



Trails Through Shadows Rulebook

WELCOME TO THE SHADOWED REALM WHERE CHOICES ECHO in eternity and darkness prowls at every turn. Within these pages lies the gateway to a land veiled in mist, where the path ahead is obscured by uncertainty, and the past fades into obscurity.

In this realm, the Shadefallen reigns supreme, casting its dark influence across the land. But fear not, for heroes emerge to challenge the encroaching night. Armed with courage and resolve, they face dark enemies and confront moral dilemmas that shape the fate of the realm.

As you embark on this journey, remember: every choice is a crossroads, and once taken, there's no turning back. So gather your companions, steel your resolve, and prepare to defy the shadows. The hour is late, and the fate of the realm hangs in the balance. Are you ready to face the darkness and emerge victorious? Only time will tell.

Step onto the Trail!

Trails Through Shadows is a hybrid narrative tabletop game, where you as the heroes of this dark realm take upon the goal of ending this realm's unending darkness.

Supporting Application

Being a hybrid game, TTS requires you to use the supporting web application. To run it, go to play.tts-game.fun and start your adventure from there. The application will guide you along the way.





Components

Game components you are going to need include:

1. Game Board Parts
2. Action Cards
3. Special Dice
4. Character Prints
5. Enemy Prints
6. Door Tokens
7. Obstacle Tokens
8. Figure Stands
9. Enemy Identifier Pieces

Action Card

Your characters are defined by their actions. Each race and class comes with a deck of cards, which have a defined structure:

1. Title and Description
2. Action Source (race or class)
3. Features
4. Effects
5. Discard

Don't worry, how to use them is explained in the next section.

Inspiring Melody (1)

Boost allies' morale, enhancing their abilities.

Skill (3)

Range 3 Target All Allies



Restore Cards

Count 2 Target One



(2)



(5)

Campaign Setup

1. Start up the [play.tts-game.fun](#) application and login using the license key and password provided in the game box.
2. Create a new adventure.
 - Fill in the title and description if you need to, according to your own imagination. This is going to be the name of the adventure you play from now on, so choose wisely.
 - Select a campaign you wish to play. If this is your first time upon the Trail, the first campaign is recommended, but again, this is up to your own choice.
3. Choose your characters.
 - Fill in the name of the character and the name of the puppeteer, who is going to be controlling them.
 - Choose your race and class. They will dictate the way you play, so make sure consult the application for information about them.
4. With that, you are all set up! Choose your path and start the first encounter.

It is recommended you choose in such a way, that the group is consisting of unique characters with non-repeating backgrounds.

Encounter Setup

1. From your Adventure screen in the application, choose the Encounter you wish to play.
2. Setup the starting board.
 - Find the part using its identifier and place it on your table.
 - Place all the enemy figures in their stands and put them on their hexes.
 - Place all obstacles on their hexes.
 - Place all doors next to the part.
 - Place your characters on the parts highlighted in green.
3. Roll initiative, put your results into the application and start the encounter.

How to play

When you start the encounter, the fun begins. In combat, you and the enemies are going to take turns decided by the initiative order.

Actions

Before you play, you need to know how actions work. They are represented by cards in your hand and consist of one or more features – movement, attack, skill, summon and restore cards.

- **Movement** – Straight forward, move for the number of hexes on your card. If you walk, you can cross only empty tiles, with jump you can cross enemies, although you can't end your turn on their spot. If you teleport, you can go through anything.
- **Attack** – Attack any enemy in your range with damage equal to the number on your card plus a roll of your modifier dice. You can also attack multiple times or in an area, if your card says so.
- **Skill** – Apply the effects on your card to enemies within range.
- **Summon** – You can summon a creature to fight by your side. Find their token and place them where you wish within range. You can then use their action whenever it's your turn.
- **Restore Cards** – You can restore a number of cards specified on the action.

Effects

Effects play a big role in the world of Trails Through Shadows. You can distinguish the effects by their icons in this chart. Your character can also gain resistance to the negative effects, if they are lucky enough.

	Push		Empower		Bleed
	Pull		Enfeeble		Fire
	Stun		Protection		Heal
	Poison		Weakness		Regeneration
	Stun Resistance				
	Forced Movement Resistance				

Encounter End

Name	Meaning	Resistance
Push	Pushes the entity away from the source	✓
Pull	Pulls the entity towards the source	✓
Poison	Deals damage at the start of turn	✓
Fire	Deals damage at the start of turn	✓
Bleed	Deals damage at the start of turn	✓
Stun	The entity can't perform any actions	✓
Enfeeble	Lowers damage from attacks	✓
Empower	Increases damage from attacks	
Protection	Lowers damage taken	
Weakness	Increases damage taken	✓
Heal	Restores lives immediately	
Regeneration	Restores lives at the start of turn	

Player Turn

1. Choose 2 cards from your hand.
2. If you want to use any of your items, use them and then discard them.
3. Play them in any order you wish, all the features on them can also be ordered how you desire.
4. Discard the actions based on their rule.

Enemy Turn

1. The application tells you, what action the enemies are going to preform.
2. It's still up to you to play them on the game board according to these rules:
 - The enemy will always attack the character closest to them.
 - In a tie, they attack the character that had their turn closest before them.
3. If a player receives damage, they should roll their modifier dice and reduce the result from the damage number.
4. When everything is done, press Next turn to continue the round.

The encounter has a win and sometimes even a special lose condition, usually with a number limit. The encounter can end either by opening a set amount of doors, killing enemies or reaching a specific round. If all characters die, the encounter is over. When one of the condition reaches its limit, the encounter will end in either success or failure.

When the encounter ends in success, you reap all the benefits – gold, experience and reputation that the location promised. If you fail, you have to go back to the world map and try again or choose another path.

So, what are you waiting for?

Now that you know everything there is to know, gather your courage, rally your allies, and step into the darkness. The fate of the realm awaits your decision. Embrace the shadows, confront the Shadefallen, and forge your legend. We hope you enjoy the journey that lies ahead. Now, it's time to dive in and let the adventure begin!

With love,
the TTS Team ❤