will use throughout the campaign.

CHARACTER ATTRIBUTES

In **AoO**, each player will take on the role of their own unique Character. These Characters have the following core attributes: **Race**, **Class**, and **Trait**. Beyond these core attributes, the Characters have 6 primary stats: **Strength**, **Dexterity**, **Intelligence**, **Speed**, **Constitution**, and **Energy**. Characters also have a value for determining their vitality called **Health** and a value for determining how many abilities they can use called **Ability Charges**. They also have values for determining the bonus they receive in **Power Contests** called **Physical Power** and **Magical Power**. Finally, Characters have a value that determines how much incoming damage they can reduce called **Armor**, and a value that determines how strong their outgoing damage is called **Damage**.

CHARACTER CREATION

To take the role of their custom Characters, each player must fill out a **Character Sheet**. This is where all of the different Character Attributes are specified and maintained for player reference over the course of the game. Filling out a **Character Sheet** follows these steps in order:

- 1) Define your Character by picking a **Race** and a **Class**. These attributes determine what type of creature your Character is and what your Character can do in the game.
- 2) Apply your stats by using the baseline stats from your selected **Race** and adding the stat modifiers from your selected **Class** to fill out the corresponding stats on the **Character Sheet**. Next to the stats is where you specify the **Mod** of each stat, which is calculated by subtracting 10 from the stat, and dividing it by 2 (rounded down). Ex: **Mod** = $(\text{stat} - 10) \div 2$
- 3) Equip your Character by locating and taking **Equipment Cards** specified by your **Class** and applying the **Damage**, **Armor**, and any other stats to your **Character Sheet**.
- 4) Set your values to their starting amounts. **Health** is calculated by 2x your **Constitution** value. **Ability Charges** are calculated by your **Level** + your **Energy Mod**. Your **Physical Power** and **Magical Power** are specified by your **Class**. Each player starts with 10 **Gold** at **Level 1**, with 0 out of 10 **XP**.
- 5) Customize your Character by selecting a **Trait** to give your Character a unique ability as well as giving a befitting name to your character. You can also sketch a picture to help other players visualize your Character.
- 6) Begin your Adventure by experiencing the introductory narrative found in the **Campaign Reference Book**. Start by reading “The Beginning”, and then read the section “The Forest”.

EXAMPLE CHARACTER SHEET

Character Sheet:																				
Name:	Rory Borkos		Lone Wolf: When fighting alone, gain +1 Power during the combat.																	
Race:	Night Elf ▼																			
Class:	Ranger ▼																			
Trait:	Looter ▼		Take an extra loot card when defeating a Monster.																	
Gold:	10																			
Level:	1		<table border="1"> <tr> <td colspan="2">Base Stats:</td> </tr> <tr> <td>STR: 9</td> <td></td> </tr> <tr> <td>DEX: 16</td> <td></td> </tr> <tr> <td>INT: 10</td> <td></td> </tr> <tr> <td>SPD: 20</td> <td></td> </tr> <tr> <td>CON: 10</td> <td></td> </tr> <tr> <td>ENG: 14</td> <td></td> </tr> </table>				Base Stats:		STR: 9		DEX: 16		INT: 10		SPD: 20		CON: 10		ENG: 14	
Base Stats:																				
STR: 9																				
DEX: 16																				
INT: 10																				
SPD: 20																				
CON: 10																				
ENG: 14																				
XP Needed	0	10																		
STR Mod	9	-1	+	-																
DEX Mod	16	3	+	-																
INT Mod	10	0	+	-																
SPD Mod	20	5	+	-																
CON Mod	10	0	+	-																
ENG Mod	14	2	+	-																
Health Max	20	20																		
Ability Charges Max	3	3																		
Physical Power:	1																			
Magical Power:	0																			
Armor:	2																			
Damage:	5																			
Equipped Armor:	Simple Leather Armor ▼						+2 Armor													
Equipped Weapon:	Simple Bow ▼		+5 Damage, Ranged: Can support Players 1 extra tile away																	
Equipped Ring 1:	(None) ▼																			
Equipped Ring 2:	(None) ▼																			

PLAYING YOUR CHARACTER

As you play through **AoO**, your Character will have to overcome many obstacles while gaining power on their journey to purge the Chaos. Therefore, knowing how to use your Character effectively is of the utmost importance.

STATS

Your Character has the following 6 primary stats:

- **Strength:** Affects the damage of certain **Class** abilities and unlocks **General Abilities**.
- **Dexterity:** Affects the damage of certain **Class** abilities and unlocks **General Abilities**.
- **Intelligence:** Affects the damage of certain **Class** abilities and unlocks **General Abilities**.
- **Speed:** Affects your movement distance and turn order.
- **Constitution:** Affects your max **Health**.
- **Energy:** Affects your max **Ability Charges**.

In addition to the effects outlined above, these 6 primary stats are also used in an action known as **Stat Rolls**. A **Stat Roll** will be presented as the name of the stat, followed by the word “Roll” followed by the number needed to meet in order to pass the roll. For example: “**INT Roll (8)**”. The player must then roll 2 **6-Sided Dice** and add their modifier of the corresponding stat type. This value is their **Stat Roll**, and must be greater than or equal to the number specified by the roll in order to succeed the roll.

LEVELING

As your Character progresses through the game, doing objectives will grant your Character **XP**. Once your Character gains **XP** greater than or equal to your max **XP**, your Character **Levels Up**. When your Character **Levels Up**, the following actions occur:

- 1) Your **Level** increases by 1 and your current **XP** subtracts the max **XP** from it. Then the max **XP** increases by 5.
- 2) Your Character is granted 3 **Attribute Points**, which they can then use to increase their **Strength, Dexterity, Intelligence, Speed, Constitution, or Energy**. When leveling these stats, be sure to recalculate their modifiers, as well as increasing your current **Health** and **Ability Charges** by the amount you increase your max **Health** and max **Ability Charges**.
- 3) Either your **Physical Power** or **Magical Power** will increase by 1 based on your **Class** specifications.
- 4) You unlock a new **Class** ability with this new level.

For this chapter of **AoO**, Characters are capped at level 5, and cannot **Level Up** beyond that.

ABILITIES

To combat the various challenges awaiting your Character, your Character has access to powerful abilities granted from your selected **Class**, **Race**, and **Trait**. Your Character also has access to **General Abilities** by reaching certain stat levels. All of these abilities exist in either 1 of 2 forms. They are either **Passive** or **Active** abilities. **Passive** abilities are active at all times, allowing you to use their effects as frequently as the ability itself specifies. **Active** abilities, however, require the spending of **Ability Charges** in order to be used, however, the amount varies between abilities. Some abilities are also deemed **Attack Abilities** which can be used on a turn when fighting Enemies, while others are **Utility Abilities** and can be used at any time.

Upon starting the game, your Character will have access to your **Race** and **Trait** abilities, however, **Class** abilities require a certain level to be met in order to use them and **General Abilities** require your **Strength**, **Dexterity**, or **Intelligence** to meet a certain value in order to use them.

ITEMS

Beyond leveling up, your Character can also get stronger by increasing the quality of their equipped **Items**. Starting the game, your Character begins with simple equipment, the lowest tier gear the game has to offer. Better **Items** are found in the **Loot Cards**, so finding ways to draw those cards is a good way to upgrade equipment. **Items** can also be bought and sold at the **Store**, so holding onto your old items might be a good idea, however, Characters can only hold 5 **Items** at any time. These 5 **Items** are regarded as the Character's **Inventory**, and do not include any **Items** that your Character has actively equipped. Actively Equipped **Items** are known as the Character's **Equipment**, and are the weapon the Character is using, the armor he Character is wearing, and any rings the Character has equipped (for a maximum of 2 rings worn at any time).

Not all **Items** are equipment, however. Some **Items** are known as **Consumables**, which are a 1-time use **Item** with a powerful effect. These **Items** should be held onto and used at the appropriate time in order to maximize their potential. After being used, **Consumables** are then discarded. Additionally, should you need to in order to maintain **Inventory** space, any **Item** can be discarded at any time. It is important to note that any weapon, armor, or ring **Items** found during the game cannot be equipped at any time. There is a specific time during a game round when players may equip and unequip their **Items** which is referred to later as the **End of Day** phase.

DYING

The journey ahead is fraught with danger, and as a result, Characters frequently risk death. Should your Character die in the game, it is not the end for you. When a Character dies, they lose all of their current **XP**. Their **Level** remains unchanged, but their progress in **XP** gained is set to 0. In order to bring a Character back to life, other Characters must use a specific **Item**, ability, or action at the end of a round in order to revive them. While a Character is dead, they are unable to gain any **XP** or **Loot Cards**, are unable to use any abilities, are unable to recover **Ability Charges** or **Health**, and have all of their turns skipped until they are revived. Should a Character be revived, however, that Character returns to the game with 1 **Health** and may once again begin taking turns.

OBJECTIVES

In **AoO**, players are racing against the growing **Chaos** to power themselves up in order to rid the land of the evil entity bringing about endless corruption. While working to complete this objective, players also have bonus objectives known as **Quests** which serve to provide the players with additional rewards should their steps be completed.

CHAOS

As players progress through the campaign, Chaos grows in strength. The strength of the Chaos is split into the **Chaos Tiers**. There are 6 Tiers in total, with each bringing new difficulty and bonuses. Chaos progresses through the tiers by increments of 4 steps. Whenever the **Chaos Tier** progresses, that effect is permanent. Chaos reduction cannot reduce the step lower than the lowest step of the current **Chaos Tier**.

The world scales with the **Chaos Tiers**, enemies you encounter gains bonus stats based on the current **Chaos Tier**. However, these escalating encounters bring additional experience. Whenever a player receives **XP**, they also receive additional bonus **XP** based on the current **Chaos Tier**.

The **Chaos Counter** comprised of the 6 **Chaos Tiers**:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Pure Chaos	
Chaos Tier 1				Chaos Tier 2				Chaos Tier 3				Chaos Tier 4				Chaos Tier 5				Chaos Tier 6	
♦ Enemy Attack +0 ♦ Enemy Health +0 ♦ Enemy Power +0 ♦ XP gained per source +0				♦ Enemy Attack +2 ♦ Enemy Health +8 ♦ Enemy Power +1 ♦ XP gained per source +2				♦ Enemy Attack +4 ♦ Enemy Health +16 ♦ Enemy Power +2 ♦ XP gained per source +4				♦ Enemy Attack +6 ♦ Enemy Health +24 ♦ Enemy Power +3 ♦ XP gained per source +6				♦ Enemy Attack +8 ♦ Enemy Health +32 ♦ Enemy Power +4 ♦ XP gained per source +8				♦ Enemy Attack +10 ♦ Enemy Health +40 ♦ Enemy Power +5 ♦ XP gained per source +8 ♦ Players take 2x damage	

QUESTS

At the start of the game, 1 **Quest Card** will be dealt face up for every 2 Players (rounded down). Each contains a questline for players to accomplish to receive rewards and experience. Any player can complete each of the quests, however the **Objectives** on the **Quest Card** must be completed in order.

When arriving at the **Objectives**, the players must refer to the **Campaign Reference Book** for info on their quest. Only the player who specifically completes the **Objective** earns the **XP** given by the **Objective**. Once the quest is completed, each player in the game will receive the **Gold** reward specified on the **Quest Card**. Quests that lead to **Mini-Boss** fights are not considered complete until the **Mini-Boss** has been defeated.

Quests are not required to be completed in order to face the final **Boss**, however, completing the quest may indirectly make getting to the fight, or the fight itself easier.

GAMEPLAY

Each day your party will set out to explore the surrounding area, with a full day consisting of every player's turn. Prior to players taking a turn each day is the **START OF DAY** phase, which determines the order of play amongst the players. After the order of play has been determined, the first player takes their turn. Their turn includes a **MOVEMENT** phase, where the player will decide what area to explore based off of their speed and finding out what is happening in that area. Based on their findings, the player will then move onto the **ENCOUNTER** phase where they might be engaged in combat with a monster, talking with an NPC, or even making an Event decision. Once the player completes their encounter, their turn ends. The **END OF DAY** phase begins once every player has completed their turn.

START OF DAY

At the beginning of every day, players will need to determine the order in which they will take their turns. This is determined by the **Speed** stats of the players' Characters, taking their turns from highest value to lowest. In the event of a tie, players will each roll a dice, with the higher roll going before the lower. After initially calculating it, the turn order can remain unchanged until there is a change to a Character's **Speed** stat.

MOVEMENT

During the **MOVEMENT** phase of a player's turn, they will choose to remain on their current tile or to move their **Player Piece** to a new tile within their movement range. Their movement range is equivalent to their Character's **Speed Mod**. Multiple players may occupy the same tile, and in certain scenarios, it can be beneficial to do so. Being near allies can allow them to help each other in combat. Upon moving, there are 5 main types of tiles that a player can land on: **Empty**, **Treasure**, **NPC**, **Location**, and **Boss**. In addition to these main 5 types, there is a **Start** tile that operates as an **Empty** tile. Landing on any of these tiles will cause an encounter specific to the type of the tile. Tiles such as **NPC**, **Location**, and **Boss**, however, may also be treated as an **Empty** tile should the player not want

to face the respective encounter at the time. Once the player lands on a tile to complete their movement, the next step is to resolve the respective encounter in the **ENCOUNTER** phase.

ENCOUNTERS

After a player completes the **MOVEMENT** phase on their turn, they must resolve the encounter pertaining to the tile they landed on. Any players who land on an **Empty** tile will have a chance to face a **Default Encounter**. Otherwise, players who land on a **Treasure** tile will face a **Treasure Encounter**, players who land on an **NPC** or **Location** tile pertaining to their quest can face a **Quest Encounter**, and players who land on the **Boss** tile can face the **Boss Encounter**.

DEFAULT ENCOUNTER

Any player who lands on an **Empty** tile or a player who chooses not to start their **Quest** or **Boss** encounters, must roll a dice.

- If the dice is *even*, that player gets a **Default Encounter**.
- If the dice is *odd*, that player does not have an encounter this turn, and their turn is over. It should be noted that if a player does not face any type of encounter for 2 turns in a row, the following turn they are guaranteed to have an encounter, and do not need to roll the dice.

Players who face a **Default Encounter** must draw an **Encounter Card**. This card will either be an **Event** or a **Monster** and will require the player to act as follows:

- If the card is an **Event**, the player will be prompted with multiple options to choose from, and they may only select one option to complete the **Event**. Most options will resolve immediately, providing rewards and effects as specified on the card, however certain **Events** may have prerequisites or may require player action to resolve the option. Once the **Event** is resolved, the player receives the **XP** specified on the card, the card is discarded, and their turn is over.
- If the card is a **Monster**, the player is required to fight it. The player must then engage in a **Combat Encounter** against the **Monster**.

TREASURE ENCOUNTER

Any player who lands on a **Treasure** tile that still has a **Treasure Token** placed over it will face a **Treasure Encounter**. When facing this encounter, the player first must draw 3 **Loot Cards**. Of the 3 cards, the player must choose 1 card to keep, and must then discard the remaining 2 cards. After selecting the card to keep, the player gains +2 **XP** plus the **Chaos Tier** bonus, and must then discard the **Treasure Token** from that tile.

Should a player land on a **Treasure** tile that has no **Treasure Token** on it, that tile functions the same as an **Empty** tile.

QUEST ENCOUNTER

Any player who lands on an **NPC** or **Location** tile, specified by the name of the tile, may choose to treat the tile as an **Empty** tile, or may refer to the **Campaign Reference Book** in order to initiate the narrative for the encounter. If they have a **Quest Card** that includes this specific **NPC** or **Location**, they will read the section pertaining to their current quest step. After reading the section, the player will either gain any **XP** listed for completing the quest step, or they will have to engage in a **Combat Encounter** with a **Mini-Boss**. If the **NPC** or **Location** did not pertain to an active **Quest Card**, they will read the Non-Quest Encounter narrative and treat the tile as an **Empty** one. Some Quest narratives may contain multiple options for the player to choose from, and they may only select one option to pursue. Once they complete the narrative, their turn is over.

COMBAT ENCOUNTER

An instance of a **Combat Encounter** can be induced by the following 3 methods: facing a **Monster** from a **Default Encounter**, facing a **Mini-Boss** from a **Quest Encounter**, or facing a **Boss** from a **Boss Encounter**. Once a player begins a **Combat Encounter**, other players may choose to assist them if they are directly on or adjacent to the combating player's tile. Certain weapons and abilities may increase the range at which players can assist in combat. Once all participating players have been decided, a turn order for the battle is formed from their Characters' **Speed** stats and the Enemy's **Speed** stat. The order is set from highest **Speed** stat to lowest, with ties between players being decided by a dice roll and ties with the Enemy simply having the Enemy go first.

The battle sequence of a **Combat Encounter** revolves around the **Power Contest** system. All attack actions, unless they state otherwise, use a **Power Contest** to decide whether a Character lands a hit on the Enemy, or if the Enemy hits the Character instead. The **Power Contest** is decided through rolling two **6-Sided Dice** and adding either the Character's **Physical Power** or **Magical Power**, whichever is higher. This value is then compared against either the Enemy's **Physical Power** or **Magical Power**, corresponding to the type used in the Character's attack. In order to succeed, the Character's combined power must be *higher* than the Enemy's. If the Enemy's value is higher, the Character fails the contest. In the event of a tie, the player must re-roll the two **6-Sided Dice**.

Power Contest: (2d6) + (Physical/Magical Power)

PLAYER TURN

On a player's turn in combat, they may take one of the following actions:

- Make an **Attack Roll**:
 - This action utilizes a **Power Contest** in order to determine whether or not the attack is successful. On a success, the Enemy takes damage equivalent to the Character's **Damage**. On a failure, the Character takes **Retaliation** damage, which is damage equal to the Enemy's **Attack** stat minus the Character's **Armor**. This amount cannot be lower than 0.
- Use an **Attack Ability**:
 - This action's process and effect are specified by the ability itself.
- Attempt to **Flee**:
 - This action has the player roll a **6-Sided Die**. If the roll is a 5 or 6, the player succeeds in fleeing, removing them from the combat. Otherwise, they fail to flee, and are forced to either make an **Attack Roll** or to use an **Attack Ability**; their turn is NOT over yet.
- Use an **Item**:
 - This action may be done in conjunction with the other actions. The effect of the **Item** is granted immediately upon its use, and its card is then discarded. Only one **Item** can be used on a player's turn.

ENEMY TURN

On the Enemy's turn, they will use their specified skill, and its effect must be resolved immediately.

The active skill used is separate from the Enemy's passive ability, which is in effect at all times during the combat. The Enemy's active skill will usually require a specific Character to make a **Stat Roll** to see if that Character is attacked or not. The target is usually chosen from the Character having the highest or lowest **Health**. In the event of a tie, players must roll against each other, with the Character rolling the lowest being the target of the Enemy's skill.

ENEMY BREAKDOWN



ENDING COMBAT

There are 3 ways in which the **Combat Encounter** can be ended.

- 1) **The Enemy is defeated.** Upon this scenario, the following occurs:
 - a) The player who initiated combat receives full **XP** indicated on the Enemy's card, while assisting players get half the total **XP** calculated after Chaos Buff (rounded up).
 - b) The player who initiated combat gains the **Gold** specified on the Enemy's card.
 - c) The player who initiated combat draws **Loot Cards** based on the Enemy's type:
 - i) **Basic Monster:** 1 **Loot Card** drawn.
 - ii) **Elite Monster:** 2 **Loot Cards** drawn.
 - iii) **Mini-Boss:** Each player in combat draws 1 **Loot Card** instead.
 - d) The player who initiated combat's turn is over, and the Enemy card is discarded.
- 2) **All Characters in combat are defeated.** Upon this scenario, the following occurs:
 - a) The player who initiated combat's turn is over, and the Enemy card is discarded. No rewards are granted to any of the players who participated in the combat.
- 3) **All players flee from the combat.** Upon this scenario, the following occurs:
 - a) The player who initiated combat's turn is over, and the Enemy card is discarded. No rewards are granted to any of the players who participated in the combat.
 - b) Upon fleeing a **Mini-Boss**, the card is NOT discarded, so it can be fought again.

BOSS ENCOUNTER

Unlike other encounters, the **Boss Encounter** requires all living players to be present on the tile in order to begin. Additionally, should all living players be present on the tile, they may still choose to treat the tile as an **Empty** one. Once all players are on the **Boss** tile, and a player chooses to start the **Boss Encounter**, the **Boss Card** drawn at the start of the game is now flipped over and all players now must engage in a modified **Combat Encounter** against the **Boss**. Notably in this **Combat Encounter**, players are unable to flee the fight. Additionally, if the players are to defeat the **Boss**, they win the game. Alternatively, should all players be defeated, they lose the game.

END OF DAY

Once every player has completed their turn, the day ends and night has begun. Chaos grows stronger each passing day, so every night the **Chaos Counter** is increased by 1. After this is completed, each

player may choose to either **Rest**, **Visit the Shrine**, or **Visit the Store**. Additionally, any player can choose to equip or unequip any of their **Items** at any time during this phase.

RESTING

Resting allows Characters to restore their **Health** and **Ability Charges**. Players may choose the duration of their rest:

- **Short Rest:** Restores 1 **Ability Charge** and recovers **Health** equal to 3x the **Chaos Tier**.
- **Long Rest:** Fully restores a Character's **Ability Charges** and **Health**. Increases the **Chaos Counter** by 1 for every player that chooses this action.

VISITING THE SHRINE

Visiting the Shrine allows the player to revive any number of defeated Characters. Reviving the dead comes at a cost however, requiring 50 **Gold** to be spent as well as increasing the **Chaos Counter** by 1 for each player revived this way. Additionally, Characters revived this way do NOT participate in the current **End of Day** phase.

Whenever a Character is revived, that Character returns to life with only 1 **Health**. This is the case for any method of reviving a Character unless explicitly stated otherwise by an ability or card text.

VISITING THE STORE

Players who visit the Store can buy **Items**, sell their own **Items**, and trade amongst other players who visited the Store.

If at least one player chooses to **Visit the Store**, the top 5 cards of the **Loot Deck** are drawn face up and set as the Store's inventory. This inventory is the same for all players who visit the Store this round. To buy from the Store, players may spend their **Gold** to acquire an **Item** in the Store's inventory. The price of the **Item** is listed by the card's **Buy Value**. The Store has limited stock, so once an **Item** is bought, it is gone. The Store will be refreshed each day the players enter the Store. To sell to the Store, a player may discard their **Items** in exchange for **Gold**. The amount of **Gold** received from discarding the **Item** is listed by the card's **Sell Value**. Trading allows players to exchange **Items** and **Gold** from their inventory to any other player also **Visiting the Store** that day.

ADDITIONAL INFO

This section is intended to serve as a reference for any additional information that is not explicitly stated elsewhere in the rules. The main additional information regards how to **End the Game**. It also covers the various **Status Effects** that can be inflicted by Enemies and Characters.

ENDING THE GAME

Throughout the adventure, players will have 2 ways to end the game:

- **Win** the game by defeating the **Boss** (Chaos Acolyte) located at the **Boss Tile** on the map.
- **Lose** the game by having no Characters left alive in the game.

STATUS EFFECTS

General use Effects:

- **True Damage**: True damage ignores armor and deals damage straight to Health.

Enemy inflicted Effects:

- **Eaten**: Eaten Characters deal half damage (rounded up) until the end of their next turn.
- **Enwebbed**: Enwebbed Characters miss their next turn.
- **Plagued**: Plagued Characters cannot recover Health until the end of their next turn.
- **Poisoned (X)**: Poisoned Characters take X **True Damage** at the start of each of their turns until they receive healing or leave combat.
- **Weakened (X)**: Weakened Characters have their Armor reduced by X until the end of their next turn.

Character inflicted Effects:

- **Bleeding (X)**: Bleeding Enemies take additional damage equal to the caster's **Level** for the next X times they are attacked.
- **Burning (X)**: Burning Enemies take damage equal to the caster's **Level** on their turn for X turns.
- **Dazed**: Dazed Enemies miss their next attack, dealing no damage and inflicting no effects.