



# HORFIRE GREYBEARD

## KNIGHT



### SETUP

- 1 Print the **adventure sheet** you like to play.
- 2 Print the **hero sheet** of your choice.
- 3 Put **4 dice** next to your hero - **hero dice**.
- 4 Put **1 dice** next to the adventure - **adventure die**.
- 5 Place **6 markers** on the start values of your hero:
  - ⚔ Attack - 2
  - 🛡 Defence - 2
  - ♥ Health Points - 5
  - ★ Experience - 0
  - 💎 Crystals - 0
  - 🍖 Food - 1
- 6 Put a **pawn/meeple/marker** next to the **first tile** of the adventure.
- 7 Choose **one piece** of additional equipment visible **on your character sheet**.

### TURN ORDER

You have to do the following 3 steps each turn:

- ⚔ **Movement**
- ⚔ **Encounter**
  - ⚔ Enemy special action
  - ⚔ Enemy attacks first
  - ⚔ Time to fight back
  - ⚔ Experience
- ⚔ **Action / Rest**
  - ⚔ Hunt
  - ⚔ Quest
  - ⚔ Search



THISTROY GAMES

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### ADVENTURE SHEET ICONS

- 🏠 **START** - start of the adventure
- 💀 **ENEMY** - enemy fight
- 👤 **HUNT** - use 1 hero die and perform the described action on the adventure sheet at an appropriate value in the hunt table
- 📖 **QUEST** - use 1 hero die. Then roll the adventure die and see the results in the table on the adventure sheet. The result on the hero die you chose to perform the quest action does not matter because only the result on the adventure die is used
- 🔍 **SEARCH** - use 1 hero die and perform the described action on the adventure sheet at the appropriate value in the search table. The search icon can have an additional modifier. If it appears, simply modify your score with its value
- 👣 **MOVEMENT** - you must exhaust one hero die with the result equal to or greater than the value of the movement icon to move to next tile
- 💀 **BOSS** - boss fight, end of the adventure
- 🍖 - gain 1 food
- ♥ - gain 1 health point
- ★ - gain 1 experience point
- 💎 - gain 1 crystal
- 🛡 - gain 1 defense point
- ⚔ - gain 1 attack point
- 💀 X - fight an enemy with X modifier
- ↺ - re-roll 1 active hero die
- ↓ - recover used hero die. Re-roll and move it to your hero dice pool
- ❓ - recover used hero die. Set it on any result and move it to your zone with the active hero dice
- ⌚ - use the skills shown in brackets during one action

**FIRST JOURNEY**  
**INTO THE ABYSS**



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